



THE LAST



SUSTAINABLE CITY

EDUCATIONAL ESCAPE BOARD GAME ON SUSTAINABILITY

Game Master Guide

Players: 4-30

Teams: 2-6

Age: 14+

Duration: 60-90 minutes

Extended immersive version: up to 120 minutes

This guide explains how to set up, run and conclude The Last Sustainable City in a real classroom or workshop setting.

Use this guide together with:

- the Player Rulebook
- the Print & Play edition

This guide contains:

- game setup instructions
- room organisation
- mission flow
- answer keys
- code validation
- hint system
- token management
- winning condition
- final discussion guidance

This is a facilitator-only document.

ROLE OF THE **GAME MASTER**



The Game Master is responsible for:

- preparing the room and materials
- introducing the story
- controlling access to missions
- checking codes
- managing hints
- tracking progress on the city map
- confirming the winning team
- allowing all teams to finish
- leading the final debrief

The Game Master does not solve the missions for the players. The role is to guide progression, preserve immersion and keep timing under control.

Materials to prepare before the game session

- mission station signs
- Greenvale City Map
- one token set per team
- one Team Code Sheet per team
- one pencil per team
- Mission 1 materials ready for all teams
- Mission 2-5 materials closed in envelopes or lock boxes
- facilitator quick key
- timer
- optional posters and warning signs

If using lock boxes, check in advance that all codes work correctly.
If using envelopes, label them clearly by mission.



ROOM SETUP



Transform the room into the Greenvale Environmental Control Centre.

Place the Greenvale City Map in the centre of the room so that all teams can see it clearly.

Create five mission stations around the room. Each station represents one control room of Greenvale.

STATION 1
WASTE PROCESSING DISTRICT
CONTAINS MISSION 1 MATERIALS



STATION 2
ENERGY PRODUCTION DISTRICT
CONTAINS MISSION 2 MATERIALS

STATION 3
CORPORATE BUSINESS DISTRICT
CONTAINS MISSION 3 MATERIALS

STATION 4
RESIDENTIAL LIVING DISTRICT
CONTAINS MISSION 4 MATERIALS

STATION 5
CITY COUNCIL CHAMBER
CONTAINS MISSION 5 MATERIALS



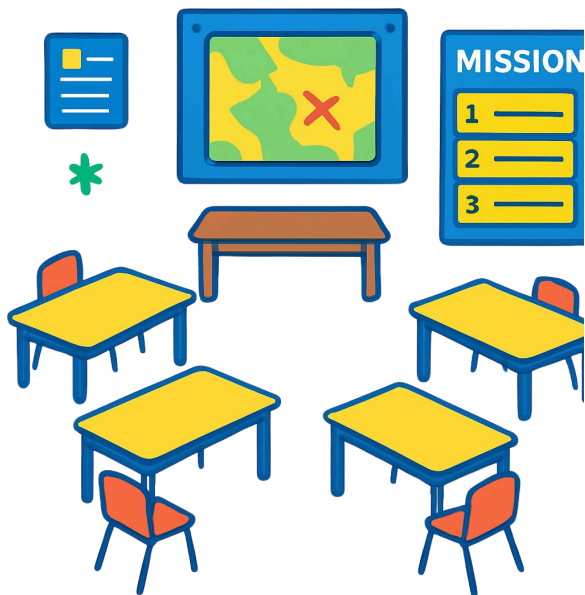
Arrange desks and chairs so that teams can work separately but still move easily between stations.

Keep clear walking space between the central map and the mission stations.

Place visible district signs on walls, desks or folders.

Keep Missions 2-5 closed until each team unlocks them.

Optional immersion elements may include warning posters, low lighting, printed system alerts or environmental props.



MAP AND TOKEN SYSTEM

The city map is a core component of the game.

It visually shows the condition of Greenvale while teams progress through the missions.

Each team must have its own set of tokens.

At the start of the game, every mission district begins in:

Amber = unstable

The Game Master places one amber token for each team on each critical district.

After each mission attempt:

if the team solves the mission correctly, the district token for that team becomes **Green**

if the team gives an incorrect answer, the district token for that team becomes **Red**

if the team later solves the mission correctly, the token is replaced with **Green**

For a single-team game, the city is stabilised when that team has all green tokens.

For a multi-team game, the city is fully stabilised only when all teams have restored all districts and all their mission tokens are green.

The map should remain visible at all times.

Players may use the printed map included in the game or create their own 2D or 3D version of Greenvale.

