

COFADOR Galaxy

A Simulation for Youth and Adult Education on Conflict Management

Complete Manual with Role Cards and Guidelines for Facilitators

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ABOUT SIMULATION GAME „COFADOAR GALAXY”

This simulation game has been designed and implemented as a results of the Youth in Action project “**ToT on SimGame**” (nr.549970-3.1-MD--2013-R3), that took part in Vadul lui Voda, Republic of Moldova from the 11 to 22 of July 2014.

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- *Daniel Wargin – Poland.*

Anyone who finds this game interesting and useful for learning purposes, please feel free to use and enjoy it whenever it is needed.

INTRODUCTION

This is a simulation game, set in the context of the fictional galaxy of 5 fictional planets. 4 of these planets are populated, one is empty. Each of populated planet has only one culture: on the planet FAPLA live only farmers, on the planet DOPLA live only doctors, on the ARPLA artists and on the COPLA constructors. All inhabitants of four planets try to reach agreement to live together.

The game is designed to be useful in the education of youth (14-18 years old) with lack of previous experience in multicultural society (community).

The project ideas contained in this simulation game are based on the proposals from big intercultural/international communities (for example European Union). While the people are fictional, their cultural beliefs, traditions, relationships and attitudes could be based on reality.

LEARNING OBJECTIVES

Learning objectives of this game are the following ones:

- to increase awareness of youth regarding cultural diversity and discrimination*;
- to make young people more aware of the structure in society (hierarchy, division of power, roles and responsibilities);
- to equip youth with negotiation skills

***Note!** "Cofadoar galaxy" game might be adapted to any kind of discrimination according to the current needs of the target group.

TIME SCHEDULE

The whole game should last up to 360 minutes (6 hours), however it's up to the facilitators to decide the time limits. Depends on needs of the group/group dynamics/results needed, facilitators are to adjust the time needed. We do suggest to do it according to following schedule:

1. General introduction – 15 minutes
2. Distribution of roles – facilitators can do it by chance or to plan which participant will play a particular role (it is up to the group dynamics process) – up to 10 minutes
3. Simulation game:
 - preparation (preparing decorations – it may last even few hours - depending on the way that the game wish to be implemented: with/without decorations/costumes etc. *
 - getting into the roles -15 minutes

*if there will be a wish to make this game more interesting/entertaining maybe it is good idea to divide participants into the groups few hours before the start of the game, give them possibility to create their own worlds etc. So in that case they can have few hours only to prepare decorations/costumes.

 - start simulation (detailed introduction, giving instructions, time schedule, answering the questions) – up to 10 minutes
 - play four rounds – each round up to 40 minutes
 - three interplanetary meetings between each round – up to 20 minutes
 - final round with result "New Constitution" – up to 30 minutes
4. Debriefing (stay in the roles – discussion about feelings and experience, stepping out of the roles – discussion, feedback round with feedback forms) – up to 60 minutes

PREPARATION

The preparation for the facilitator is:

- to read all material to get an overview of the game and be able to answer questions;
- find a place for group meeting (whole group) with chairs that can be easily arranged in any way;
- find 5 places for the 5 planets – the distance between the places should be big enough that each group can talk about their strategy in private;
- to print out the materials – badges, constitution sheet, roles for each participants etc.;
- to prepare a space and devices to present a video material at the beginning at during interplanetary meetings;
- put charts, timetable and other material in appropriate places.

PROCEDURES

General introduction: 15 minutes

Facilitators begin by introducing themselves and very briefly explaining what the Simgame is about. An introductory video is to be presented and read by one of the facilitators, which will present the current situation of the planets and upcoming asteroids. After the video the facilitators need to clarify the situation once again and the whole structure of the game according to the timetable.

Distribution of roles: 10 minutes

After this introduction, the participants form 4 groups with equal numbers of members (up to five if possible) and the facilitators distribute players' materials:

- the scenario(description of Galaxy)
- detailed information about their planet
- role card for each person

SIMULATION GAME:

Preparation – up to 15 minutes

Start simulation – up to 10 minutes

1st Round: up to 40 minutes

The groups go to their planets, read the materials one more time. The description of each planet is a secret for other planets. The role cards are secret too. The player may discuss the details with his/her group but should not show the cards to others. After reading the materials they start developing a strategy to save their planet in case it explodes and then start communicating with other planets, trying to find a salvation. By the end, the strategy is being finalized to be presented to the interplanetary meeting by one representative of the planet.

