# ECO-ADVENTURE BOARD GAME

# **OFF-GRID ODYSSEY**

### **GAME DESCRIPTION**

Embark on an exciting journey into the world of sustainable off-grid living with "Off-Grid Odyssey," an innovative board game that combines fun gameplay with valuable lessons on eco-friendly practices. In this game, players will experience the challenges and rewards of building and maintaining their own off-grid community while striving to minimize their environmental impact. This game can be played either virtually (with virtual dice and card shuffler) or in person with cut out's from this resource sheet and a dice. This game is suitable for ages 5+.

#### **GAME COMPONENTS**

- 1. **Game Board:** A modular game board representing different terrains such as forests, mountains, rivers and deserts is provided (see below).
- 2. **Player Tokens:** Each player chooses a token representing their character (this game requires a minimum of 2 and up to 4 players, see below tokens).
- Resource Cards: Cards representing essential resources water, food, energy, and building materials are provided for all to earn (see below).
- 4. **Event Cards:** Cards that introduce climatic and situational events, opportunities and challenges related to sustainable living (see below).
- 5. **Goal Cards:** Collect all of your goal cards as you travel the board, striving towards all goals being achieved (see below).
- 6. Sustainable Living Guidebook: See <u>Seeds for Eco Communities Website</u> for tips about off-grid living practices, renewable energy, permaculture, and much more to spark eco minded thinking during this game and in your day to day life. Check out the resource library and monthly blogs to learn more!

### **GAME PLAY DIRECTIONS**

- Set Up: Place the game board in the center of the table/screen and shuffle the resource, event and goal cards. Each player selects a token as directed below and places it on the Start.
- Turn Sequence: Players take turns rolling the dice and moving their tokens across the board, you can move in any direction you like at any turn, except if you are within 5 moves of the green swamp them you must move towards it. As you land on different spaces, collect the corresponding resource cards, encounter events, and work towards achieving your goals. All players can roll to begin the game, proceeding in the order of who rolled highest to lowest.

- **Cards:** If you collect a resource card or goal card which you already have, you must return it to the stack. If you collect an event you have already encountered you must also return it to the stack and draw again.
- **Collaboration and Competition:** While players work towards their individual goals, they must also collaborate with others to overcome common challenges like extreme weather, wildlife encounters or resource shortages that will be uncovered in the events portion of the game.

#### WINNING THE GAME

The game ends when a player successfully gathers all 4 goals, participates in at least 3 events and has collected all 4 resource cards - water, food, energy, and building materials - demonstrating a high level of self-sufficiency and environmental responsibility. The player who accomplishes this first wins the game. If at any time you land in the green swamp you must return all goal and resource cards collected so far.

### GAME BOARD

Here is your gameboard that can either be added to the screen if playing virtually or printed out if in person (suggest printing on as large a piece of paper as possible).



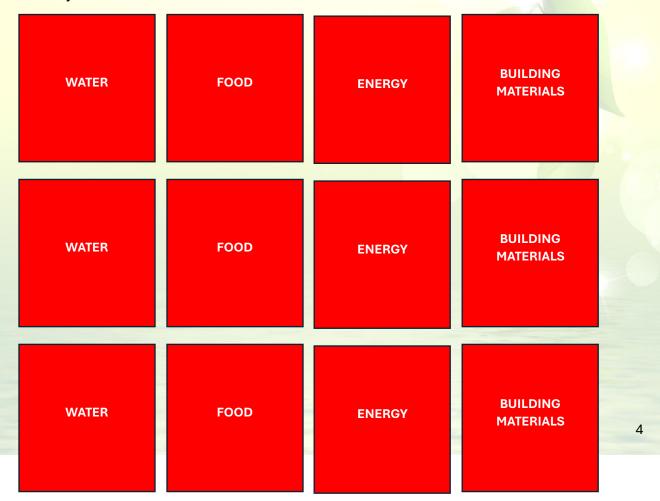
### PLAYER TOKENS

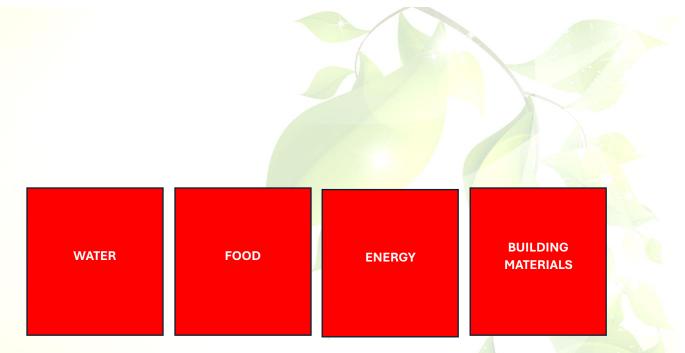
Each player can select a token to represent their role and "game piece" to move around the board, the person who rolled the lowest at the beginning of the game gets to select their token first. The next lowest number then gets to select up to the last selection which is the player who rolled the highest.



### RESOURCE CARDS

The following resource cards are provided for up to 4 players, collect them as they are gathered and pending where you journey takes you, you may need to return some along the way.





#### **EVENT CARDS**

The following event cards depict a blend of obstacles that either an individual or all players will encounter during game play. Once redeemed make note of your completion of the event and return the card to the pile, you are striving towards participating in at least 3 individual or group events.

Extreme Storm All players must return one goal card as it is all hands on deck during this extreme ice storm	Wildlife Encounter Today is your lucky day, you just came across a fresh carcass of meat, add food to your resource bundle	Resource Shortage It is important to share, the person with most resources give one item to the person with the least	Wildfires As the community had a fire buffer zone established, the fire did not reach us, everyone collects a goal card
Wildlife Encounter	Extreme Heat Alert	Wildlife Encounter	Pandemic
You have run into 2	All players must	When fishing with	You and all players
large black bears,	now return any	your crew you were	have committed to
any food you	water gathered as	fortunate to catch	share and take care
collected needs to	this will be used up	many fish, everyone	of one another, you
be transferred to	during the nation	can take a resource	all can collect a
the hungry bears	wide heat wave	card now	goal card now

## GOAL CARDS

The following goal cards outline positive goals you can achieve in the journey towards establishing an off-grid community. Collect them as you travel and pending where you journey takes you, you may need to return some along the way.

Popowoblo Enormy	Sustainable Forme	Environmont Dlen	Education	
Renewable Energy	Sustainable Farms	Environment Plan	Education	
A great	Your community	You now have a	Your forest school is	
achievement your	has stabilized a	vision that is in	up and running and	
community is now	source of year	action and a long	all ages in the	
off-grid running	round food with	term plan to take	community are	
solely on	back up extras, way	care of future	learning from one	
renewables!	to go!	generations.	another - amazing!	
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