

NARRATIVE

In 2010, as a result of an unexpected geological movement, a new state, GETLAND, was born. After the first moments of disbelief, many citizens from all over Europe migrated to this new environment in the hope of making a new and better life for themselves.

Within a few years, the cities that emerged from GETLAND were similar and comparable to the most polluted cities in other European countries: factories, intensive livestock farming, illegal building, over-exploitation of land and natural resources, drilling for cheap fossil fuels ...

Faced with the appearance of the first critical problems (frequent asthma crises in children, water contamination, waste accumulation, cancer), local administrators began to take ambivalent positions on the subject of people's rights and the environment.

After the first studies and the definition of future scenarios, it is clear that the GETLAND community has few years of natural resource exploitation left before the entire system collapses (at current rates of consumption) and the territory becomes uninhabitable. It is necessary to act now to change the situation and conserve the resources still present on the territory as soon as possible, in order to bring a real change towards sustainability and survival.

The citizens of GETLAND are very concerned about the situation: some of them are beginning to mobilize in groups and movements to understand how to deal with the situation and to seek help by networking with activists and experts from all over Europe and the world.

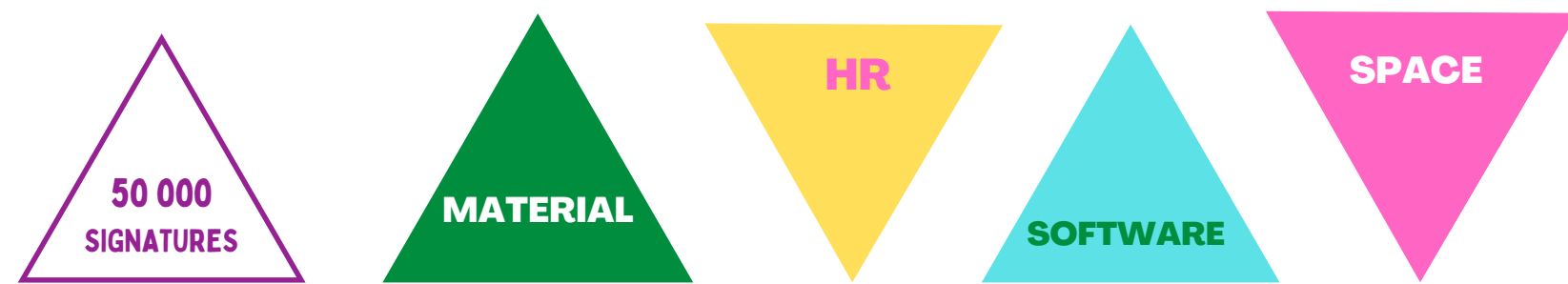
The first reinforcements are arriving from Italy, Austria, Spain and Finland: a number of volunteers with different skills and experiences who, together with local authorities, eco-activists and GETLAND researchers, will try to overturn the situation by researching and collecting innovative solutions for a more balanced development by 2050.

Everyone wants to save GETLAND, but who will? Who will be able to conserve and protect the resources needed to rethink a sustainable social economic model and ensure the survival of the country's future? Who will be able to GET THE FUTURE?

RULES OF THE GAME

Number of players: 3 to 7 or small groups

At the beginning of the game, players are assigned **a mission**. The missions are divided randomly. To fill a mission, a player must collect **six resources**: one signature sign (50 000 votes), material, HR, software, space and one extra resource.



In the game, players will roll a dice and move around the board and land on different kinds of squares. The purpose of the game is to **collect points and signatures to fill their mission**. Players can change their points to resources that they need to fill their mission.

Risk marker:

The game has a risk marker that represents the limited time that we have left to take action on climate change. The marker **increases one step in each round** and also **with the event cards**. Every time the risk meter increases, players can give up their points to avoid the increase. Points to decrease the risk meter can come from one player or more players. Players can decrease the risk meter by giving points (1-3 cost 1 point, 4-7 cost 2 points, 8-9 cost 3 points). If the risk marker arrives at 10, the game ends.

The different squares have different kinds of tasks that players will have to do. There are three kinds of squares:

1) Quiz, Everyone guess & I would rather...

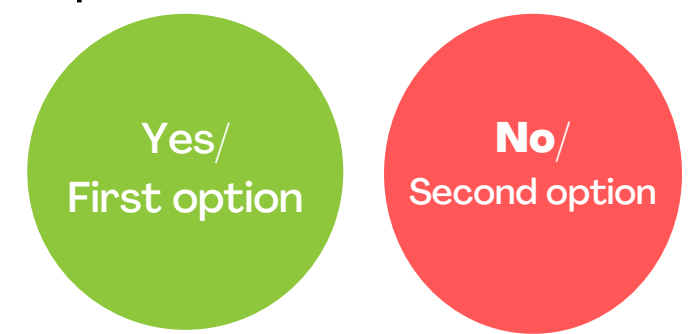


The purpose of these squares is to **collect points**.

Quiz: Players will have to answer quiz questions. If the answer is correct, players will receive **2 points**.

Everyone guess: The person who arrives at this square will read the question in the card. All the players will write down their guess on a piece of paper and once everyone has guessed, the players will check the correct answer. The player whose answer was closest to the correct answer will receive **2 points** and the player who landed at the square will also receive **1 point**. If the player who landed on the square also has the closest answer, they will receive **3 points**.

I would rather...: The card has two options of which the player arriving at this square has to choose from. The game has a marker which will show the player's answer.



The person sitting next to this player will have to guess what was the players' choice. If the person guesses correctly, both players will receive **2 points**. If the person doesn't guess correctly, none of the players will receive points.

2) Idea competition



The purpose of this square is to **collect signatures**. When a player arrives at this square, all the players will battle in an idea competition. In the idea competition, players will have to come up with an idea according to the information on the card. Players will have one minute to come up with an idea. After everyone has shared their idea, everyone will vote for their favorite idea by pointing to the player who has the best idea. The one who has the most points **wins a signature sign with 50 000 signatures**. If two players have the same amount of points, they both will win the signature sign. Also, the player who arrived at this square will receive **one point**.

3) Event



The player who arrives at this square will raise an event card. These cards have either negative or positive impacts. **Negative impact:** The risk marker increases. **Positive impact:** The player will receive a resource mentioned in the card.

On squares with a picture of a dice, players can roll a dice again.



Resources:

When players receive points, they have to change them to resources that they need to fill their mission.

Every resource is worth two points. Resources can be changed in the corners of the board; each corner has a different resource that players can get.

Moving on the board:

Players will move on the board with two dice. Players will move to the amount that is indicated on the dice. When arriving at corners with more steps than needed, players can take the resource and continue their passage in the board. When two players arrive at the same square, they can exchange resources if they want to. If players arrive at the middle square, they can take any card they want to.

Winner of the game:

The player who **achieves their mission first** will win the game.

As soon as a mission is completed, the player can continue with a new mission. The game ends when 5 missions are completed or the risk marker arrives at 10 - whatever comes first.