1st Interplanetary meeting: up to 20 minutes

For interplanetary meeting we do suggest to use "aquarium" method: representatives of all planets seat in the centre and discuss, the rest of participants seat around and just observe the situation.

It is also possible to give the space to talk to the rest of participants. Facilitators must take a decision about it beforehand. If they decide to give an opportunity to talk to the rest of participants, maybe it would be good idea to set up some rules, for instance: during the meeting the representatives of each planet are the "main voice" but it is possible for each planet to have a right to talk two/three times etc.

25 years have passed and a general meeting is organized among all planets. Each planet has its representative who will be changed for the next meeting. During the meeting the planets present their strategy what to do when the explosion will start: where to go, where to distribute the people, what to offer to the other planets etc. Few minutes before explosion the information is given by the facilitator (tearing the planet name from the chart with booming sound or using a video of explosion). The first exploding planet *is Fapla (farmers). *Depending on the situation the facilitator may change the decision which planet will explode as first. During the next minutes all planets' representatives make final decision to go to one of 3 planets that survived or to the empty one.

2nd Round: up to 40 minutes

After the meeting 3 inhabited planets are left as well as the empty one. If the exploding planet decided to distribute their people go to the empty planet they will be given:

1. Background information about the planet and its resources.
2. Lottery cards (to be pushed by one of the members which will give them extra resources) – it's up to the facilitators how many lottery cards they will give to the empty planet's newcomers.
3. Constitution sheet to be filled by the members.

The members of new planet are to develop a strategy, rules and constitution of their new planet which will be signed by each newcomer lately.

If the members of the exploding planet moved to the other planets they will work with them on developing new strategy of that planet but will not have equal voice and rights that the planet members have (in case the owners do not give them equality). The same time schedule is used as during the 1st Round, including communication.

2nd Interplanetary meeting: up to 20 minutes

25 more years have passed as well and the 2nd meeting is organized between 3 planets. With the same schedule Doplá (doctors) planet explodes. The inhabitants are moving either to two planets that left or to the empty one.

3rd Round: up to 40 minutes

The same activities as for the 2nd round. The new representatives of 2 planets finalize the new strategy and are ready for the 3rd meeting.

3rd Meeting: up to 20 minutes

25 years passed and 2 planets have met again. One of them will have to explode. During the 3rd meeting Copla planet explodes.

4th Round: up to 40 minutes

The Apla (artists) planet is the last one to explode. They have to get prepared (develop a secret strategy) for moving and living on the 5th planet. The 5th planet already has its name, inhabitants, rules and hosts inhabitants from the exploding planets which are forced to sign their Constitution to survive. Everything can happen in this planet (revolution, strike, president election or equal agreement).

Development of the Empty planet: up to 30 minutes

All the inhabitants of 4 planets are together on the 5th planet. A new community is created which is supposed to have its common legislation and rule. A general meeting is organized on the 5th planet (or the place where interplanetary meeting took place) where the final Constitution is to be signed by every person in the planet. There is a discussion between all inhabitants to agree about their roles and responsibilities. Everyone can express their opinion.

Debrief: up to 60 minutes

ADDITIONAL VISUAL EFFECTS

During implementation it is recommended to use:

- introductory video:
<http://www.youtube.com/watch?v=i3BMUbmKbXI>
- video of explosion:
<http://www.youtube.com/watch?v=365zgrV0Q7A> – to be used at the end of each round of the game;
- music: <http://www.youtube.com/watch?v=s1I2naE4H6o> – to be used during presenting the project as well as during each round;
- a chart with timetable for rounds (for each group and one for plenary meeting);
- a chart for countdown: for example 5 minutes left, 2 minutes left, 1 min left – to make; participant aware of the time left (facilitators may have big sheets of paper with inscription “5 minutes left” etc. and go around “the planets” showing it; they can also use some other way to mark the time left – be creative!);

DEBRIEFING

During debriefing phase participants are:

- reflecting, discussing and collecting their experiences during the game and transfer them to learning effect,
- creating the conditions for using the gained knowledge and findings for personal development, future plans and strategies.

