

Nature-Based Solutions Board Game

Full overview of NBS board game: Including the rules, setup, card types, resource tokens, event cards, board layout, and other game elements.

Objective:

Teams aim to assign one nature-based solution from each category (Participatory, Territorial, Technological, Social Solidarity) to their location by collecting the necessary resources and choosing the best-fitting solutions. When both/all teams implement one of each typology of NBS the game ends, followed by a final discussion guided by a set of questions.

Components:

1. Nature-Based Solution Cards

- 4 categories: Participatory, Territorial, Technological, Social Solidarity.
- Each card includes a description of the solution and its resource requirements.
- All cards require 6 tokens (distributed differently based on the solution type).

2. Location Cards:

6 possible locations on the board: School, Forest, Parking Lot, Community Garden, Wetland, Urban Park, Abandoned Lot.

3. Resource Tokens:

5 types: Water (💧), Material (🧱), Energy (🔋), Labor (🔧), Knowledge (📖).

Tokens are used to assign solutions to locations. Each solution requires 6 tokens (exact distribution varies by type of solution).

4. Event Cards:

20 Positive Events: Provide bonuses like extra resource tokens, advantages, or moving forward (e.g., Local volunteers join your project: Gain 2 Labor tokens).

10 Negative Events: Cause setbacks like losing tokens or skipping turns (e.g., Drought impacts your water supply: Lose 2 Water tokens).

5. Board Layout:

The board consists of 40 spaces.

16 Nature-Based Solution Spaces: 4 from each category (Participatory, Territorial, Technological, Social Solidarity).

6 Location Spaces: School, Forest, Parking Lot, Community Garden, Wetland, Urban Park, Abandoned Lot.

10 Resource Spaces: 2 each for Water, Material, Energy, Labor, and Knowledge.

4 Event Card Spaces: Drawing event cards that affect gameplay.

3 Special Spaces: Go, Free Resource, Lose Resources.

6. Dice: Teams roll to move around the board.

Game Setup:

1. Board Placement: Place the board in the center with nature-based solution cards, event cards, and resource tokens nearby.

2. Team Setup: Each team starts with no resource tokens. Both teams start at the Go space.

3. Location Assignment: The first location a team lands on becomes their assigned location for the rest of the game. Teams only have one location to work with.

Gameplay:

1. Turn Structure:

1. Teams take turns rolling the dice and moving around the board.
2. Upon landing on a space, the team follows the action associated with that space (e.g., collect a resource, draw an event card, or collect a solution card).

2. Resource Collection:

- **Landing on Resource Spaces:** When a team lands on a resource space, they collect the corresponding resource tokens.
- **Passing Go:** Each time a team passes Go, they collect 1 resource token of their choice.
- **Event Cards:** Event cards may provide additional resources or cause teams to lose resources.

3. Collecting Solutions:

Nature-Based Solution Spaces: When a team lands on a nature-based solution space, they collect the corresponding solution card and add it to their pool of possible solutions.

Each card requires 6 total tokens to be assigned to a location, with token distribution varying by solution type:

- **Technological:** More material and energy (e.g., 2 Material, 2 Energy, 1 Labor, 1 Water).
- **Participatory:** More labor and knowledge (e.g., 2 Labor, 2 Knowledge, 1 Material, 1 Water).
- **Territorial:** More water and labor (e.g., 2 Water, 2 Labor, 1 Material, 1 Knowledge).
- **Social Solidarity:** More labor and knowledge (e.g., 2 Labor, 2 Knowledge, 1 Water, 1 Material).

4. Assigning Solutions:

Once a team has the necessary resources for a solution, they can assign it to their location. After assigning a solution, the team gains 1 Knowledge token as a bonus.

5. Event Cards:

Teams draw an event card when they land on an event space. Event cards affect gameplay by providing bonuses or imposing challenges.

Winning Condition:

The game ends when both/all team assigns one solution from each category (Participatory, Territorial, Technological, Social Solidarity) to their location. This encourages teams to cooperate, rather than compete. The winner should always be the environment!

After the game ends, both teams participate in a Final Review, where they present their location and the solutions they chose. This discussion promotes reflection and learning, which is the core educational aspect of the game.