

THE STORY

It is a challenging time in the Netherlands, with much unrest in society. General Martinus promises to put an end to the chaos and make the country great again. Behind the scenes, he works together with his followers: The Order of the New Order, also known as ONO. When news breaks that many people in parliament cannot be trusted, Martinus seizes his chance. With the help of the army, he manages to take power over the Netherlands. He presents himself to the Dutch people as their great savior.

General Martinus immediately imposes strict rules to maintain his power, such as curfews and street patrols. The media is also censored and people who oppose Martinus disappear. The lives of the six scouts - Lisa, Arjen, Layla, Michael, Diede, and Ismael - also changed drastically. When they get together, they decide that they can no longer stand by and watch. Together, they are going to make a difference. They know it will be difficult, but they have hope. What choices would you make in their shoes?

GOAL

Through dilemmas and assignments, you will experience what it is like to make choices in tricky situations. You will be challenged to make complicated choices with corresponding consequences.

CONTENT PER GROUP

1 game explanation
9 dilemma cards
6 character cards
1 shared starting tile

DESCRIPTION OF THE GAME

You try to get through dictatorship as best you can. You are presented with 6 dilemmas. For each dilemma, you and your group choose one of the options. After making your choice, you are given an assignment to carry out together with your group. The assignment you are given depends on your choice. Each group decides its own route through dictatorship and determines the course of the dictatorship.

PREPARATION

Provide a game leader for each group. The game leader does not play the game themselves but guides the discussions and explains the assignments. The game leader reads the dilemmas and assignments in advance and prepares all the materials for the game and the assignments.

The text in these boxes and accompanied by this sign  are intended for the game leader only and does not need to be read aloud.

FILM

As preparation, watch the introductory film with the whole group. If this is not possible, read the story together. There is a separate download of the story, which can be found on the website.

DURATION OF THE GAME

120 minutes (6 dilemmas)
OR
105 minutes (5 dilemmas) -
miss out dilemma no. 5 and
assignment 5

NUMBER OF PLAYERS

4 - 30 players
Minimum 1 group of 4
players to maximum 5
groups of 6 players

AGE

Most suitable for ages
11 - 17

FORMING GROUPS AND ASSIGNING CHARACTERS

Divide yourselves into groups of at least 4 and at the most 6 players. Each player receives a character card. The characters that should always be used are **Lisa, Michael, Layla, and Ismael**. With larger groups will also need to use Arjen and Diede. After everyone has read their card carefully, they need to tell their group who they are and what their background is.



If the players have difficulty empathizing with a character, you can think in advance about which player you will give which character card to.

PLAYING THE GAME

You play 6 rounds, each with the following structure:

- ⬡ Watch the video about the dilemma and pick the right dilemma card.
- ⬡ Read out the choices with their pros and cons.
- ⬡ Discuss with your group.
 - ◆ Which choice would your character make?
 - ◆ Each discussion will take about 5 minutes.
- ⬡ As a group, you make one choice. Place the dilemma card in the spot that matches your choice on the starting tile or on the previous dilemma card.
 - ◆ If the choice you make requires you to hand in or destroy something, hand it in to the game leader.
- ⬡ Carry out the assignment that corresponds to the choice of dilemma.



The game leader will help to explain the dilemmas in more detail. The game leader will ensure that the discussions are conducted properly (respectfully), so that everyone has a chance to speak, and may intervene if necessary.

DEBRIEFING AND CONCLUSION

After playing the game, watch the closing film.

It is important to discuss and conclude the game. Reflect on the effect of the choices you have made. You can do this by asking yourselves the following questions (or the game leader can do this):

- ⬡ What did you think of the game?
- ⬡ How did it feel to see that earlier choices had an effect on the course of the game?
- ⬡ What was it like to empathise with a character?
- ⬡ How did playing the game affect you?
 - ◆ Did it move you?
 - ◆ Did you find it confrontational?
 - ◆ Have you been worried?
- ⬡ What do you need to round-off the game for yourself?