Proposed structure of debriefing:

1. Participants are discussing observations, reconstructing the development of the game as actors (they don't getting out of the role).

Questions:

- What has happened during the game?
- What have you observed?
- How the other participants reacted on this situation? Etc.

2. Emotional reflection. Participants are giving their feedback on their feeling during the game (as actors). Questions:

- How did you feel?
- What's your feeling regarding this or that? Etc.

3. Getting out of the role. During this phase participants are asked to express first two phases (mentioned above) as themselves, thus getting out of the role process is needed. Facilitator can use any method (throwing banged with role name on the floor, stepping a border between the game and reality etc.)

4. Personal findings, perception and gained knowledge. Participants are transferring experiences from the game into personal learning effects.

Questions:

- What have you learned?
- What learning outcomes have you found? Etc.

5. Transfer experiences and learning effects into reality. Participants try to find connection between the game and reality, try to make a comparison between situations in the game and real life. Questions:

- How the situation from the game is connected with real life?
- To what extend the game reflected real problems/situation?
- Have you ever met similar situations in real life? Etc.

6. 6. Goals and consequences from the game. Participants are discussing behavior in real life in similar situations. Questions:

- How should you behave in similar situation?
- What would you do if you faced similar situation? Etc.

Methods.

In order to give a chance to express feelings/opinion to each participant, following methods are recommended:

- colourful cards – each participant is given 3 cards(green, yellow and red).

After asking the question, they are giving answer using colours:

- green stands for "very good", "everything was fine" etc;
- yellow stands for "I don't know", "I'm not sure", "I'm confused" etc.,
- red stands for "no good", "I felt bad" etc.

-cards with numbers – each participant assesses (from 1 - bad to 10 – very good) his/her feeling/emotions

Participants are asked to give more detailed answers if they feel so.

INFORMATION FOR ALL PARTICIPANTS

SCENARIO

Please print it out and distribute among participants.

COFADOAR GALAXY

Nobody knows when exactly it happened but according to the scientists, a few billion light years ago, just after the great chaos across the OLD GALAXY, the new galaxy consisting of 5 PLANETS was born. After some light years, the first primordial species coming from extraterrestrial depths domiciled on all 5 planets gave birth to new life there... And thus began the process of evolution... After another long period of time, all planets were inhabited by highly developed forms of life. When the planets were developed, when the new civilizations began to rule the galaxy, another disaster took place. Life in the galaxy vanished...

A dozen or so light years ago the new form of life appeared on 4 old planets. The process of evolution started again. After next few light years, the life of the planet come out.

Now, in the COFADOAR GALAXY there are 4 inhabited and developed planets: COPLA, FAPLA, ARPLA, DOPLA and 1 empty planet with no name – nobody knows what is there...

The scientists forum has just discovered that asteroids will bombard the COFADOAR GALAXY very soon destroying the planets COPLA, FAPLA, ARPLA and DOPLA one by one. Only the empty planet is completely safe and its big enough to accommodate all inhabitants of the galaxy...

Your planet as well as its people are the most important for you. What if it will explode as the first one? You cannot let your people die!!! What about having an agreement with other planets from the galaxy? Will they be able to host you? What if they don't like your people? What if another planet will explode as first? Will you be able to host their inhabitants? Going to the empty planet is also an option but... what is there? Maybe there is enough resources to survive? Maybe there is not even the air? Go or not to go there? This is a question...

Every 25 years one of the planets is going to explode. Nobody knows which one. You have to meet the representatives of the other planets and discuss the best options for your people. In case your planet

will explode as the first one, your people have to find a place on the other planets. You need to decide where to send them. Otherwise, they will have to go to the empty planet.

To survive another 25 years you also need some resources from other planets. If you like them, you can propose them a deal.

