



THE LAST SUSTAINABLE CITY



EDUCATIONAL ESCAPE BOARD GAME ON SUSTAINABILITY

Can your team restore Greenvale before
environmental collapse?

Solve missions.
Unlock systems.
Make the final decision.

Players: 4-30
Teams: 2-6
Duration: 60-90 min
Age: 14+



Print Components Included

- Introduction Cards (A5)
- Mission Cards (A5)
- Task Cards (A5)
- Success / Failure Cards (A5)
- All Mission Decks
- Mission Sheets (A4)
- Team Sheets (A4)
- Team Role Cards (A5)
- Policy Cards (A5)
- Greenvale Map (A3)
- Status Tokens (40 mm circles)
- Teacher Quick Key



INTRODUCTION



WELCOME TO GREENVALE

Story Background

Year 2045.

Greenvale was once known as a city of innovation and progress.

Over time, rapid growth created serious environmental problems.

Waste increased. Energy systems relied on fossil fuels.

Misleading environmental claims became common.

Unsustainable daily habits spread across the city.

Today, the Environmental Monitoring Network has issued a critical alert.

Landfills are near capacity. Carbon emissions are rising.

Public trust is falling.

The Mayor has activated an emergency response unit:

The Sustainability Task Force

Your team has been granted temporary access to the Environmental Control Centre.

The future of Greenvale now depends on your decisions.



GAME * OBJECTIVE

To save Greenvale, your team must complete five missions. During the first four missions, you will restore four damaged city systems.

Each completed mission generates a Mission Code that unlocks the next stage of the game.

In Mission 5, your team must choose the best policies to secure the city's future.

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

All other teams continue playing until they also complete the final mission.

After the game, compare solutions and discuss different recovery strategies.





WHAT'S IN THE

GAME

- 01.** Player Rulebook
- 02.** Mission Cards
- 03.** Mission Sheets
- 04.** Card Decks for Missions 1-4
- 05.** Policy Cards for Mission 5
- 06.** Team Code Sheets
- 07.** Greenvale City Map
- 08.** Red / Amber / Green Tokens
- 09.** Envelopes or Lock Boxes

Optional:

pencils ,timer ,district signs

Transform the room into the Greenvale Control Centre.

Place the Greenvale City Map in the centre of the room.

Create five mission stations around the room using tables, desks or corners.

Place the correct envelope or lock box at each station.



RECOMMENDED MISSION STATIONS

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



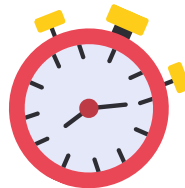


ROOM LAYOUT INSTRUCTIONS

- Arrange team tables around the central map.
- Leave clear walking space between stations.
- Place each district sign clearly on walls or tables.
- Keep Mission 2-5 closed until unlocked.
- Use lighting, posters or warning messages if desired.

GAME SET UP

- Divide players into teams of about 4/6 players
- Every team should have: one Team Code Sheet, one pencil, one token set
- Place one token for each team on each district of the map.
- All districts begin as **Amber** = unstable
- Give each team access only to Mission 1.
- Start the timer.



HOW TO PLAY



The game is played through five missions.
For each mission:

01. Read the mission briefing.
02. Examine all cards carefully.
03. Select the four correct cards.
04. Arrange them in the correct order.
05. Turn the selected cards over.
06. Read the numbers from left to right.

These four digits create your **Mission Code**.

If the code is correct, your team receives the next mission.

If the code is incorrect, review your choices and try again.

The missions you need to complete to finish the game are:

Mission 1

Waste Crisis



Restore the correct waste hierarchy.

Energy Grid

Mission 2

Rank energy sources by environmental impact.

Mission 3

Greenwashing Detector

Identify claims supported by evidence.

Behaviour Shift Challenge

Mission 4

Identify the highest-impact behaviours.

Mission 5

Final Mission: Save the City

Choose the best policies for Greenvale's future.

GREENVALE CITY MAP

A map of Greenvale is included in the game.

The map shows the condition of the city as the game progresses.

The city contains six important districts:

- Central Command Hall
- Waste Processing District
- Energy Production District
- Corporate Business District
- Residential Living District
- City Council Chamber



Note: Players and teachers may also create their own custom 2D or 3D version of Greenvale.

TOKEN SYSTEM

Each team uses its own token set.

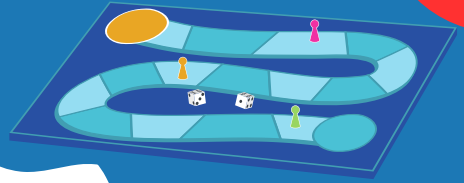
At the start of the game, all mission districts begin as:

Amber = unstable

After each mission attempt if you find the correct solution, replace the district token with: **Green** = restored

If your solution is incorrect solution, replace the district token with: **Red** = failing, and try again until you find the correct solution and the token becomes **Green**.

For multi-team games, the city is fully stabilised when all teams have restored all districts.



TEAM PLAY RULES

- Work together
- Keep all materials within your team
- Do not open future envelopes early
- Move respectfully between stations
- Discuss answers before submitting
- Respect other teams
- Use time wisely
- One hint may be requested if allowed by the facilitator

WINNING THE GAME

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

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

When all teams have finished:

- compare final policy choices
- discuss different strategies
- reflect on sustainability decisions

There may be more than one strong final solution!



FINAL MESSAGE

Greenvale can be restored when people make informed choices, work together and act responsibly. The same is true in the real world.

Thank you for joining the Sustainability Task Force.



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