Afterwards, you can briefly discuss how you reenacted what might have really happened during a dictatorship or war. The choices you faced were also the dilemmas that young people faced during the Second World war. Sometimes they made choices without being able to foresee the consequences.

DILEMMA 1 - SCOUT SCARF

General Martinus believes that Scouting is dangerous because it teaches young people to care for others, do good deeds, and think for themselves. That is why he bans the Scout scarf, the most important symbol of Scouts around the world.



The scarf is more than just a piece of cloth; it shows that you belong to the Scout movement and that you value the values of Scouting. You have to make a difficult choice. Will you continue to wear your scarf? Or will you keep your scarf but hide it? Or will you hand in your scarf to those in power?

What would you do in their situation?

Option A - Keep your scarf visible

Actions	Advantages	Disadvantages
You decide to wear your scarf visibly.	This clearly shows that you are not afraid and are willing to stand up for your beliefs. It can inspire and encourage others to resist as well.	You may come into conflict with those in power and be severely punished. It also makes you easy to identify and track by the authorities.

Option B: Hide your scarf

Actions	Advantages	Disadvantages
You decide to keep your scarf but hide it under your clothes or tuck it away.	You retain your identity without putting yourself in immediate danger. You can express your resistance more quietly but effectively through subtle signals.	Hiding can be seen as cowardly by some. It is a compromise; you are taking the middle ground, which does not have the full impact of open resistance.

Option C: Hand in your scarf



physically handing it in to the game leader

Actions	Advantages	Disadvantages
You decide to hand in your scarf.	You avoid conflict and potentially severe punishment from those in power. It offers a way to stay under the radar and survive.	It can feel like a betrayal of your values and identity. It can discourage you and give the impression that you are bowing to oppression.

ASSIGNMENT 1 — VISIBLE TOWER (FLIPPING CUPS)

As you know Scouts like to show off and are always up for a competition. So, you are going to build a tower with cups. In 3 minutes, you will take turns flipping a cup. If a cup lands upright, it is set aside. You will use these cups to build a tower during the game. After 3 minutes, the time is up and the number of cups in the tower are counted.

MATERIALS NEEDED

21 cups +/-
Dice



Once the cups have been counted, indicate that the choice made earlier has an effect on the points. As the game leader, you look at which option they have just chosen and only read out the option that applies to them. The other two options are not important for the group, and you do not need to mention them.

Option A	Rules	Consequence
Keep your scarf visible	Because your scarf is visible, your tower stands out too much. The top 3 rows of your tower do not count.	If you have fewer than ten cups that count, General Martinus will keep an eye on you. You are not allowed to use the word 'Scouting' for the rest of the game. Every time you say 'Scouting' during the game, you all have to do 10 push-ups.
Option B	Rules	Consequence
Hide your scarf	You wear your scarf hidden, but there is a chance of being caught. Therefore, roll a die; If you roll 1-3: You have been caught. Divide the number of cups in your tower by 2. If you roll 4-6: You have remained under the radar, all cups count.	If you have fewer than ten cups that count, General Martinus will keep an eye on you. You are not allowed to use the word 'Scouting' for the rest of the game. Every time you say 'Scouting' during the game, you all have to do 10 push-ups.
Option C	Rules	Consequence
Hand in your scarf	Because you no longer have a scarf, you start with a disadvantage. The bottom row of cups does not count.	If you have fewer than ten cups that count, General Martinus will keep an eye on you. You may no longer use the word 'Scouting' for the rest of the game. Every time you say 'Scouting' during the game, you all have to do 10 push-ups.

DILEMMA 2 — SCOUTING BANNED

General Martinus and the ONO have decided to prohibit all Scouting activities. The ONO does not want people to learn to think for themselves and help others, because they fear that this will weaken their power.

This makes you incredibly sad and worried. Scouting is an important part of your life. You have made many friends and learned a lot during Scouting activities. You do not want to give up, but you know you have to be careful. If you are caught continuing Scouting, you could get into serious trouble.

