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INTERGREEN

GREEN UP

BOARD GAME INSTRUCTIONS





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Welcome to **GREEN UP!**

We are the consortium of the Erasmus+ project "Intergreen". We have developed this board game to encourage municipal employees across Europe to explore the various ways in which their municipalities, and departments can contribute to a greener and more sustainable city, town or village.

The game is a multiplayer game. It offers an opportunity for 2 to 8 players from the same or different municipal departments to play against each other, and to test their green ideas and the possible challenges from two different perspectives: the position of the Sustainability Advisor, and the position of the Mayor's or the Observers (Watchers).

It is highly advised that the game is being facilitated by one skilled facilitator that will keep an eye on the time spent in each phase of the game, and that the basic rules and recommendations for fun and fair play are obeyed.

Also, the game can have a note keeper that will take notes on the score or the game progress, however, this is up to the municipality and the facilitator to decide.

For better learning and practice experience, it is highly advised that players/teams change roles.

We truly hope that you will enjoy it!

Sincerely yours,
The Intergreen Team

➤ Introduction

GREEN UP is designed to inspire players i.e. municipal employees to think, discuss, and to brainstorm ideas for green transition of their municipality. The game offers a set of green missions and initiatives organised in 6 departments, including a set of realistic challenges and feedback cards which may jeopardise the success of each initiative and mission.

GREEN UP is not a game of chance but a game of skill. The game itself requires strategic thinking and decision-making, and it offers a "learning through play and discussion" experience. Through this game, players practise various soft and technical green skills and knowledge necessary for the actual green transition of their municipalities.

The game is an additional learning tool developed as part of the modular training dedicated to green skills and sustainability developed by the consortium. The game itself, as well as the training course as whole aim to offer a fun and interactive learning experience for municipalities, starting from a targeted number of municipal employees in 6 countries: France, Italy, Portugal, Greece, Cyprus and North Macedonia.

➤ Components

The game is consisted out of:

(1) One **gaming board** with 6 fields for 6 different municipal departments to choose from. Each field/department represents an aspect of the general and specific municipal responsibilities (e.g., local development deals with topics related to local economic development; the education and well-being deals with topics related to education of children and youth, sports, local social affairs, etc.).

(2) A set of **game cards**:

- **8 players cards** representing the minimum of 2 players in the game or the 2 teams: the Sustainability advisor or the team of the Sustainability Advisor (Implementers), and the Mayor or the team of Observers (Watchers).
- **3 vote cards** representing a vote for a successful initiative, vote for unsuccessful initiative and a vote for maybe. Vote cards are used in the evaluation phase.
- **6 green mission cards**, each representing a specific mission connected to the specific department.
- **26 green initiative cards**, each correlated to the specific missions and departments.
- **78 challenge cards**, each connected to the specific green initiative and department and representing an internal or external challenge. Challenge cards are used in the preparatory phase.
- **156 resource cards**, each representing an inspiring, potential action to address challenges and to achieve initiatives/missions. Resource cards are used in the strategic planning (brainstorming phase).

- **130 feedback cards**, representing realistic views, opinions, concerns related to the initiatives and actions. Feedback cards are used in the review phase.
- **3 who / why / what cards**, representing a reminder of the three W's which the Sustainability Advisor and its team should answer to. W's cards are used in the strategic planning (brainstorming phase).



➤ Storyline

One player or team takes the role of the Sustainability Advisor(s) tasked to transform the municipality of Intergreeneu into a sustainable and environmentally friendly community. By working to make various municipal departments greener, and implement as many environmentally sustainable practices across departments, players navigate through challenges, and make strategic decisions to achieve the highest level of sustainability and green transition. However, in their quest, they will face the Mayor and the team of Observers whose role is to watch carefully, review all proposed actions and vote for those actions that show the best interest of the local communities and stakeholders.

➤ Objective of the game

The Sustainability Advisor's team must complete at least 3 green initiatives by proposing green solutions (actions), and addressing the concerns placed by the Mayor and the Observers' Team.