INFORMATION FOR INHABITANTS OF EACH PLANET – only they are allowed to see these information

Inhabitants of a particular planets are given only the information about their planet. It is good to print out and give a one copy to each participant.

COPLA – the planet of constructors

There are 4 million people living on the planet of constructors. The planet is quite small, so it is IMPOSSIBLE to have immigrants from the other planets.

The constructors are rather hard working, skilled in constructing new buildings. There are also other specialists. As they need medicines for their inhabitants, they are taking care about good relations with the planet of doctors. They hate artists. In their opinion, most of the artists are overusing alcohol and drugs. Besides that, they are disturbing during the night: partying till the morning, making noisy orgies while the constructors have to wake up in the morning.

YOU LIKE:	YOU DISLIKE:
DOCTORS – they provide you medicines	ARTISTS – in your opinion they're alcoholic

You need medicine – if you don't get medicine every round, 25% of your population MUST go to the Empty Planet that was heard to have the best doctors in the galaxy.

ACTORS:

1. Sabine Locikaska
2. Valantas Georgeskus
3. Pionna Rajevska
4. Albis Kovarnis
5. Zbiger Gerbert

FAPLA – the planet of Farmers

There are 2 million people living on the planet of farmers. The planet is big enough to host 1 million immigrants from the other planets.

The farmers are hard workers, responsible and they have a lot of work to do during the whole day: taking care of farm animals, plants and the whole farm. They're producing high quality food which is distributed to the rest of the planets. As they need medicines for their inhabitants and animals, they are taking care about good relations with the planet of doctors. They hate artists. In their opinion, most of the artists are overusing alcohol and drugs. Besides that, they are disturbing during the night: partying till the morning, stressing the animals with loud music and being noisy while the farmers have to wake up in the morning.

YOU LIKE:	YOU DISLIKE:
DOCTORS – they provide you and your animals medicines	ARTISTS – in your opinion they're alcoholics, they're organizing noisy parties while you need to have a rest because you're starting the work early in the morning
	CONSTRUCTORS – they're destroying natural habitat, causing pollution

You need medicine – if you don't get medicine every round, 25% of your population MUST go to the Empty Planet that was heard to have the best doctors in the galaxy.

If your animals get stressed and/or don't sleep at night for the loud music, you won't be able to produce food for the other planet

ACTORS:

1. Andrej Gubin
2. Eugenia Mono
3. Hermann Smith
4. Ira Lucente
5. Juanita Morris

ARPLA – the planet of artists

There are 1 million people living on the planet of artists. The planet is big enough to host 2 million immigrants from the other planets.

The artists are easy-going, enjoying the life, sometimes irresponsibly. They are taking care about good contacts with farmers as they need food and drinks produced by them. They strongly believe in the power of Nature, avoiding everything that’s chemical and artificial. For this reason they are underestimate and offended by doctors.

YOU LIKE:	YOU DISLIKE:
FARMERS – they provide you alcohol, food and natural products to produce drugs	DOCTORS – they’re thinking that your are overusing alcohol and drugs

You need farmers because they sell you “inspirational” things. Without them 1% of artists get a depression and MUST go to the Empty Planet that was heard to have the best doctors in the galaxy.

ACTORS:

1. Nina Roca
2. Mirko Mena
3. Tanko Leile
4. Manelle Mane
5. Benjamin Pito

DOPLA – the planet of Doctors

The population of your planet is 2 million inhabitants. The planet is big enough to host 2 million more, so all together it is possible to have population of 4 million.

The doctors are responsible, very intelligent and skilled in providing high quality medical service. As they need natural, healthy products to produce medicines they are taking care about good relations with FARMERS. They don't like people from the planet of ARTISTS – they consider them as alcoholics. They also don't like CONSTRUCTORS. In their opinion, the constructors are not very intelligent and they don't want to have nothing in common with them.

YOU LIKE:	YOU DISLIKE:
FARMERS – they provide natural products to produce medicines	ARTISTS – in your opinion they're alcoholics, they're organizing noisy parties
	CONSTRUCTORS – in your opinion they're not intellectual and you don't have any common topic to discuss with them

You need farmers, without farmers you cannot produce medicine and without medicine every round 25% of your population MUST go to the Empty Planet that was heard to have the best doctors in the galaxy.

