



## ABOUT THIS GAME

Meteorite Hunt is a traditional board game designed as a guidance tool to support young people's futures thinking. The game has been developed in Mikkeli as part of the Ohjaamo Olkkari 2.0 ESF project, which piloted future coaching for young people. After the project, the Future Coach Guide has been published and is available at [julkaisut.xamk.fi/en/futurecoaching](http://julkaisut.xamk.fi/en/futurecoaching). The guide contains more tools and tips for discussing the future with young people.

The Meteorite Hunt game can be played with the aim of encouraging participants to reflect on different possible futures from imaginative perspectives. Part of the game are questions related to the future and cards containing small tasks that can also be used outside the game in various exercises related to the future.

## GAME STORY

You are approached by a mysterious inventor who has managed to develop a real-life time machine. They want you as part of a crew on a perilous journey to the near future.

Experts have predicted that over the next 20 years, a unique Greenstone Meteorite will land on Earth. This celestial body contains invaluable minerals that make its finder a billionaire overnight.

The only problem is that no one has been able to work out the exact landing time of the meteorite. It might happen in a week or 20 years. Therefore, there is no alternative but to use a time machine to find the right arrival time.

Your mission is to navigate the future with the time machine, find the meteorite and return with it to the present. But beware: the future is unpredictable, and time travellers can face unexpected things...

## TO PLAY, YOU NEED

- pens and paper
- One traditional dice (if the team has to rely on luck in decision-making)
- a piece with which the team moves on the board
- open mind and imagination
- 2-6 players and a game master

The game master acts as the narrator and judge for the game performances. Their most important role is to encourage players to reflect on and discuss the future while playing. The players play the game as one team. The game master should ensure that all players have the opportunity to voice their opinions and influence the game's course.

## GAME FLOW

The game board has question mark spaces, each of which represents a specific time in the future. Before starting the game, the Event cards are shuffled, and an equal number of Event cards are stacked in each question mark space. **Note:** Changing the number of cards may affect the duration of the game. The recommendation is 2–3 cards per question mark space.

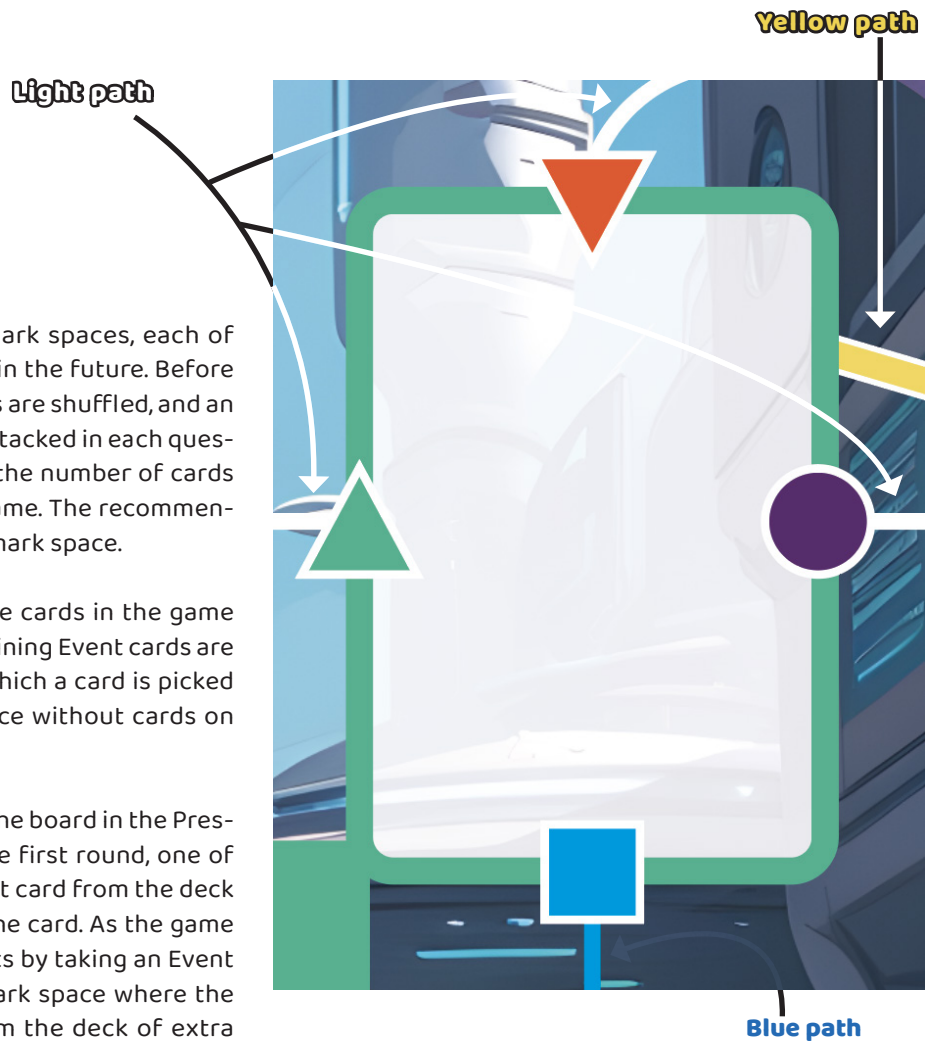
Make sure that the two Meteorite cards in the game get placed on the board. The remaining Event cards are collected in a single deck, from which a card is picked up when the team reaches a space without cards on the game board.