OPENING

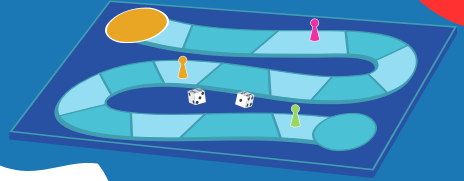
THE SCRIPT



Before starting the game session, read the this story background aloud:

Welcome to the Greenvale Environmental Control Centre.
The year is 2045. Greenvale, once known as a city of innovation and progress, is now facing a severe environmental crisis. Waste systems are overloaded. The city's energy grid is unstable. Misleading sustainability claims are spreading. Daily behaviours continue to place pressure on the environment. The Environmental Monitoring Network has issued a critical alert. As members of the Sustainability Task Force, your team has been granted temporary access to this Control Centre. You must complete five missions to help stabilise the city. During the first four missions, each correct solution will generate a Mission Code and unlock the next stage of the game. In the final mission, you will choose the policies that can save Greenvale.
The first team to complete Mission 5 successfully will be the first team to save the city.
However, all teams will continue until they also complete the final mission.
Good luck. Your time starts now.

Start the timer and give access to Mission 1.



CORE RULES FOR FACILITATION

- Teams must work only with the materials they have unlocked.
- Teams must not open future envelopes or lock boxes before receiving or unlocking them.
- If a team believes it has the correct answer, it reports the code to the Game Master or enters it in the lock box.
- The Game Master checks the answer and either:
 - confirms progression
 - or asks the team to continue and try again
- If a team becomes blocked, the Game Master may provide one hint according to the hint ladder.
- The first team to solve Mission 5 successfully wins, but gameplay continues for all other teams.
- At the end, all teams take part in the final discussion. The final discussion is an integral part of the game.
- If a team gets stalled for about 10 minutes, use the hints at the bottom of each mission in this guide to get unstuck.

HOW TO CHECK A MISSION

For Missions 1-4, check three things only:

1. did the team choose the correct four cards
2. did the team place them in the correct order
3. does the resulting 4-digit code match the official answer key

Do not confirm a mission only because the team selected some correct cards.

The order is always essential.

All mission decks contain numbered distractors.

Players must not be told which cards are distractors.

Only the correct four cards in the correct order generate the valid code.

The tasks are clearly described in narrative form on the mission cards.

OFFICIAL QUICK CHECK

Mission 1 = 3146

Mission 2 = 5172

Mission 3 = 8214

Mission 4 = 6413

Mission 4 unlocks Mission 5.

Mission 5 does not generate a numeric code.

Mission 5 is completed through policy choice and justification.

Mission 1 Waste Crisis

Task:

Select the four correct waste strategies and arrange them from most sustainable to least sustainable.

Correct order:

- Reduce
- Reuse
- Recycle
- Energy Recovery

Code: 3146

Full deck:

Reduce = 3

Reuse = 1

Recycle = 4

Energy Recovery = 6

Landfill = 8

Incineration without energy recovery = 5

If correct, say:

Waste Management Protocol Restored.

Then allow access to Mission 2.

If incorrect, say:

Incorrect hierarchy detected. Waste pressure continues.

Review the cards and try again.

Suggested hint:

Think about prevention before disposal.



Mission 2

Energy Grid

Task:

Select the four relevant energy sources and arrange them from highest to lowest environmental impact.

Correct order:

- Coal
- Oil
- Natural Gas
- Wind

Code: 5172

Full deck:

Coal = 5

Oil = 1

Natural Gas = 7

Wind = 2

Electricity Grid = 9

Battery Storage Systems = 4

Hydrogen = 6

If correct, say:

Energy Monitoring System Stabilised.

Then allow access to Mission 3.

If incorrect, say:

Incorrect ranking detected. The grid remains unstable. Review the cards and try again.

Suggested hint:

Focus on direct energy sources, not support systems.

Mission 3 Greenwashing Detector

Task:

Select the four claims supported by clear and verifiable evidence and arrange them from most measurable to least measurable.

Correct order:

- Carbon emissions reduced by 42% since 2020
- 100% renewable electricity used in all offices
- All packaging now fully recyclable
- Tree planting programme launched in local schools

Code: 8214

Full deck:

Carbon emissions reduced by 42% since 2020 = 8

100% renewable electricity used in all offices = 2

All packaging now fully recyclable = 1

Tree planting programme launched in local schools = 4

We care deeply about the planet = 7

Our products are eco-friendly = 6

Towards a greener future = 9

If correct, say:

Corporate Claims Verified.

Then allow access to Mission 4.