ACTORS:

1. Erik Kerner
2. Thara Manson
3. Sophia Hauptgood
4. Giorgos Papadopoulos
5. Gvantsa Jikia

The information about the Empty Planet is given to the first participants who will come there.

THE EMPTY PLANET

Welcome to the empty planet! It is completely safe! As you are the first one here, you are its owner. It is your planet with some resources! According to your need, you have to set up new law, new constitution, a name for the planet. Remember that in 25 years one of the remaining planets will explode. Their inhabitants will come here, to YOUR planet. They have to respect your rules but maybe you also need their resources to survive next 25 years...

Your available resources will appear on the planet very soon. What you need to do now is to set up your law as well as possibilities, rules of hosting new people eventually...

Lottery

New inhabitants of the Empty Planet may be given "lottery cards" – additional information, tasks for them to make the game more dynamic. It is up to the facilitators if they will decide to do so or not. They can give some lottery cards to the first inhabitants of the Empty Planet at the beginning or after to make group work more dynamic.

Facilitators may also prepare their own lottery – according to their ideas. In order to use it, please print it out and cut.

1. There is thermal energy and caves on the planet. **You don't need constructors.**
2. Fountain of Youth is found on the planet. Its water heals everything. **You don't need doctors.**
3. There's a virus that kills people. **You need doctors.**
4. There is a virus that kills animals. **You need doctors.**
5. There are no stones on the planet. In order to build something, **you need trees from farmers.**
6. Plants do not produce enough Oxygen, you need farmers for planting trees.
7. No soil on the planet, plants and trees can only grow in greenhouses realised **with the help of constructors.**

ROLE PROFILES

Role profile cards are given to each participant of a game. The game has been designed for 20 participants – 5 members of each planet.

COPLA – the planet of constructors:

1. Ms. Sabine Locikaska:

- You are a 45 years old and very skilled in problem-solving engineer. You are aware of your abilities and very self-confident, that's why you usually try to convince people that yours are the best ideas.
- Your job allowed you to travel and establish contacts especially with the Doctors' planet DOPLA. During your travelling on DOPLA you met Sophia Hauptgood, the pharmacist, and got along with her very good to the point that you chose her as godmother for your daughter. You are often in contact with her through STARFacebook and mutual visits.
- You like Maths and Science in general, that makes your consideration about arts very low.
- Among your community, due to job-related issues, you had arguments with the Albis Korvanis, the Architect.

2. Mr Valantas Georgeskus:

- You are a 30 years old worker.
- Coming from a disadvantaged family, unfortunately, you didn't have the chance to attend to universities and receive high education. Due to your unstable situation, you are used to live day after day, not making long-term plans.
- During the years you were involved in building a museum on the ARPLA planet, you got into a fight with a sculptor named Tanko Leile. This fight caused you some issues with the Interstellar Police Squad.

3. Ms Pionna Rajevska:

- You are a 25 years old painter.
- Your job consists mainly in preparing and painting interior and external surfaces.
- When you were a child, you liked to experiment different techniques and painting different subjects. However your parents convinced you of the uselessness of those interests of yours and guided you towards your actual employment. Because of that, you feel unsatisfied of your life and envious of artists.

4. Mr Albis Kovarnis:

- You are a 60 years old architect.
- During the last 40 years, you've been involved in designing innovative factories in the industry sector.
- Within the personal and professional environments, you are considered to be very responsible and reliable person for your full commitment to each project in which you are involved.
- Unfortunately, working in the industry sector is not very healthy and you developed a serious illness for which you need medicines provided by Doctors.
- For old arguments with the engineer Sabine Locikaska about a common project, you believe her ideas are often not good enough to solve problems.

5. Mr Zbiger Gerbert:

- You're a 38 years old plumber
- Your main tasks are to install and maintain big heating systems in factories. For this reason you work from time to time in contact with Sabine Locikaska, the Engineer, whom you consider trustful.
- You are married with a former student of Biology that didn't finish university because she moved on your planet. All your wife's relatives are on DOPLA planet. They don't really like you and were against your wedding because of your low social class.