The game starts in the middle of the board in the Present space. At the beginning of the first round, one of the team players picks up an Event card from the deck and follows the instructions on the card. As the game progresses, the team always starts by taking an Event card from either the question mark space where the team is currently located or from the deck of extra cards. After taking and completing the card, the team can move either according to the instructions on the card or play the cards in their possession.





During the game, the game master should remind the players of different options but let them make their own decisions. It is a good idea to ensure that all team members are involved in making decisions. This can be done, for example, by voting on the choices or, for example, by one player making the decision on behalf of the entire group.

## DIFFERENT PATHS ON THE BOARD

**Yellow path:** There are three of these on the board, and they all lead to the Present space. The team uses the red path on the first turn of the game and at the end of the game, when they return to Present, at which point they win the game. The team can return successfully to the Present by taking an Event card and completing it, so that the team does not have to move along any path other than the red one.

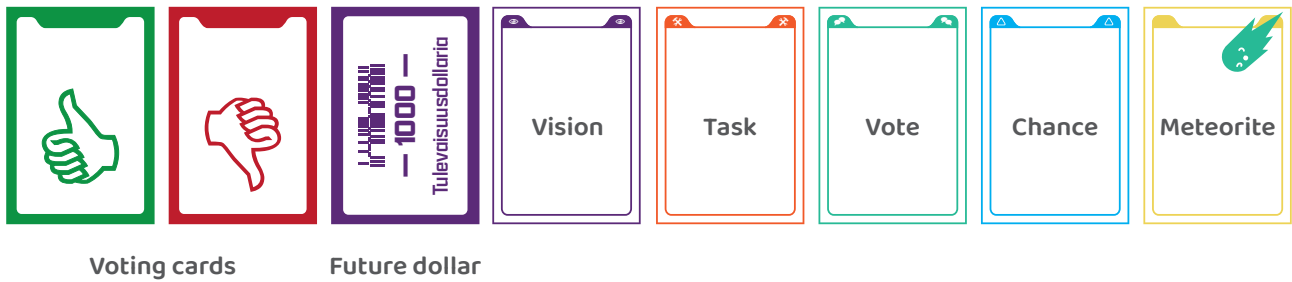


The colours of the marks on the card spaces show where the path takes you:

-  green triangle = utopia
-  purple circle = neutral
-  orange triangle = dystopia
-  blue square = customs

**Light path:** These are the majority of the paths on the board. The team can travel along a light path to the next space after completing an Event card. Each light path leads to only one space, although the paths may cross on the board. If necessary, the game master will help if there is any uncertainty about the path.