A difficult choice: how do you want to stay connected with each other and continue your activities? And what does that mean for your safety?



Option D - Hide in the forest

The first option is to go into hiding together. Away from home, deep in the woods, in a secret place where you can continue your Scouting activities. This gives you the opportunity to be completely free and continue to develop your skills in nature.

Actions	Advantages	Disadvantages
Hide in the forest	You can continue your Scouting life without restrictions, practice your survival skills, and remain close as a group.	You have to leave your families and normal lives behind, the risk of being discovered by patrols is high, and it will be difficult.

Option E - Pretend to be doing another hobby in small groups

The second option is to meet only in small groups and pretend to be engaged in another hobby, such as a hiking club or a nature study group.

Actions	Advantages	Disadvantages
Pretend to be doing another hobby in small groups	Less risk of being discovered, you can stay close to home and continue your scouting activities discreetly.	You are limited in what you can do, there is less sense of unity as a group, and you must constantly be on your guard to avoid detection.

Option F - Only meet digitally

The third option is to only meet digitally via secret online meetings and communication platforms.

Actions	Advantages	Disadvantages
Only meet digitally	You run no physical risk of being caught. You can easily keep in touch and make plans from the safety of your own homes.	You lose the physical aspect of scouting. You have less personal contact with each other and you are dependent on technology.

ASSIGNMENT 2 — FORBIDDEN WORD



Depending on the choice they made in dilemma 2, they play the game in a certain way. Let them play the game as described in the option they chose. The rest of the options do not need to be explained.

MATERIALS NEEDED

Cards with words (see Appendix 1: Words)
Scissors
Bowl/tray
A4 paper
Pencils/markers

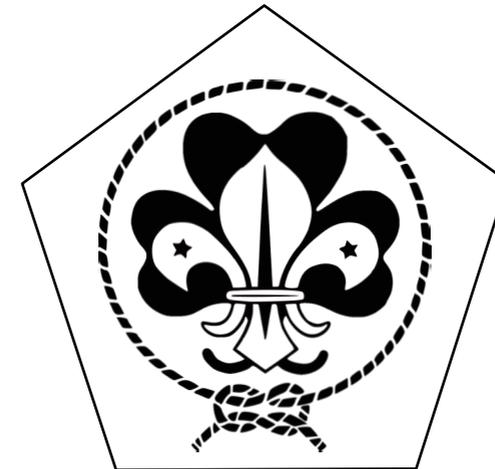
Option D	Rules	Consequence
Hide in the forest	<p>You are hiding in the forest, but there is a risk that you will be discovered by patrols.</p> <p>You play the forbidden word game. Draw the words without talking, and the rest of the group tries to guess the word. You have 2 minutes to guess as many words as possible. The words are listed in Appendix 1: Words.</p>	<p>If you have guessed fewer than 10 words in 2 minutes, a patrol has spotted you. To get rid of them, you must keep quiet for exactly 60 seconds. No shorter and no longer (the task is successful if you start talking again between 56 and 64 seconds).</p>

Option E	Rules	Consequence
Pretend to be doing another hobby in small groups	<p>You are slowly losing unity within the group and slowly falling apart as a group. Do you still know each other as scouts?</p> <p>You play the forbidden word game. Act out the words physically without talking, and the rest of the group tries to guess the word. You have 2 minutes to guess as many words as possible. The words are listed in Appendix 1: Words.</p>	<p>If you have guessed fewer than 10 words in 2 minutes, the group falls apart. Reconnect with each other by stepping through a single sheet of A4 paper together.</p>



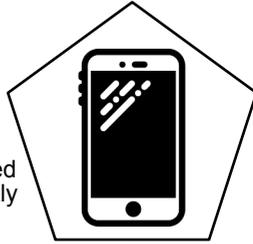
Give them 5 minutes to figure it out themselves, then help the group.

