



12+

RULEBOOK

How can we educate ourselves on biodiversity loss
and make a difference?



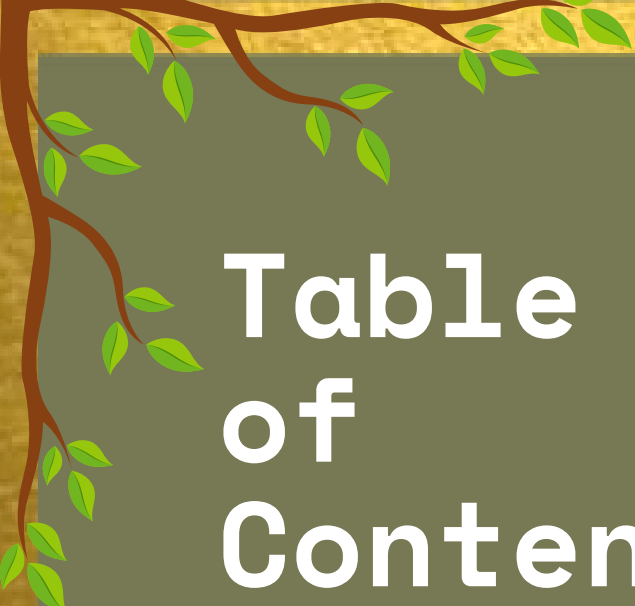


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Our Pitch and Vision:

The purpose of this game is to educate players about biodiversity loss. By taking on different roles with different levels of power, players experience firsthand how complex and unequal the fight to protect nature really is. Our game shows that biodiversity loss is not just an environmental issue, but a political, economic and social one too, shaped by powerful corporations, weak governance and structural inequality. By creating the complex storyline of saving the pygmy sloth, our game creates an interactive way to see biodiversity loss and experience its effects, while being immersed in a realistic role.

Our game is important because it makes a difficult global issue tangible and personal. Instead of just reading about biodiversity loss, players live it. They feel the frustration of being a local community with limited power, the pressure of being an NGO trying to hold corporations accountable, the hurdles of being a company balancing environmental responsibility with profit maximization, or the moral conflict of being a spy working from the inside. It also sends an important message, that everyone has a role to play in addressing biodiversity loss, no matter how big or small. *No Time to Be Slow* is a fast-paced, fun and nuanced way to learn about biodiversity in a way you never thought was possible! The choices you make define the course of the game... can you save the pygmy sloth before its too late...?



No Time to be Slow:

The vision behind our game

Our game tells a fictional story, but is based on real life situations and a real setting. The game is set on a remote island called Isla Escudo de Veraguas, off the Caribbean coast of Panama, which is the only place on earth where the species our game is based on can be found: the three toed pygmy sloth.



A three toed pygmy sloth enjoying itself!



The three toed pygmy sloth is in series danger of extinction. The mangrove trees on Isla Escudo de Veraguas are essential for the sloths survival and habitat, yet unfortunately, human activity, like fishermen and visitors logging endangers not only the sloths, but all native species of the island. Sloths are also hunted by seasonal visitors such as lobster divers and indigenous people. They have been on the International Union for Conservation of Nature Red List as “critically endangered” since 2006.

The most recent data on these sloths show that there could only be 48 left in the wild – a further decrease from the last 2013 estimate of 79. They are disappearing at an alarming rate, and our game uses this real world scenario to show the urgency and concreteness of the issue of biodiversity loss, and what we can do to prevent species like these sloths going unnoticed and becoming extinct. This is more than a game, it is a reflection of real world issues.



Players in our game

In our game, there should be a total of four players, to accomodate for all the four roles in our game. Players can range from 12 upwards, as it is too complex for any one under 12 to play the game.

The game is simultaneously competitive and cooperative. Roles like the NGO and spy work together a lot, moreso than other roles, for example the locals and the company, who work together a lot less as they have conflicting interests and are essentially rivals.

There are many different dynamics in the game, which makes it either more cooperative or competitive. It is mainly competitive, however, as every role has the individual goal of getting 15 points before any other role can, and often participate in quizzes against other roles to gain points and advantages over other roles.

The set up time for the game is about 5 to 10 minutes depending on how in detail people introduce and study their roles, and play time is around 30 to 45 minutes, but can differ depending on the game and players.