FAPLA – the planet of farmers

1. Mr Andrej Gubin:

- You are a 45 years old herb farmer.
- Yours is a very big huge family and your relatives are all over the planet. You hope that your oldest son will take over your farm, in which you put a lot of effort and personal resource, once you retire.
- In your farm, beside vegetables and fruits, you grow medical herbs that you sell to Gvantsa Jikia, the surgeon of the DOPLA planet. You consider medical herbs as a very good opportunity for bigger incomes.
- Some time ago you met Ms. Gvantsa Jikia from DOPLA Planet of and spent nice time with her sharing your experiences.

2. Mrs. Juanita Morris:

- You are a 70 years old farmer.
- You have a small farm. Your health is good and you will become at least 100 years old.
- in general you like artists more than other farmers.
- you really hate constructors because they want to build a nuclear power plant next to your farm.
- You live alone but you have many friends in the community because you are a nice funny character.

3. Ms Eugenia Mono

- You are 25 years old and you are a young agricultural engineer. Your father was the chief of the village and your grandmother is a famous shaman lady and fortune teller. One of her prophecies was that her grandson/granddaughter will lead the people to a better future.
- Your family is wealthy and you are educated. During university you organized protests against power plants and that's why you have a high reputation in the community. You will continue fighting against pollution and destruction of nature.

4. Mr Hermann Smith

- You are 30 years old. You are the boss of the shepherd group from the Fapla highlands - a region with bad infrastructure on the southern hemisphere of your planet. Recently you successfully negotiated with the constructors to become better infrastructure in the highlands so that medicine and goods can be faster delivered from, and to your region. You are totally dependent on medicine and doctors because without them, sheep-herd would get a virus, and many heard would die. You totally dislike artists because they disturb sheep with their noisy behavior.

5. Ms Ira Lucente

- You are 50 years old. You are a wood-farmer and biologist in the northern Dark woods. Farmers there provide wood for green energy and as a construction raw material. You started a project for reforestation of nature that was destroyed and polluted by a power plant-accident many years ago.

ARPLA – the planet of artists

1. Ms Nina Roca

- You are 27 years old young painter who lives in the center of the planet. You are married but have no children. You like nature and deny everything chemical

2. Mr Mirko Mena

- You are 49 years old musician.
- You have been playing the piano since you were 11. You like farmers much but have never taken a medicine because you find them harmful.

3. Mr Tanko Leile

- You are 37 years old sculptor
- You live in the North of the planet. You dreamed to live in the farmer's planet but couldn't leave your family

4. Mrs Manelle Mane

- You are 65 years. You are a writer
- You are an old woman and have 3 grandchildren. You are famous in all planets and you respect all of them. You think all people are equal and treat well to everybody.

5. Mr Benjamin Pito

- You are a poet, 55 years old
- You are a dreamer and have created an imaginary world for you to live in. You believe in the power of soul and inspiration. For you all your body is controlled by your soul and think that doctors are cheaters and liars. You spent your childhood at farmers' planet and love it much

DOPLA – the planet of doctors

1. Mr Erik Kerner:

- You are a 67 years old doctor.
- Very experienced in politics and you have been elected for the last 2 mandates, in fact the local community trusts you. Due to the regulation of DOPLA, for you it won't be possible to be elected in the following turn.
- During the past years you established really good relationship in the FACODOAR Galaxi, you were one of the promoters of the Intergalactic Regulation for Trades and Cooperation (IRTC). Despite that, however, you have to deal with the negative opinion your electors have about Constructors, inhabitants of COPLA, for having protested against the costs of the cures that Doctors provided after the plague that infected COPLA.

2. Mrs Thara Manson:

- You are Minister for the Foreign Affairs
- You are 54 years old optician that, before entering in the government in the last elections, was travelling in the FACODOAR Galaxy, providing assistance and expertise to rich people in the galaxy.
- You would like to be the next president of DOPLA Republic, your very important friends will support your future career in exchange of a change of the IRTC and increase the prices of cures and medicines for

the other planets, allowing DOPLA to increase its importance among the other planets.