Option F	Rules	Consequence
Only meet digitally	<p>This is a safe option, but digital resources sometimes leave something to be desired. Communication is occasionally slower than in real life.</p> <p>You play the forbidden word game. One team member describes what another team member has to draw without saying or describing the word. The drawing team member and the other team members try to guess the word. You have 2 minutes to guess as many words as possible. The words are listed in Appendix 1: Words.</p>	<p>If you have guessed fewer than 6 words in 2 minutes, the internet connection has completely crashed. To restore it, you must remain silent for exactly 60 seconds. No shorter and no longer (the task is successful if you start talking again between 56 and 64 seconds).</p>



DILEMMA 3 - DIGITAL TRACKING

There is a disturbing rumor going around: General Martinus is furious with the scouts who continue to express their opinions. During a private meeting, he launched into an angry tirade in which he ordered the security services to increase digital surveillance. Videos of this meeting are circulating. In them, Martinus is said to have stated that everyone can now be tracked via their mobile phones and digital activities. You must act quickly to avoid being discovered. How do you respond?



The choice you made in dilemma 2 influences the possible choices you now have. First, check whether you chose option D, E, or F and take the corresponding dilemma card.

GROUP D HIDE IN THE FOREST

You have the most advantage because you are already in hiding and are not being monitored by the security services.

Option G - Destroy mobile phones

You decide to destroy your mobile phones to avoid any form of digital tracking.

hand in mobile phones to game leader

Actions	Advantages	Disadvantages
Destroy mobile phones	The entire risk disappears because you can no longer be tracked.	You lose an important means of communication and a tool in emergencies.

Option H - Store mobile phones radiation-free

You decide to store your mobile phones in radiation-free bags to prevent tracking without destroying the devices.

Actions	Advantages	Disadvantages
Store mobile phones radiation-free	You retain the ability to communicate in emergencies.	There is a small risk that you can still be tracked if the storage is not perfect.

GROUP E: PRETEND TO BE DOING ANOTHER HOBBY IN SMALL GROUPS

You pretended to have another hobby and are at moderate risk. You are not allowed to do anything digitally, but you can still meet up physically without being monitored.

Option I - Destroy mobile phones

You decide to destroy your mobile phones to avoid any form of digital tracking.

hand in mobile phones to game leader

Actions	Advantages	Disadvantages
Destroy mobile phones	This significantly reduces the risk of being tracked by digital means.	You lose communication, which hinders your organisation and collaboration.

Option J - No contact with each other

You decide to no longer communicate with each other physically or digitally to avoid being exposed as scouts.

Actions	Advantages	Disadvantages
No contact with each other	Completely avoids detection and eliminates the risk of being discovered by the security services.	Loss of all communication and cooperation, weakening your group spirit.

GROUP F ONLY MEET DIGITALLY

In the previous dilemma, you chose to meet digitally and now you have the biggest problem. Your dependence on digital means makes you vulnerable.

Option K - Away from the internet

You are now being monitored by the security services and decide to stop all digital communication and organize your meetings physically, but at a safe distance from each other to avoid detection.

Actions	Advantages	Disadvantages
Away from the internet	It reduces the risk of being tracked by avoiding your digital footprints.	You have to find new ways to stay in touch and share information, which is logistically challenging.

Option L - Go into hiding

You are being monitored by the security services and decide to go into hiding to avoid detection altogether.

Actions	Advantages	Disadvantages
Go into hiding	It maximizes your safety by completely disappearing from the radar.	You have to drastically change your life and leave your current life behind completely.

ASSIGNMENT 3 — TRACKING (MINEFIELD)

You try to communicate with each other as best you can with limited communication. Make a grid of six-by-six squares on the ground, as shown in Appendix 2: Digital dots. One person will be guided through the field by the rest of the group, starting and ending at an arrow. Without the person being guided seeing it, the rest of the group will receive a version of the Digital dots field (Appendix 2) on which they must put a cross in the dots of between 5 and 10 squares. Those squares with a crossed dot in them are 'off-limits' and the person walking is not allowed to touch these squares. If they do touch an 'off-limits' dot, they must start again. The game continues until they have safely crossed the field.

