

ADAPTATION AND TARGET

The game can be adapted to different ages and levels of knowledge by modifying the complexity of the challenges and questions. Each card presents two levels of difficulty.

EDUCATIONAL VALUE

this game allows you to:

- + learn: understand the fundamental concepts related to biodiversity, climate change, and nature-based solutions;
- + reflect: understand the consequences of human actions on the environment;
- + collaborate: work together to achieve a common goal;
- + have fun: learn in an active and engaging way.

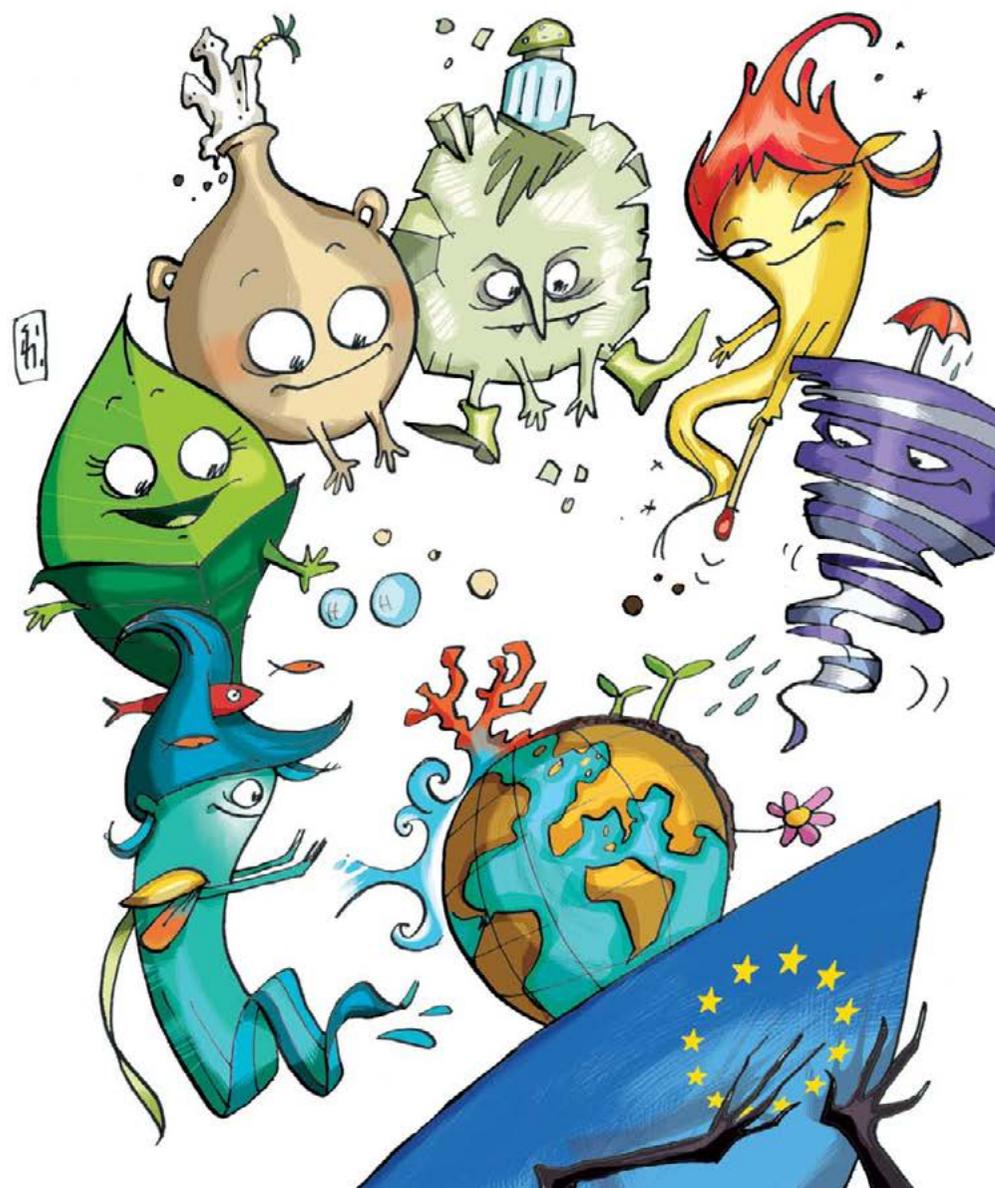
THE FOLLOWING MATERIALS ARE PROVIDED IN THE KIT

- + 66 character tokens (to cut out);
- + Number die and character die (to cut out);
- + 6 character cards* (to print and cut out).
The cards are not essential for playing, but they enrich the gameplay;
- + 41 cards (to cut out);
- + Game board.
- + Plancia di gioco



GUARDIANS OF NATURE

HEROES IN ACTION TO SAVE THE PLANET



BOARD GAME SHORT GUIDE TO USE

OBJECTIVE

reach the final square, which represents safeguarding the Planet and victory over Thermon, global warming!

GAME DEVELOPMENT

- 1 Scelta del personaggio: Character selection:** each participant chooses a character and receives their respective character card*;
- 2 Dice roll and movement:** participants move on the board following the number indicated by the number die. Each time a player lands on a square, they read the corresponding card, taking from the decks force of nature, dark force, unexpected event, challenge. Each time a card is read, it is put aside. When all the cards in a deck are read, they are shuffled and taken from the discarded deck;
- 3. The first to reach the final square and pass the final challenge wins!** Attention: If the number on the die exceeds the remaining squares to reach the end, the player must move backwards from the final square for the number of excess steps.

The game board consists of **30 squares** of **4 types**, to which corresponding cards belong, namely:

Nature's force square/card: highlight virtuous behaviors for environmental protection and present bonuses that allow you to advance;

Dark force square/card: highlight negative behaviors, waste, and negative effects of the climate, resulting in skipping a turn or moving to another square;

Unexpected event square/card: introduce unexpected events, positive or negative, such as a storm, the discovery of a new species, or the arrival of volunteers to protect the environment;

Challenge square/card: q when a pawn lands on a challenge square, it must be faced with the help of another character.

Therefore:

- 1)** Roll the character die to determine which character can come to the rescue;
- 2)** By adding the elements of the two characters (the player's and the one obtained from the die), it is determined whether the challenge has been overcome;
- 3)** If successful, the player can proceed by rolling the number die to advance.

HOW TO USE THE CHARACTER CARDS

Before starting to play, each participant, once they have received their card, must write down the answers to the indicated questions, along with their respective numbers, on a piece of recycled paper. Each time they land on a challenge square, the player can read aloud the evolution of their character's story, inserting the answers in the spaces marked with the corresponding number. You advance a level each time you land on a challenge square. At the 3rd level, the character acquires a new power.

This information will help you complete your character's story as the game progresses and reach the 3rd level:

(1) The name of a person you admire:

(2) The name of a negative public figure:

(3) Your favourite colour:
