

GALACTIC ODYSSEY: RE-THINKERS

Eco-Adventure Board Game Rulebook

Project “YouthCoLab: Empowering Youth Through Co-Creative Solutions”, 2024-3-PL01-KA210-YOU-000279233, which is to be carried out from 1 May 2025 to 31 March 2027.



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1. Mission – What Is This Game About?

In this game, you and your crew are young eco-explorers travelling through the galaxy. The universe you enter is beautiful, but it is also under pressure: five planets struggle with environmental problems such as climate change, waste, and pollution. Your mission is to move along the Galactic Path, visit planets, and help restore balance through smart choices.

You will do this by answering eco-questions, solving dilemmas and completing small challenges that connect learning with action. The goal is not only to “win”, but also to build practical understanding of how sustainability works in everyday life, communities and organisations.

During the journey, your crew also faces social and green entrepreneurship challenges. These situations require you to balance profit, people and planet. This is where the game introduces ESG decision-making (Environmental, Social, Governance). ESG in the game means learning to make responsible choices that are not just “good sounding,” but also realistic, fair, and transparent.

Many Decision Cards represent real-life sustainability and entrepreneurship situations. For example, players may need to respond to greenwashing risks, choose ethical suppliers, measure impact honestly, improve governance processes, or ensure accessibility and inclusion. The game encourages players to justify choices and discuss trade-offs rather than searching for one perfect answer.

1A. How the game uses Design Thinking (5 stages)

Galactic Odyssey integrates Design Thinking through the way Decision Cards and reflections work. Every dilemma functions like a mini learning cycle: players consider stakeholders, define the real challenge, think of options, choose one, and learn from the result.

Empathize: Decision Cards – Step A: Discuss (60 seconds). Players talk through the dilemma and consider who is affected (people, the planet, inclusion, ethics, fairness). The facilitator can support this by using guiding questions such as: “Who is affected most?” and by making sure all voices are heard.

Define: After the discussion and before voting, the group agrees on what the real challenge is (for example: the main risk, the trade-off, or the key conflict). This stage is also supported by optional Mission Cards that ask teams to explain their reasoning, which helps them define the problem more clearly.

Ideate: Step A: Discuss (60 seconds), players suggest different solution options and ways to respond to the dilemma. If the group produces a strong and realistic solution, the facilitator may award a bonus that encourages creative and practical ideas before the vote.

Prototype: Step B: Vote, the chosen option becomes the team’s “prototype solution” for that situation. Players can treat it as a quick action plan: *What will we do, and how will it work in practice?*



Test: Players “test” their decisions by facing new dilemmas in later turns, often in different planetary contexts. This helps them see if their approach still works. The end-of-game Reflection then supports learning and improvement by asking what worked, what they would change in real life, and what habits they want to develop.

2. Who Is This Game For?

Players	2–6
Age	14+
Play time	30–45 minutes
Game type	Semi-cooperative

The game is suitable for families, youth groups, schools, NGOs and workshops.

MODE : ECO CHALLENGE (AGES 14–35)

A single, flexible game mode designed for both young people and young adults usable in schools, youth work, and entrepreneurship settings. Players will:

- Learn key environmental concepts through planet-based questions (basic → advanced levels).
- Build teamwork and communication through quick dilemmas and group decision moments.
- Explore practical sustainability actions and everyday eco-choices that connect to real life.
- Tackle realistic ESG dilemmas (Environmental, Social, Governance) such as greenwashing, supply chains, inclusion, and governance.
- Practice responsible decision-making by weighing trade-offs, risk, and impact measurement—not just finding the “right” answer.

Recommended use: schools, youth work, clubs, mixed-level groups, entrepreneurship training, NGO capacity building, adult workshops, and project-based learning.

2A. Competences Developed

This game supports competences aligned with EU frameworks. It is especially useful when facilitators give players a few minutes to discuss decisions and reflect after play.