MATERIALS NEEDED

Example of a 'digital' field with 6x6 squares (Appendix 2: Digital dots)

- Paper
- Pencils/markers
- 3 ropes



The options chosen by the group determine how they must guide the team member through the maze.

GROUP D HIDE IN THE FOREST

Option G	Rules	Consequence
Destroy mobile phones	One player must navigate the 'digital' field using a strip card created by the rest of the group.	Regardless of how you played the game, General Martinus has become even more irritated. Therefore, you must stand on one leg when discussing the next dilemma.
Option H	Rules	Consequence
Store mobile phones radiation-free	One player must navigate the 'digital' field using a dot-and-dash route created by the rest of the group.	Regardless of how you played the game, General Martinus has become even more irritated. Therefore, when discussing the next dilemma as a group, you may only touch the ground with 4 feet, 2 hands, 1 forehead, and 1 elbow



The consequences may seem arbitrary or unfair, but in times of oppression, that is sometimes the case. That is why these new rules have been devised.

GROUP E PRETEND TO BE DOING ANOTHER HOBBY IN SMALL GROUPS

Option I	Rules	Consequence
Destroy mobile phones	Guide someone through the "digital" field by discussing the route with each other beforehand, so that the person walking remembers the route and walks it from start to finish from memory.	Regardless of how you played the game, General Martinus has become even more irritated. Therefore, when discussing the next dilemma, you must remain as still as statues, only your mouths may move.
Option J	Rules	Consequence
No contact with each other	Guide someone through the 'digital' field without talking, using only signals.	Regardless of how you played the game, General Martinus has become even more irritated. Therefore, for the rest of the game, you may only whisper to each other. Every time you do not whisper, you must all do 10 push-ups.

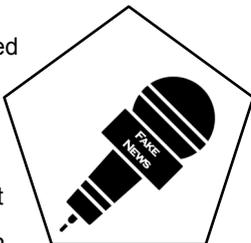
GROUP F ONLY MEET DIGITALLY

Option K	Rules	Consequence
Away from the internet	Guide someone through the 'digital' field at a great distance without seeing each other, so only verbal communication.	Regardless of how you played the game, General Martinus has become even more irritated. Therefore, when discussing the next dilemma as a group, you may only touch the ground with 4 feet, 2 hands, 1 forehead, and 1 elbow.
Option L	Rules	Consequence
Go into hiding	Guide someone through the 'digital' field with 3 ropes. The person in the field is blindfolded and has 3 ropes around them. 3 group members hold the ends of the ropes outside the field and guide the person through the field by pulling the ropes without giving the person in the field any instructions.	Regardless of how you played the game, General Martinus has become even more irritated. Therefore, for the rest of the game, you are only allowed to whisper to each other. Every time you do not whisper, you all have to do 10 push-ups.

DILEMMA 4 – FAKE NEWS

You acted quickly on the news that General Martinus had ordered the security services to track everyone via their mobile phones.

You now doubt whether this news is actually true. The reports claim that there are videos of Martinus' outburst of anger, but none of you have seen these videos yourselves. You have only heard from others that these videos exist. You do not know what to believe and feel very uncertain about what to do now. Should you take the report seriously and stick to your previous choices? Or is it perhaps a false rumor to scare you?



Option M - Believe that you are being tracked

You can decide to believe the message immediately. This would mean that you continue to use the measures you have taken to stay safe.

Actions	Advantages	Disadvantages
Believe that you are being tracked	You take no risks and can immediately improve your security.	If the message turns out to be fake news, you may have unnecessarily changed or stopped your activities, which could hinder your cooperation.

Option N - Investigate whether the message is true or not

You can choose to first investigate whether the message is really true.