3. Mrs Sophia Hauptgood:

- You are a 32 years old pharmacist.
- You are coming from a family with different origins, your father was a painter from ARTPLA that had to struggle to be accepted in the DOPLA society and you are very thankful for his long-life sacrifices. Your mom is a nurse, she has been taking care of you and your big family since always, teaching to you the importance of belonging.
- All your relatives are on the ARPLA planet but you never met them and they don't know anything about you due to the not good interplanetary relationships among the two planets. However you are very curious to discover your family but you are afraid of the reactions that your friends and your clients could have.

4. Mr Giorgos Papadopoulos:

- You are a 35 years old social assistant, you graduated in the DOPLA International Social Services University a couple of years ago.
- You'd like to help everyone but, since you started working, you are developing a feeling of frustration for the lack of resources in your working field. Those resources has been relocated for supporting DOPLA in financially recover from the protest organized by the COPLArians.

5. Ms. Gvantsa Jikia:

- You are a 38 years old surgeon;
- Most of your clients are constructors who have accidents on the construction sites or blow up something accidentally.
- Some time ago you met Mr Andrej Gubin from FAPLA planet – you were sharing your professional experiences. Accidentally, you felt in love with him but he doesn't know about it.

BADGES – TO BE CUT AND GIVEN TO EACH PARTICIPANTS

PLANET DOPLA

MS GVANTSA JIKIA PLANET Dopla Surgeon, 38 years old	MR ERIK KERNER PLANET Dopla Doctor, 67 years old
MRS THARA MANSON PLANET Dopla Optician, 54 years old Minister for the Foreign Affairs	MRS SOPHIA HAUPTGOOD PLANET Dopla Pharmacists, 32 years old
MR GIORGOS PAPADOPOULOS PLANET Dopla Social Assistant, 35 years old	

PLANET COPLA

MRS SABINE LOCIKASKA PLANET Copla Engineer, 45 years old	MR VALANTAS GOERGESKUS PLANET Copla Worker, 30 years old
MS PIONNA RAJEVSKA PLANET Copla Painter, 25 years old	MR ALBIS KAVARNIS PLANET Copla Architect, 60 years old
MR ZBIGER GERBERT PLANET Copla Plumber, 38 years old	

PLANET FAPLA

<p>MR ANDREI GUBIN PLANET Fapla Herb farmer, 45 years old</p>	<p>MRS JUANITA MORRIS PLANET Fapla Farmer, 70 years old</p>
<p>MS EUGENIA MONO PLANET Fapla Agricultural engineer, 25 years old</p>	<p>MR HERMANN SMITH PLANET Fapla Boss of shepherds, 30 years old</p>
<p>MS IRA LUCENTS PLANET Fapla Wood farmer, biologist, 50 years old</p>	

PLANET ARPLA

<p>MS NINA ROCA PLANET Arpla Painter, 27 years old</p>	<p>MR MIRKO MENA PLANET Arpla Musician, 49 years old</p>
<p>MR TANKO LEILE PLANET Arpla Sculptor, 37 years old</p>	<p>MRS MANELLE MANE PLANET Arpla Writer, 65 years old</p>
<p>MR BENJAMIN PITO PLANET Arpla Poet, 55 years old</p>	

THE CONSTITUTION OF.....

RULES:

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AND THIS IS THE END

Dear facilitators/players...

If you have found this game interesting or – quite the opposite – if you think it has been designed in an inappropriate way, something needs to be changed, why not to share your reflections/opinions/suggestions? We will be grateful for any tips that may make this game more useful for different target groups. Feel free to share you points of view with us! You can do it either in English or other languages. Just write to:

- Ani Harutyunyan – Armenia (English, Armenian, Russian): ani.har@mail.ru
- Karine Drnoyan – Belarus (English, Russian): karine33@yandex.ru
- Alesja Šapkova- Latvia (English, Latvian): alesja.shapkova@gmail.com
- Igor Reitmair– Austria (English, German): reitmair@gmail.com
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- Daniel Wargin – Poland (English, Polish): daniello13@wp.pl

Thank you ☺