



## THE GREEN ESCAPE – RULES & INSTRUCTIONS

### Objective:

"The Green Escape" aims to enlighten and engage players in the exploration of green jobs, underscoring their significance in fostering a sustainable future. Through gameplay, participants delve into the narratives of individuals pursuing careers in sustainability, emphasizing strategic thinking, problem-solving, and learning.

### Antefact:

It is September 5, 2023. A young woman is missing. Several days have passed since she was last seen. The last people to have seen her were her parents. Friends report that the girl was looking for a job in the green economy, confirmed by the open page on her computer found in her room, highlighting all the skills that made her profile suitable for many green jobs. Where could she be? And why did she disappear without saying anything? Will you be able to unravel the mystery?

**Duration:** The game has a variable duration – up to 60/70mins

**Age of the players:** the game can be played by people of any age

**Facilitation:** to play the game, the facilitation of a youth worker or educator is not mandatory, but it would be beneficial to help players reflect

**Number of Players:** 3-6 players

### Game Components:

- 6 tokens for players
- A board depicting 8 countries.
- Two dice
- Four thematic decks of cards:
  1. Young Women Deck (6 cards)
  2. Countries Deck (8 cards)
  3. Green Jobs Deck (10 cards)
  4. Motivation Deck (10 cards)
- One Unexpected Event Deck (24 cards) introducing challenges and learning moments.



## Setup:

1. **Initialization:** Secretly one player draws one card from the Young Women, Countries, Green Jobs, and Motivation decks and put them in an envelope making sure no one can see which cards they are. These 4 cards represent the core mystery of the game.
2. **Card Distribution:** Share the remaining cards among the players. Provide each player with a tracking sheet to document their cards and insights gathered during the game.

## Gameplay Overview:

- Players roll the dice in turns, moving around the board to different countries, which allows them to make hypothesis about the game's central mystery.
- **Hypothesis Formation:** When a player lands on a country, they can propose a hypothesis detailing their guess on the missing woman's identity, the country she fled to, the green job she assumed, and her motivation. Please note that the country you can assume to be the destination of the woman in the hypothesis must be the one in which the player finds themselves (i.e. if I land in Turkey, I can only assume Turkey to be the destination to guess).

## Enhanced Refutation Mechanism:

- **Refutation Turn Order:** The process to refute a hypothesis begins with the player immediately to the left of the one who made the hypothesis and proceeds clockwise. Each player, in turn, checks their cards to find one that can refute the hypothesis. This continues until a card that contradicts one of the hypothesis's elements is found. If a player does not have any card to refute the hypothesis, they will just pass to the next player.

**Critical Rule:** Only one card is shown to the player who made the hypothesis. This card is revealed in private, ensuring the rest of the players remain unaware of which card was used for refutation. *Example of Refutation:* If a player hypothesizes that the missing woman is Dilan and fled to Italy for a green job motivated by a desire for adventure, the refutation process might reveal that the "Italy" card is held by another player, thereby disproving the hypothesis that Italy is the destination where the missing girl went.

**Conclusion of Turn:** Once a hypothesis is successfully refuted with a single card, the turn ends and the turn will be on the next player.

**Special Rules for Doubles and Chances:** Rolling doubles on the dice triggers an unexpected event, compelling the player to draw from the Chances deck. Also, when players step onto the chance box they have to pick a Chance card. This deck enriches the game with various



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educational prompts, facts about the green economy, penalties, and group activities that promote discussion and reflection on sustainability and green careers. Also, players

**Winning the Game:** Victory is achieved by the first player to accurately deduce and reveal the correct combination of the missing woman, her green job, the country of relocation, and her underlying motivation.

