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The project's LinkedIn page 

GreenDiLT 
Academy

Rules of the game



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Your team has just joined the GreenDiLT Academy, whose mission is to provide solutions to the environmental impacts associated with the growing use of digital technology in your institution.

To fulfil this mission, you will need to work together to address the challenges specific to your organisation and make digital practices more sustainable in the years to come.

Are you ready to transform your organisation into a leader in responsible digital technology? 🌱 💻

Your objective:

By the end of the game, you must have more **'Sustainability'** points than **'Impact'** points.

Equipment (for each team):

- 1 game board
- 2 tokens: one green (**Sustainability**) 🌱 and one orange (**Impact**) 🚨
- 50 **'Resource'** tokens ⚙️
- 5 types of cards:



'Problem' cards



'Group action' cards



'Individual action' cards



'Quiz' cards



'Event' cards

Number of players:

The game is ideally designed for 4 to 6 players.

If there are only **3 players**, the team receives **2 'Resource' tokens** ⚙️ at the start of each turn.

With **2 players**, the team receives **4 'Resource' tokens** ⚙️ at the start of each turn.

How the game works

A. Each team:

- draws a **'Problem' card** and moves its **orange token** on the board by the number of spaces corresponding to the **'Impact' points** 🚨 shown on the card.
- draws **5 'Collective Action' cards** and places them next to its board.

B. In each team, each player must choose to draw one of the following two cards:

- 'Individual Action' card: the player moves the **green token** on the board forward by the number of spaces corresponding to the **'Sustainability' points** 🌱 shown on the card.
- 'Quiz' card: the player answers a question to win **'Resource' tokens** ⚙️, which are essential for carrying out the actions on the **'Group Action' cards**.

C. Once all players have completed their individual phase, they use the **'Resource' tokens** ⚙️ they have collected to activate the **'Group Action' cards**, which are used to resolve the problem. For each **'Group Action' card** used, the team moves the green token on the board forward by the number of spaces equal to the **'Sustainability' points** 🌱 shown on the card.

At the start of each new turn, the team draws a new **'Problem' card**. The team must always have **5 'Group Action' cards**. If they have fewer than that, they draw the missing cards.

D. Please note: If your pieces land on a star-marked square, your team will have to face an event: a challenge, a bonus or a penalty.

E. At the end of the game, players must have solved all the problems drawn during the game. For each problem correctly solved, the team earns **1 additional 'Sustainability' point** 🌱 and moves its **green token** forward one space. The correspondences between the **'Problem' cards** and the **'Action' cards** are shown in the table provided at the end of the game.

End of the game :

At the end of the rounds, both teams compare the position of their tokens on the board. The team whose **green token** is furthest forward wins the game.