➤ Game setup

- (1) Place the game board in the centre of the play area with the 6 sets of game cards in the corresponding departments' fields.
- (2) By drawing from the players cards, select a Sustainability Advisor, a Mayor, and members of the two teams - the team of the Sustainability Advisor (Implementers) and the team of the Observers (Watchers).
- (3) Give the Mayor and the Observers' team the 3 Vote cards – Approval Vote, Maybe Vote and Rejection Vote.

(4) Give the Mayor and the Observers' team the 3 "W's" cards, also.

(5) Explain to everyone the rules and roles in the game, and the role of the cards in the game. For example, the 3 "W's" should be used during the game play as a reminder of what the leader and the implementers must answer during the brainstorming and the presentation of the green actions. The vote cards should be used by the Mayor and the Observers in the review phase to approve, reject or give a maybe to the proposed actions after the negotiation phase. The resource cards should be used by the Sustainability advisor and its team to address the 3 challenge cards that are presented after a green initiative is selected. Feedback cards should be used by the Mayor and the Observers as an inspiration to ask additional questions and decide whether to accept, reject or give a maybe to a played green initiative.

➤ Game play

Phase 1: Preparation phase

- Players from the Sustainability Advisor's Team discuss and decide which municipal department they will focus on first.
- Once they decide on the department they'll play first, players from the Sustainability Advisor's Team are presented with the department-related mission and the set of green initiatives.
- Players from the Sustainability Advisor's Team discuss and agree which green initiative they will implement from the respective department.

Phase 2: Strategic planning phase (brainstorming)

- Once an initiative is chosen, the facilitator places in front of them 3 challenges related to the specific green initiative.

- The facilitator gives them a set of 6 resource cards.
- The facilitator instructs players to read the challenges carefully; to consider alternative actions to achieve the specific initiative, and to use all 6 resource cards to build their own action(s) that will address the 3 challenges and will contribute to the achievement of the green initiative and the department's mission.
- From the same set of game cards, the facilitator gives 5 feedback cards to the Mayor and the Observers.
- The facilitator instructs the Mayor and the Observers to pay attention to the Implementers discussion during the brainstorming; to read carefully and to use the feedback cards as an inspiration for their feedback (in the review phase) to the proposed actions by the implementers.
- The players from the Sustainability Advisor's Team are given 15 minutes to discuss and decide what actions they will take/ propose to address the 3 challenges and to achieve the green initiative.
- In this phase, Implementers are also given the 3 "W's" cards, as a reminder on the "who", "why" or "what" that should be covered through the proposed actions.
- The players from the Sustainability Advisor's Team are also given sticky notes and pen(s) to take notes of their green actions and to organise their ideas for the presentation.
- The Mayor and the Observers are instructed to listen carefully during the brainstorming, and to prepare themselves for their role as reviewers in the feedback phase, when they will have the opportunity to pose questions, and support or reject the actions/initiative.

Phase 3: Review phase (feedback)

- The players from the Sustainability Advisor's Team are instructed to present their green actions to the Mayor and the Observers in a 5-minute brief.
- The Mayor and the Observers listen carefully.
- After the presentation, the Mayor and the Observers have 5 minutes to discuss and agree on the progress and to pose questions, ask for additional clarification based on the set of feedback cards and the interests of the municipality, the local communities and the stakeholders.
- The Mayor and the Observers are instructed to give clear and direct feedback, relevant for the department, the mission, and the initiative. They are instructed to consider the potential risks and obstacles that the green initiative and the proposed green actions may pose to the municipality, the local communities and stakeholders, and to use the feedback cards as an inspiration.