If incorrect, say:

Verification incomplete. Some misleading claims remain active.
Review the claims and try again.

Suggested hint:

Prefer measurable and externally verifiable claims.

Mission 4 Behaviour Shift Challenge

Task:

Select the four behaviours with the highest environmental impact and arrange them from highest to lowest impact.

Correct order:

- Choosing train travel instead of flying when possible
- Switching to a mostly plant-based diet
- Avoiding fast fashion and buying durable clothing
- Eliminating avoidable food waste at household level

Code: 6413

Full deck:

Choosing train travel instead of flying when possible = 6

Switching to a mostly plant-based diet = 4

Avoiding fast fashion and buying durable clothing = 1

Eliminating avoidable food waste at household level = 3

Recycling household waste = 8

Sorting household waste carefully = 7

Unplugging devices when not in use = 2

Using eco-mode on appliances = 5

If correct, say:

Behaviour Impact Analysis Completed.

Then allow access to Mission 5.

If incorrect, say:

Priority model incomplete. Unsustainable habits remain dominant. Review the cards and try again.

Suggested hint:

Think about behaviours that influence entire systems.

Mission 5

Save the City

Task:

Choose the three policies most capable of restoring sustainability in Greenvale and explain the decision.

Official policy cards:

Strong:

- Renewable Energy Investment
- Stronger Public Transport
- Circular Economy Strategy
- Anti-Greenwashing Regulation
- Repair and Reuse Incentives
- Sustainable Consumption Incentives

Weak:

- Landfill Expansion
- Road Expansion
- Weaker Environmental Monitoring

There is no single mandatory final combination, but some combinations are stronger and more coherent than others.

Recommended strong combinations include:

- Renewable Energy Investment + Stronger Public Transport + Circular Economy Strategy
- Renewable Energy Investment + Anti-Greenwashing Regulation + Repair and Reuse Incentives
- Check whether the team's choice is coherent with the logic of the previous four missions.

If the choice is strong and justified, confirm completion.

If the choice is weak or contradictory, ask the team to reconsider.

WIN CONDITION AND ENDGAME

The first team to complete Mission 5 successfully is the first team to save Greenvale.

This team is the first winner.

However, all other teams continue playing until they also complete the final mission.

Do not stop the game for the remaining teams when the first team finishes.

This is important because:

- all teams must experience the full learning path
- Mission 5 may produce different strong solutions
- the final discussion depends on comparing more than one policy proposal

When all teams have completed the game, move to the debriefing phase.





HINT SYSTEM

Use hints only if needed.

Recommended timing:
after 8-10 minutes stuck, give Hint 1
after 12-15 minutes stuck, give Hint 2 if necessary



Hint 1 for Mission 1:
Think about prevention before disposal.

Hint 1 for Mission 2:
Focus on direct energy sources, not support systems.

Hint 1 for Mission 3:
Prefer measurable and externally verifiable claims.

Hint 1 for Mission 4:
Think about behaviours that influence entire systems.

For Mission 5, instead of a direct hint, ask:

Which final policies are most aligned with everything you learned before?

You can also use more hints based on the difficulty you encounter with each team.

TEAM MANAGEMENT

Recommended team size:
4-6 players

Suggested optional roles:

- Reader
- Analyst
- Recorder
- Timekeeper
- Discussion Leader
- Map Keeper

Team Management Hints.


If players aren't fully cooperating, here are some simple strategies you can use to boost the whole team's participation.

If one student dominates, ask for another viewpoint.

If a team is silent, ask them to explain what evidence they are using.

If a team guesses repeatedly, require reasoning before checking the answer.

If multiple teams reach the same station at the same time, keep progression orderly and let all continue.



DEBRIEFING



When all teams have finished, discuss:

- Which mission was the most difficult?
- What did you learn about waste and energy?
- Why is greenwashing difficult to detect?
- Which everyday behaviours have the greatest environmental impact?
- Why can more than one final policy combination still be strong?
- What would Greenvale need in the long term to remain sustainable?



You may also compare the final policy sets chosen by the different teams.



FINAL CHECKLIST

Before the game session:

- prepare the room
- place the map in the centre
- prepare one token set per team
- prepare envelopes or lock boxes
- prepare team sheets and pencils
- check all mission decks
- check all codes
- set the timer



During the session:

- read the opening script
- control progression
- update tokens if needed
- give hints only when necessary
- allow all teams to finish
- run the debrief

After the session:

- collect materials
- reset tokens
- repack all mission components
- note timing issues or misconceptions for future sessions

