

Educational games

Title of the game: Wavering Flag

The idea or concept

The game is based on a concept known as „capture the flag“. The victory condition is to claim the flag and bring it back to the base. Game ends once player (or a team) manages to win 2 rounds (best of 3).

Target group, length, materials needed

The target group of players is anyone able to understand the idea of radicalization.

The average duration time of one match is expected to be around 10-20 mins depending on play speed of players and randomness of dice throws.

Every game doesn't require additional resources, the pieces included are:

- 1 board
- 4 pawns moved by players
- 1 pawn representing the flag
- 16 cards of argument (power) cards

Genre

The game is educational, racing genre with an element of simple combat.

Story and characters

The „flag“ is a representation of a vulnerable person, who is exposed to the dangers of getting radicalized.

The players (or teams) are representation of good (green) side and radicalizing (red) side. The goal of each side is to convince the „flag“ to stay with them using the power of arguments.

Core game mechanics

- Co-operative Play (only in 2v2 mode)
- Dice rolling – dice is used by players to move on the map
- Grid movement – players move their pawns on a grid board.
- Pick-Up and Deliver – delivering flag to the base scores a point
- Player eliminaton – if the player with flag loses to the player attacking him
- Set collecting – collecting arguments to increase (or decrease) one's argument power.

Gameplay

Preparation of the game: pawns of the players, flag and argument cards with power of 5 and 4 are put on the board into their fixed position. Next 3 out of 6 remaining argument cards from each decks are chosen randomly by respective players and added to their hands. Players don't know which cards have been picked by opposite player. Picked up cards determine the argument power of a player. Remaining cards are put on the board to marked positions in random order face-down.

The game is turn based. It starts by throwing a dice in order to determine which player starts first. Since now throws will determine how many tiles their representing pawn will move.

Whenever player goes on a field which has an argument card on it, the player adds it to their hand.

Depending on what card it's picked, the following happens:

- picking own argument card – the player's argument power is increased by the amount of the card picked
- picking opponent's argument card – opposite player's argument power is subtracted by the amount of the card picked up

Stepping on a flag claims it. Player who claims it, needs to return to their base with flag in order to receive one score. From now player who doesn't have the flag, has only one way to score a point – they need to engage in an argument clash with the player holding flag, by going to the same tile, before the flag holder will return to their base.

The clash can be started only by the player who hasn't have the flag against the player who holds it. The winner of the clash is determined by the amount of argument points, which is the sum of numbers of own cards currently player holds, subtracted by the numbers of opposite player cards that player holds. In case of equal points, the defending player is the winner.

After the elimination of the player, both players, flag and also 5 and 4 points argument cards return to the starting positions, other cards they have picked up stay in their hands (including opponent's ones).

To sum up: in order to win, player needs to deliver the flag to their base OR beat opponent in an argument clash (draw for defending player is counted as victory).

Game finishes of either victory when one of the sides wins 2 rounds (best of 3 format).

Important move rules:

1. Pawn always needs to do the full movement and it cannot return back during one move.
2. Pawn moves only vertically and horizontally. It cannot go diagonally.
3. Both players cannot be on the same tile, unless the argument clash requirement is met.
4. Players cannot enter the opposite base to block an enemy from entering it.
5. Players cannot go to the other side of the map, until the flag has been captured.
6. Once the player leaves their base, they cannot go back there without the flag.

Important notes for 2v2 mode:

1. Whichever team wins the dice, that player 1 starts first and is followed by his teammate. After them the 2nd team throws their dices.
2. Only one player can hold the flag.
3. Elimination of one of the players results in that team's defeat.
4. Both players start from their base on the same tile. Later on they cannot be on the same tile anymore.

Level and world design

There is only one level – a 9x11 sized rectangular grid with few tiles coloured accordingly.