GreenComp (Sustainability Competence Framework)

Players practise:

- Systems thinking: connecting causes and consequences across society and environment
- Valuing sustainability: understanding responsibility and long-term effects
- Envisioning futures: imagining sustainable alternatives and improvements
- Acting for sustainability: making choices and taking practical steps



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EntreComp (Entrepreneurship Competence Framework)

Players practise:

- Spotting opportunities & creating value: generating solutions and innovations
- Ethical & sustainable thinking: ESG trade-offs, responsibility, fairness
- Mobilising resources: team negotiation, planning, collective decisions
- Learning through experience: reflection, feedback, and improvement

DigComp (Digital Competence Framework) (optional, depending on facilitation)

Players practise:

- Information literacy: interpreting evidence, impact data, claims
- Communication & collaboration: teamwork, structured discussion
- Safety & ethics: privacy, transparency, responsible messaging (e.g., greenwashing)

3. Game Components

The game includes a board, several decks of cards, pawns, and a die. Each component has a specific educational role: Question Cards build knowledge, Decision Cards build reasoning and ethics, Action Cards add energy and surprise, and Mission Cards add goals and structure.

Included components:

- 1 Game Board – Galactic Path
- 90 Question Cards (18 per planet)
- 30 Decision Cards
- 12 Action Cards
- Mission Cards
- 6 Astronaut Pawns
- 1 Six-sided Die

4. Planets & Learning Themes

The galaxy contains five planets, each representing a different learning theme. This structure helps players understand that sustainability is not only one topic; it includes knowledge, behaviour, systems thinking, and innovation.

- **Planet Awareness (Green):** focuses on environmental awareness and basic concepts.



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- **Planet Sustainia (Yellow):** focuses on sustainable living and everyday choices.
- **Planet Recyclon (Blue):** focuses on waste management, recycling, and resource cycles.
- **Planet EcoMind (Orange):** focuses on systems thinking, causes, consequences, and interconnected problems.
- **Planet Innovia (Purple):** focuses on green innovation, solutions, and future-thinking.

5. Setup – Step by Step

- Place the board in the center.
- Shuffle all decks separately.
- Create draw and discard piles for each deck.
- Players place pawns on START.
- (Optional) Give each player one Mission Card.
- Roll the die to choose the first player.

6. Turn Sequence – Quick Reference

Each turn is simple and follows the same rhythm, which makes it easy to facilitate in a workshop.

Step 1 — Roll and move: The active player rolls the die and moves forward the number of spaces shown.

Step 2 — Resolve the space you land on: After moving, the player resolves whatever space they landed on. Most spaces trigger a card (Question, Decision, Action, or Mission), and the player follows the instructions on that section below.

7. COLORED SPACE – QUESTION CARD

When a player lands in space, they draw a Question Card matching that planet's colour. Another player (or the facilitator) reads the question aloud so everyone can follow. The active player answers first; in learning-focused sessions, you may allow the group to support after the first attempt.

Full Mode scoring:

- Correct answer: move +2 spaces
- Wrong answer: stay where you are

Short Mode scoring:



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- Correct answer: move +1 space
- Wrong answer: stay where you are

Facilitator option (recommended for workshops): If the answer is wrong, allow 1 hint or a 50/50 choice, especially for mixed-level groups.

7.1 DECISION SPACE – DECISION CARD

Decision Spaces introduce dilemmas and teamwork moments. When a player lands on a Decision Space, they draw a Decision Card and read it aloud. These situations are designed to feel realistic: sometimes there is no perfect answer, only trade-offs.

Step A — Discuss (60 seconds): Players discuss the dilemma briefly and share opinions. The purpose is not debate for debate's sake, but quick reasoning: identifying who is affected, what risks exist, and what values matter most (impact, fairness, honesty, inclusion, feasibility).

Step B — Vote (majority): After the discussion, the group votes by simple majority. This vote represents the team's final decision.

Tie-break rule: If there is a tie, the game can be resolved in one of two ways: either the active player decides, or the Discussion Leader decides (if you use that optional role in workshops).

Movement effect: Winning side +1 space; losing side –1 space.

Optional group bonus (recommended for learning): If the group produces a strong, realistic solution (especially in ESG dilemmas), the facilitator can grant +1 extra to everyone OR let the active player draw an Action Card.

7.2 ACTION SPACE – ACTION CARD

Action Spaces add surprise and energy. When a player lands on an Action Space, they draw an Action Card and follow its instructions. Action Cards can introduce boosts, penalties, teamwork effects, or micro-challenges that break the routine and keep the pace lively.

Saving Action Cards: Unless the card says "Play immediately," players may keep Action Cards for later use.