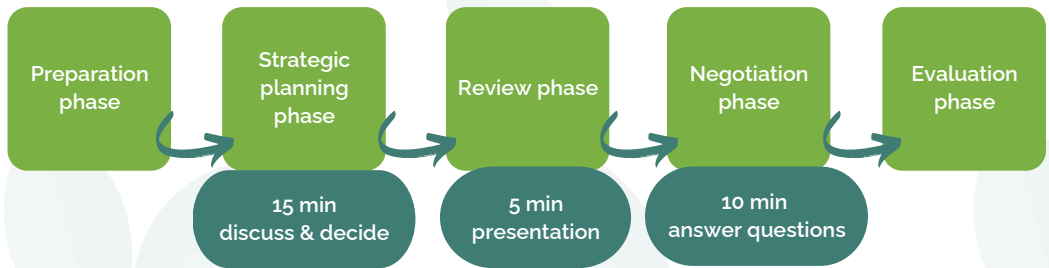
Phase 4: Negotiation phase (clarification)

- Based on the feedback, the Sustainability Advisor's Team is given additional 10 minutes to reconsider their proposed action, offer additional information and respond to all posed questions in phase 3.

Phase 5: Evaluation phase

- After the clarification in phase 4, the Mayor and the Observers are instructed to shortly discuss and agree on the proposed actions, and to use their right to group vote with the red card for a rejection, the green vote card for an approval and the orange vote card for a maybe.
- Depending on the initial objective of the game, set at the beginning, players either continue by proposing

implementation of another initiative, they open another department / mission / initiative or the two teams switch roles if the bare minimum such as 3 approved green initiatives or 3 rejected green initiatives is achieved (see: End of game / scoring).



➤ End of game / scoring

GREEN UP concludes after 3 rejections by the Mayor and the Observers' team or after 3 green initiatives are successfully completed. Please note that this is the moment after which players can make a decision to switch roles, meaning, the Sustainability Advisor becomes the Mayor and its team becomes Observer and vice versa, the Mayor becomes the Sustainability Advisor and the Observers become its advisory team.

The players with the highest greening level or highest number of missions or initiatives successfully implemented win. However, Green up is a game that can be played until players get bored and exhausted. Apart from the limited time for some of the phases, such as: the brainstorming, the presentation of the green actions, the evaluation, and negotiation, the game has no total time of play and can be played and replayed for days, weeks and months. For more information, as well as for keeping track of the score, please see the template which should be used during gameplay.

➤ Board Game Scoreboard Template

Players and facilitators are encouraged to use the following scoreboard table to keep track of the scores achieved by each of the Sustainability Advisors' Team (SAs). The table, if needed, can and should be adjusted e.g., to have less or more rows based on the number of SAs teams that will play. For example, in the case of only two teams of players, one the SAs and the other the Mayor and the Observers, that do not switch roles, it is enough to use only one row to keep track of SAs team achieved, meaning, number of approved green initiatives, rejected or maybe. In the case of teams switching roles, there should be two or as many rows needed to keep track of the scores for each of the SAs team.

Player/Team	International cooperation and NGOs Department				Procurement Department					Local development Department			Education and wellbeing Department				Parks and environment protection Department					Urbanization Department					Total score			Success Yes/No
	1	2	3	4	1	2	3	4	5	1	2	3	1	2	3	4	1	2	3	4	5	1	2	3	4	5	A	R	M	
Sustainability Advisor's Team 1																														
Sustainability Advisor's Team 2																														
Sustainability Advisor's Team 3																														
Sustainability Advisor's Team 4																														

➤ Instructions

Departments: Player(s) must implement green initiatives in the 6 municipal departments marked on the board and the scoreboard template above.

Green Initiatives: In the columns under the respective department, mark "A" for each approved green initiative, "R" for each rejected green initiative and "M" (short for maybe) for every green initiative that has neither been approved or rejected.

Total Green Initiatives: Count and write the total number of green initiatives each player has successfully or unsuccessfully completed, including the "maybe's"

Success: If SAs team successfully completes a min of 3 green initiatives, mark "Yes" under Success; otherwise, if it received 3 rejections from the Mayor and the Observers, mark "No". The maybe's on the other hand, although are more positive than negative, have no influence in the score game. However, it gives the team an opportunity to choose another green initiative.

➤ Other resources

Additional tools used for the game are:

- sticky notes
- pens or markers
- white sheets of papers
- timer

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Thank you to all the team members for their unwavering support and hard work. This board game and Manual are a testament to their dedication and efforts.



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