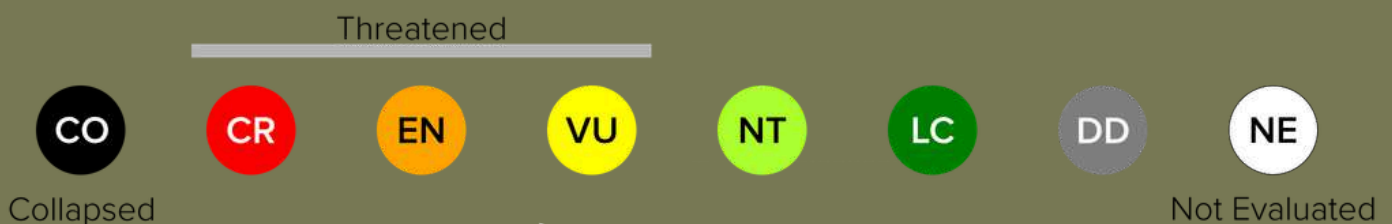
An important part of our game: the IUCN Red List



The IUCN Red List, officially known as the IUCN Red List of Threatened Species, is the world's most comprehensive and authoritative global database tracking the conservation status of plants, animals, and fungi across the planet.

Founded in 1964 by the International Union for Conservation of Nature, a global organization bringing together governments, scientists, and NGOs, the Red List works by having teams of experts rigorously assess each species against a set of scientific criteria, looking at things like how fast its population is declining, how small or fragmented its geographic range is, and how likely it is to go extinct within a given number of years. Based on this assessment, every species is placed into one of nine categories:

- | | | |
|-------------------|--------------------|--------------------------|
| 1. Not Evaluated | 4. Near Threatened | 7. Critically Endangered |
| 2. Data Deficient | 5. Vulnerable | 8. Extinct in the Wild |
| 3. Least Concern | 6. Endangered | 9. Extinct |



With over 160,000 species assessed and 44,000+ currently threatened, it acts as a global early warning system that guides conservation funding, legal protection, and government policy worldwide.

Our game: the story

You are one of four characters on the beautiful island Isla Escudo de Veraguas, off the coast of Panama. There is a company, Luxury Villas Co., which aims to transform the island from a remote hidden treasure to a luxury holiday destination by investing in land to build luxury villas all across the island for people to enjoy.

This would mean more logging of the precious mangrove trees that the pygmy three toed sloth and many other species on the island live off of, as well as pollution and a loss of overall habitat and land. Company representatives will be one of the characters in this game. There are three other characters, the Green Shield Foundation, an NGO trying to reduce the harm caused by the company's actions, the locals and a spy who all disagree with the company's plans and the execution of these plans, and worry for the health and preservation of the island's natural environment and biodiversity, especially the pygmy sloth, which is already unique and rare to the island and severely at risk of extinction.

The locals are worried that the development of luxury villas will destroy the biodiversity and natural landscape from which they get their livelihood and culture, and want the company gone. The spy is an insider in the company who is secretly working against them, trying to ruin their plans before it is too late by exposing information that will force them to comply with environmental regulations that stop biodiversity loss.

The main aim of the company is to build their villas and make as much profit as possible, but if this happens, the sloth goes extinct. The other three characters work tirelessly to stop this from occurring and save the sloth from extinction before it's too late... There are ways for the company and nature to exist side by side, but for this to happen, hard work needs to be done and compromises have to be made!

Our game: the roles

The Company

Cut down the mangrove habitat and build luxury villas for profit.

Starts at: Company HQ

Starts with 2 points

The Locals

Protect the mangrove forest, the sloth, and their way of life.

Starts at: Mangrove forest

Starts with 0 points

The Spy

Infiltrate the company, expose secrets, and support the other roles from within.

Starts at: The hideout

Starts with 0 points

The NGO

Hold the Company accountable through research, reports and lobbying.

Starts at: NGO building

Starts with 0 points

The company starts with 2 points to represent how they initially have more power, money and resources than other roles, which gives them a small advantage to win.

Object of the Game:

The game is set on Isla Escudo de Veraguas, a remote island off the Caribbean coast of Panama. It is the only place on Earth where the three-toed pygmy sloth exists. The island's mangrove forests are essential to the sloth's survival, but are under threat from a fictional company called LUXury Villas Co., which wants to develop the island into a luxury holiday destination by logging the mangroves and building villas.

The goal depends on your role. Each player races to reach 15 points first, and whoever gets there wins, but the outcome of the game changes based on who wins:

If the Company wins → the villas are built, the mangroves are destroyed, and the pygmy sloth goes extinct.

If the NGO wins → the company is held to environmental regulations, and the sloth moves from critically endangered to endangered.

If the Locals win → the company is forced off the island, and the sloth eventually moves from critically endangered to vulnerable.

If the Spy wins → the company's violations are exposed, they are reformed from within, and the sloth improves to endangered while restoration begins.

The overarching message is that everyone has a role to play in protecting biodiversity, and the choices you make determine the fate of the pygmy sloth.