7.3 BLACK HOLE

The Black Hole is a temporary setback. It slows progress but does not remove a player from the game. The purpose is to add drama without creating frustration.

If you land on a Black Hole, you **skip up to 1 turn**.

On your next turn, roll the die:

- **Even:** escape and move **+1 space**



- **Odd:** escape (no extra movement)
- **Optional:** You may discard an Action Card to escape immediately.

8. CARD TYPES

This section helps understand why each deck exists and what learning it supports.

QUESTION CARDS

There are **90 Question Cards** in total, with **18 per planet**. They build eco-knowledge across themes. Facilitators can also use these cards without the board, as a quick quiz activity.

DECISION CARDS

There are **30 Decision Cards**. They include both eco dilemmas and ESG-in-practice dilemmas. Many are tagged **[E]**, **[S]**, **[G]**, or **[ESG]** to show what kind of learning focus the dilemma has. The purpose is to practise reasoning, ethical choices, and realistic sustainability decision-making.

ACTION CARDS

There are **12 Action Cards**. These are event-style cards that add movement changes, surprises, or quick mini-tasks. They support engagement and variety.

MISSION CARDS

Mission Cards are optional tasks that add personal or team goals. They work well in workshops when you want to motivate quieter players or structure the experience. Examples include completing questions on multiple planets, resolving Decision Cards with reasoning, or supporting another player in a micro-challenge.

9. Reflection (End-of-Game Questions)

Reflection is the most important learning moment. After the game ends, take a few minutes to help players connect what happened in the game with real life. Depending on time, choose 2–5 questions and use a quick circle discussion, pair-sharing, or a written debrief.

- Which planet was hardest, and why?
- Which dilemma felt most realistic? What would you do in real life?
- What eco-habit can you improve this week?
- What principle will you apply in your studies or work?
- What action can you take that helps both people and the planet?

10. Inclusion & Accessibility Guidelines

This game is designed for diverse groups, and a good session depends on creating a safe environment where everyone can participate without judgement. Inclusion is not only about language; it also includes confidence, learning pace, group roles, and comfort in discussion.

Communication support

Read cards slowly, and paraphrase key sentences when needed. If the group is unfamiliar with terms like “ESG,” “greenwashing,” or “impact measurement,” explain them using simple everyday examples. Encourage “I don’t understand” questions and treat them as a normal part of learning rather than a problem.

Discussion facilitation

To keep discussions inclusive, try using a simple speaking round where each player has up to 20 seconds. Sometimes invite quieter participants earlier (without forcing them). Also allow “pass” if a topic feels sensitive.

Pacing and breaks

In workshops, short breaks every 15–20 minutes can help focus. If the group’s energy drops, switch to Short Mode so progress stays visible and fun.

Alternatives for different needs

If voting verbally is difficult, allow voting with pointing, A/B cards, or tokens. For reading support, use a buddy system, allow extra time, or ask the facilitator to read aloud.

Language versions

For multilingual groups, pair players bilingually or let a facilitator translate. If materials are translated, keep phrasing simple and consistent across languages.

11. Adaptations for Participants with Fewer Opportunities

These adjustments support access and confidence, especially for first-time players, groups with lower literacy, language barriers, or low self-confidence. The goal is to reduce pressure while keeping learning and participation meaningful.

Simplified Variant (recommended for first-time or low-confidence groups)

Use Short Mode, and begin the session with only Question Cards for the first 10 minutes to build comfort. Limit the number of Decision Cards (for example, 6–8 total), and reduce discussion time to 30 seconds with one guiding question: “Who is affected most?”

Additional facilitator support

The facilitator can read and summarise options, give one guiding prompt per dilemma, and reward participation for reasoning and engagement—not correctness. This is especially helpful for participants who are anxious about “being wrong.”



Work in pairs / small groups

Use a buddy system so players decide together. In groups of 5–6, you can also form two mini-teams that vote as a unit. This reduces pressure and makes discussion easier for participants who need support.

12. Licensing & Reuse

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13. FAQ & Conflict Resolution

This section helps avoid confusion during play and supports smooth facilitation.

- If a deck is empty, reshuffle the discard pile.
- Moves cannot be undone.
- Tie-break: active player or Discussion Leader role.
- Overshooting the finish is allowed.
- Action Cards can be saved unless stated otherwise.



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