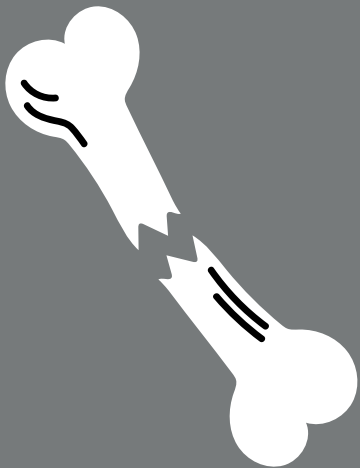
Spoty-fight



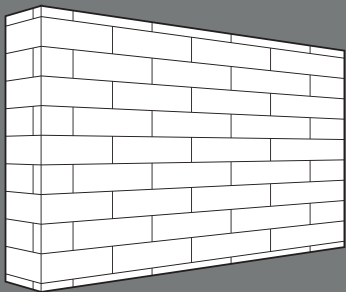
CITIZENS



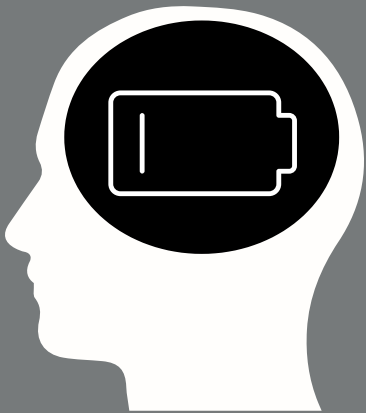
TRAFICANTS



INJURIE



WALL



BASIC NEEDS



ROPE

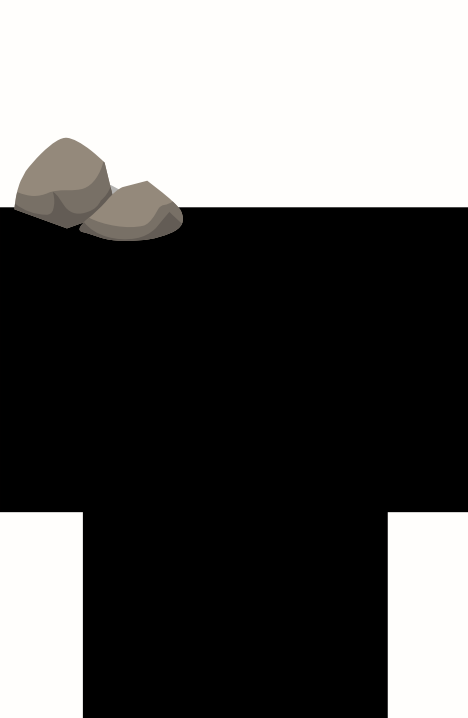


MEDICINE



FOOD





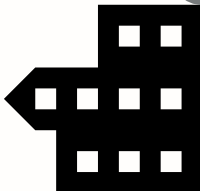
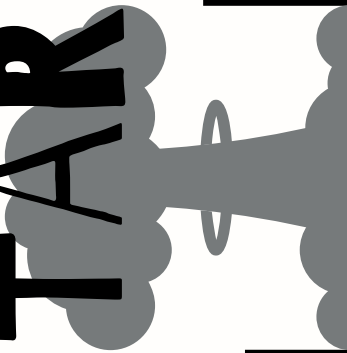
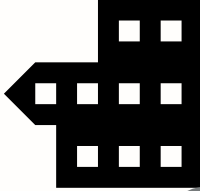




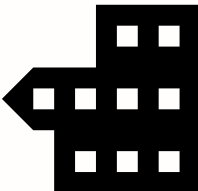
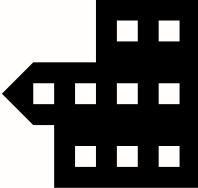




START



END



1- IDEA

To show difficulties of people that have to flee from war

2-Target group: 8+

Length: 15-25 minutes

Materials needed: cards

Road cards: 60

Special cards: 48

Character cards:6

Start and finish cards: 2

Board: optional

Genre: team vs team, card game

Story and characters: citizens group is trying to flee out of war to the safe place. Trafficants wants to capture them, through interrupting the road building.