Actions	Advantages	Disadvantages
Investigate whether the message is true or not	By investigating, you can find out whether the message is true or not, which will help you take the right measures.	The investigation may be dangerous and will take time. You are now vulnerable if the message turns out to be true.

Option O - Do not believe that you are being tracked

You can decide not to believe the message and continue your normal activities. This means that you go back to how you worked before the news about the tracking reached you.

Actions	Advantages	Disadvantages
Do not believe that you are being tracked	You can continue your activities without interruption, which is good for your collaboration.	If the message turns out to be true, you run the risk of being tracked and punished by those in power.

ASSIGNMENT 4 – MOBILE TOWER

It is becoming easier to create fake news and more difficult to recognize it. Techniques for manipulating images and sound are rapidly improving, becoming cheaper and more difficult to detect. It is also becoming easier to spread fake news, for example with the help of bots and troll armies. This requires greater resilience on the part of citizens.

MATERIALS NEEDED

3 (bamboo) sticks
Strings
Appendix 3: Example tower
Rubbish bag

Option M	Rules	Consequence
Believe that you are being tracked	In 10 minutes, you will build a free-standing transmission mast (tower) using 3 bamboo sticks and rope. The sticks must not touch each other. You are building the tower without any help.	If you fail to build the tower, you have believed the news too easily. You must play living knot.

Option N	Rules	Consequence
Investigate whether the message is true or not	In 10 minutes, you will build a free-standing transmission mast (tower) using 3 bamboo sticks and rope. The sticks must not touch each other. <div style="background-color: #f9cb9c; padding: 5px; border: 1px solid #ccc;"> After 3 minutes, the game leader will give you an example of the tower (Appendix 3: Example tower). </div>	If you fail to build the tower, your research skills were not sufficient. You must stand on one rubbish bag together and turn it over without talking to each other.

Option O	Rules	Consequence
Do not believe that you are being tracked	In 10 minutes, you will build a free-standing transmission mast (tower). You may use your phone to look up how to build a tower, a free-standing tower in which the 3 sticks must not touch each other. This is only possible if you have not destroyed your phones.	If you fail to build the tower, you have taken too much risk by believing that the message is fake news. You must recite the alphabet in reverse order, with each person taking turns to say a letter.

DILEMMA 5 — FOOD DURING THE CRISIS

The end of this long and devastating period is near. Hunger is everywhere and food is becoming increasingly scarce. Suddenly, each of you receives an urgent message from your family: you must find food for them as soon as possible, otherwise they will not survive.



Of course, you want to help your family. However, you are faced with the choice of either finding as much food as possible for your own family individually, or working together to ensure that all families at least get something to eat.

Option P - Search for food individually for your own family

Each of you decides to set out separately to gather as much food as possible for your own family. Everyone focuses on their own survival, driven by the cries for help from their loved ones.

Actions	Advantages	Disadvantages
Search for food individually for your own family	You can concentrate fully on gathering food for your own family, which may result in you obtaining more food for your loved ones. You do not have to take anyone else into account.	Your group becomes divided, leading to reduced efficiency and a higher risk of danger. Not every family is guaranteed food, which reduces the chances of survival for some.

Option Q - Search for food together for all families

You decide to stay together and join forces to search for food. You share everything you find to ensure that no family is left without food.

Actions	Advantages	Disadvantages
Search for food together for all families	By working together, you can gather food more efficiently and reduce the risk of discovery and danger. You divide the food fairly, so that everyone gets something.	Your family may receive less food than if you were to search individually. Group dynamics may be strained by stress and necessity.

ASSIGNMENT 5 — GATHERING FOOD

You go in search of food. The game leader has food in the form of (ping pong) balls/ropes/alternatives that are thrown into a field. Catch as much food (balls/ropes) as possible with a self-made device to catch the food. Be creative with all the materials available.