**Blue path:** O-o, even time travellers are not safe from customs duties. The team can only travel along these paths by handing over a Future Dollar card in its possession to the game master.



## DIFFERENT CARDS FOUND IN THE GAME

Below is a list of the different cards included in the game, along with the rules related to each one.

**Voting cards:** Before starting the game, each team player takes the voting cards (Yes/No cards and a green, blue and orange card) for themselves. These are used in the game when players have to express their opinion by voting.

**Future dollar:** The team receives one such card as a reward when they complete a task associated with an Event card, and the game master approves their performance. By playing the card, the team can travel along the blue path once.

### EVENT CARDS

**Vision:** The card presents a possible claim related to the future. Through discussion, the team explains to the game master whether the claim would be mostly good, mostly bad, or equally both, i.e., neutral. When the game master accepts the arguments, the team can proceed to either Utopia (if the vision is good according to the team), Dystopia (if the vision is bad according to the team), or Neutral (if the vision is equally bad and good according to the team).

Note: There are no right or wrong answers to the claims. The game master should encourage players to bring up different perspectives. If it appears that there will be no consensus, the team can make a decision, for example, by voting or rolling a die.

**Task:** The card presents a potential challenge related to the future. The team must find a solution to the challenge, following the instructions on the card, and present their solution to the game master. The team then

explains through discussion whether the solution proposed by the team would be

predominantly good, predominantly bad, or evenly both, i.e., neutral. When the game master accepts the arguments, the team can proceed to the next question mark space on the board according to their vision: to Utopia, Dystopia or Neutral. The team will receive one Future Dollar card as a reward.

Note: The use of imagination is allowed in developing the solution!

**Vote:** The card presents a possible claim related to the future, on which all players in the team express their opinions with their voting cards. The team then discusses whether the voting result would be predominantly good, predominantly poor, or equally neutral. After this, the team can proceed to the next question mark space on the game board, according to their view: to Dystopia, Utopia, or Neutral.

Note: The game master should encourage the players to vote according to their own opinion. It is a good idea to reveal the votes at the same time, so that the team's view does not significantly influence the decision.

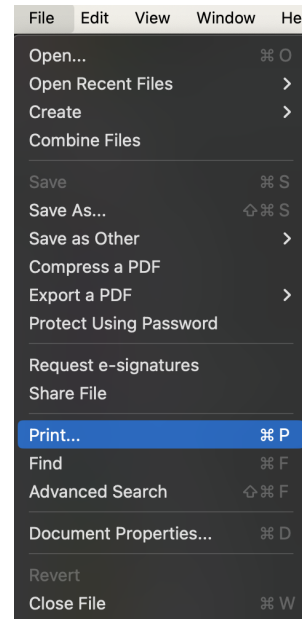
**Chance:** If the team picks up a Chance card, the events listed on it will occur immediately. If it says so on the card, the team can take the card and play it later.

**Meteorite:** When the team picks up the Meteorite card, it becomes the team's possession. The team will then have exactly five turns to use one of the red paths and return to Present. If this does not happen, the meteorite will be destroyed and the game will be lost. If the team succeeds in returning to the present with the meteorite, they win!

## BOARD PRINTING INSTRUCTIONS WITH ADOBE ACROBAT

The game board is designed for A3 paper size. Printing can be done with any software, as long as you remember to scale the pages to fit A3 paper, allowing for the inclusion of cut guides. When the papers are cut according to the guides, the board is uniform.

1. Select **File** and **Print...**



2. Select **All pages**.

3. Select **Page scaling** to fit the cut guides on A3 paper.

4. Click **Page Setup...** and check that the page size is set to A3.

5. Select the page size with **Page size** and click **OK** to save the selection.

6. Click **Print** to print the file.