Core and game mechanics:

-each player starts with 5 cards

-players randomly and secretly choose a character cards

-3 players = 2 citizens, 1 trafican

-4 pl= 3 ci, 1tr

-5 pl= 3 ci, 2 tr

-6 pl= 4 ci, 2 tr

-player can't build roads when he has "obstacle cards"

-player can build only one road per turn

-player can use only one card at all per turn

Contents:

-6 character= 4 citizens and 2 traficants

-6 element = 3 survival(food x8, medicine x8, rope x8) and 3 triky (basics needs x8, wall x8, injurie x8)

-6 type of roads, x 10= 60

Characters description:

-injurie= when a player give you this card, you have not the possibilities to play the road cards, until you fix that with the medicine card.

-wall= when a player...."rope" card

-basic needs= "food" card

-medicine= fix the problem for injurie

-rope= fix the problem for the card wall

-food= fix the problem for the cards basic needs

-road cards= that are six kind of car that you can combine for create the main road. Also you can put, this kind of cards, on the board, only horizontally following the direction of the board.

start end

Rules:

1- plays the game board on the table

2- shuffle all the survival and triky card to make a deck and face down outside the game board

3- shuffle all the characters and give one card to each player face down

4- each player take 5 cards from the deck

Game play:

The game play over rounds each of them consist in the player decision.

-round overview= the first player start the game choosing play 1 round on the board or sending

a triky card to another player.

-players decision= before the first player decision each player have to decide play a road card on the board or sending a triky card or a survival card to another "only to save another player"

-missions= if at the beginning of your turn you have a triky card in front of you, you only can do 1 of these 3 things:

-play a survival card (if you have it)

-send a triky/survival card to another player

-you can't play a road card

in the case you only have road card you have to throw 1 card at the end of your turn.

End of the game:

the game ends when:

1- when the main road it's complete to connect the start city with the end one, so citizens wins

2- when the main road it's not complete and the deck it's finish, the traficants wins.

Escape The radicalization

This game can be adapted according to the target group and working topic, just choose or create questions on the topic you need.

Game items :60 Question cards, 5clue cards, 25 coins per team, 5 jail cards

Player members:5 teams

Age limit: 16-99

Game Rules:1-Players cannot enter the Room with a digital device

2-This game is a team game

3-There are 10 questions in each Room. These questions are related to 1 topic

4-There are 6 escape Room and one jail

5-If the participants know 5 or more than Questions they move to another Room.

6-Player Will go to jail Room if they Will be correct under 5 questions.

7-If the participants know 5 or more questions. They Will be earn to coins

8-When the players Will be move another Room. They Will get clue card

9-Which team Will be collect most coins the team Will be win this game.

10-If the teams Will be collect same coin. We Will be look finish time. Who gonna be Fast this team Wvll win this game

Learning Objective

1-Players Will be learn problem solving, risk taking

2-Players Will be understand how to practice effective team work

3-Players Will be understand your strengths and how they can impact a team

4-Players Will be articulate what you've learned and reflected on what it means to be part of a team

5-Players Will be develop communication skills.

6-Players Will be define New words

Stuck in Istanbul!

This is an energizer that can be used before the main activity or when the energy of the group is low.

Tools: 20 resource cards

– 4 food

– 4 medicine

– 4 clothing

– 4 water

– 4 document

cards

Starting point:

– the 20 resource cards are shared randomly on the tiles of a closed arena

– the players are waiting at a common starting point for the sign of the game master

Rules:

– 5 players stand up outside of a closed arena

– there is one game master (not playing)

– the gamemaster announces a resource to which the players got to run as fast as possible and stand on, otherwise they lose a health and one leg

– the same thing happens again and goes on until one player loses their second health and dies

- then the game master decreases the number of each resource by one
- this happens every time a player dies
- the one last survivor is the winner of the game

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