MATERIALS NEEDED

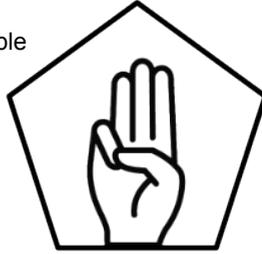
(Ping pong) balls/ropes/alternative
Paper
Tape
Sticks
Plastic/paper bags/totes

Option P	Rules	Consequence
Search for food individually for your own family	Make something per person to catch as much as possible from the materials provided.	You have collected enough food for your family. Take a break on your own and make something tasty to drink/eat for yourself.

Option Q	Rules	Consequence
Search for food together for all families	As a team, make one thing to collect as much as possible from the materials provided.	You have collected enough food for your families. Take a break and make something tasty to drink/eat for yourselves and the game leader.

DILEMMA 6 — SCOUTING STANDS UP

Those in power are losing their grip, and as a result, some people feel they have more freedom to engage in prohibited activities. You receive an exciting invitation. You can take part in a major campaign to show that Scouting is still alive. This gives you the opportunity to get your message across and let everyone know that you are still here. You have three ways of doing this: sticking stickers, distributing flyers, or organizing a physical activity. You need to think carefully about what works best and what is safe.



Option R - Stick stickers

You can put stickers with your message everywhere in the city. These stickers can contain logos, slogans, and other recognizable signs of Scouting.

Actions	Advantages	Disadvantages
Stick stickers	Stickers can be placed in many places, such as on lampposts, walls, and bus shelters. They are quick to put up and can reach a lot of people.	You may be noticed while putting up the stickers, which can be dangerous. At the same time, putting up stickers has less effect on raising awareness of you as Scouts.

Option S - Distribute flyers

You can make flyers and distribute them everywhere. The flyers can contain stories about Scouting, why it is important, and how people can help.

Actions	Advantages	Disadvantages
Distribute flyers	Flyers are easy to make and can be handed out in person or placed in mailboxes. This can be a direct and personal way to reach people.	Distributing flyers carries a greater risk of attracting attention. This could put you in danger, especially if you are wearing your scout uniform or are known as scouts.

Option T - Physical activity

You can organize a physical activity, such as a hike, a sporting event, or a gathering in the park. You can invite people to participate and show them that Scouting is still active.

Actions	Advantages	Disadvantages
Physical activity	A physical activity can attract a lot of attention and immediately show people what Scouting is all about. It can also create a sense of community and solidarity.	Organizing a physical activity can be risky because it is difficult to hide who is involved.

ASSIGNMENT 6 — BALLOON RACE

There is action again and Scouting is becoming visible again. Let's celebrate with balloons! Everyone in your group will receive a balloon, which you must get to the other side. If you hid or kept your scarf at the start of the game, you may use it during the game. It is easier to reach people with the scarf as a symbol of Scouting.

MATERIALS NEEDED

Balloons

Option R	Rules	Consequence
Stick stickers	Move 20 meters while clamping the balloon between your knees. You are not allowed to touch the balloon with your hands or drop it. If this happens, you have to go back to the starting line and start again.	Congratulations, you have made it through this time together. Now watch the final video together and discuss the game (see the heading 'Debriefing and conclusion').

Option S	Rules	Consequence
Distribute flyers	You must keep the balloon in the air and walk forward to reach the other side (20 meters). You may only keep the balloon in the air with your hands. If the balloon touches the ground or if you walk backward to keep the balloon in the air, you must return to the starting line and start again.	Congratulations, you have made it through this time together. Now watch the final video together and discuss the game (see the heading 'Debriefing and conclusion').

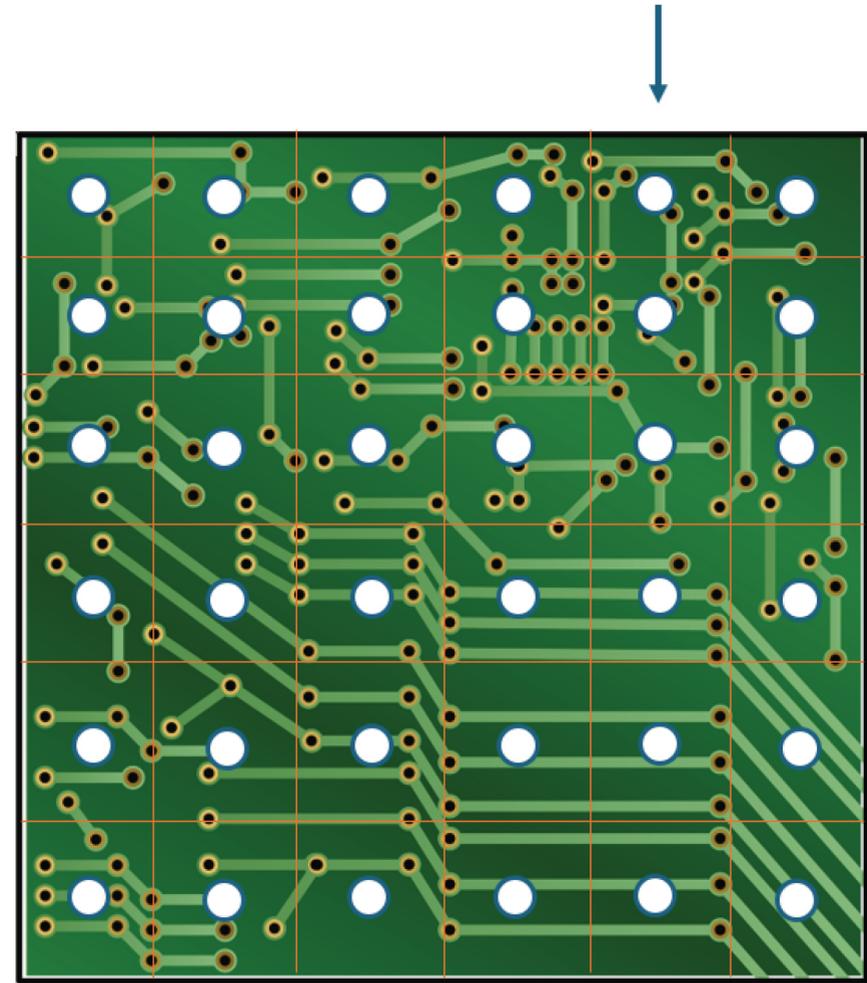
Option T	Rules	Consequence
Physical activity	In pairs, clamp a balloon between you and carry it to the other side (20 meters). The balloon must not fall and must not be touched with your hands. If this happens, you must return to the starting line and start again.	Congratulations, you have survived this time together. Now watch the final video together and discuss the game (see the heading 'debriefing and conclusion').

APPENDIX 1 WORDS

SCARF	WAR	PLASTER
BEAVER	BUS	RABBIT
PIONEERING	HEAD TORCH	RELIGION
CAMPFIRE	JUMPER	JUDGE
TENT	SCOUT UNIFORM	LIBERATION
MOBILE	COMPASS	PRESS
MOUNTAIN BOOTS	MAP	ASYLUM
BINOCULARS	HIKE	SPACE
MOUNTAIN BIKE	BACKPACK	SOLDIER
DIVING GOGGLES	KNOTS	RESISTANCE
CABLE CAR	BADGE	WEAPON
WEBCAM	SCOUT	GO INTO HIDING
MOUSE	EXPLORERS	MUSEUM
SCOUTCRAFT	KAYAK	GRAVE
CAPTURE THE FLAG	SAILING	MATCH
PENCIL	WINDSURFING	DRINKING BOTTLE
MARKER	FISHING	MOSQUITO
BALL	GEOCACHING	DOG
SCISSORS	BOULDERING	CAT
POCKET KNIFE	DIVING	
FREEDOM		



APPENDIX 2 DIGITAL DOTS



APPENDIX 3 TOWER EXAMPLE