Legend

1

Starting Points:



Locals starting
point



Sabotager's
starting point



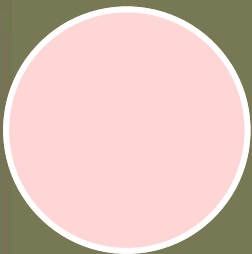
Company's starting
point



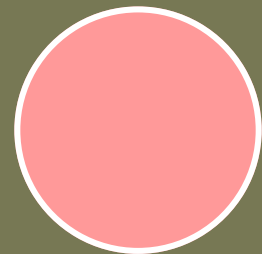
NGO's starting
point

2

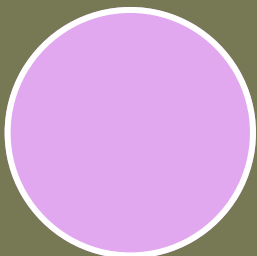
Points on the Board:



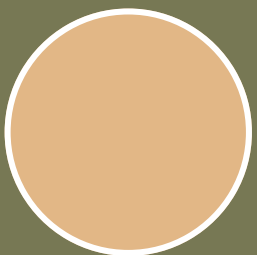
[Pink] - Take a
Challenge Card



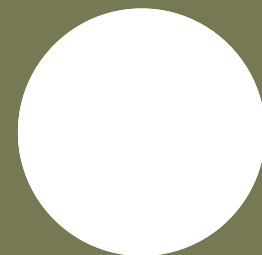
[Red] - Recite the
information from the
info card



[Purple] - Take
an **Action Card**



[Brown] - Take
an **Information
Card**



[White] No action required

Components and Setup

Components

Materials needed:

- The board
- The playbook and rulebook
- Two die (6 sided)
- Four pawns (one yellow, red, blue and green)
- Set of cards (quiz, information, action, challenge and role cards)
- A timer (either manual or on a phone)
- A piece of paper and pen for each player to keep track of their score
- The legend sheet



Components and Setup

Setup

Players prepare the game by shuffling all the cards and putting them in their groups. Quiz cards and information cards all go together, and challenge and action cards are placed in groups based on their colour (the role they are for), and are placed in the area of their corresponding colour (eg red action and challenge cards go beside the red spy area).

Once all the cards are set up, players randomly designate each person a role (one person will be the locals, the NGO, the company and the spy). Everyone can read their role cards and introduce their roles to one another before the game starts. Before the game starts it is also important every player has read the rule and playbook and understands the story and context behind the game, as well as their roles. This is important for their learning and developing the story that will build throughout the game.

Each role will put a pawn with their corresponding color (either red, yellow, green or blue depending on the color of their role card) on their starting position, which will be the point that also has their designated color and a question mark. Then, everyone rolls a dice, and whoever rolls the highest number will start the game. To start, they roll two die to move their pawn a certain number of points forward. Make sure everyone has a piece of paper and pen to keep track of their score, as well as a working timer for the challenge cards. Congrats, you are ready to start playing!!!



How to play:

Step 1:

Every player is given a role card. This is the role you will keep for the rest of the game. There is one player for each position. So the max amount of players is four.

Step 2:

You will take a pawn with a color based on your role. Spy is **RED**, company is **BLUE**, locals are **GREEN** and NGO is **YELLOW**.

Each role will have a different goal to achieve for the game, and if they get the amount of points they need to win, they will achieve this goal.

There are four areas. Each role will start in their designated area, which will be marked by their corresponding color (e.g The spy starts on the point with the red margin)

Step 3:

The company players will start with 2 points, since they are the role in the environment with the most power and money. The rest of the roles will start with 0 points.

Step 4:

There will be two die and each role will take it in turns to roll the die to see how many points they jump on the board.

Step 5:

Place your pawn on the designated start point for each role. This will be a box with a circle of your role's color in it. There are 4 areas: the company headquarters, where the company players start, the forest, where the locals start, the NGO area, where the NGO starts, and the spy hideout, where the spy starts

Step 6:

There will be a deck of quiz cards, information cards, action cards and challenge cards.

Challenge cards will differ based on your role and will be the color of your role. Challenge cards will be the color of the character whose area you have landed in.

Which card you get depends on the color of the point you land on on the board. These will be used throughout the game.

Each card means something different:

QUIZ CARD: If two characters step on the same point on the board, another role takes one of these and asks the question to the two competing roles.

- If you land on the starting position of another player you will also grab a quiz card and challenge them.
- You will be asked a multiple choice question based on biodiversity loss. Whichever role answers correctly first gets +2 points (if they answer correctly on the first try). Both players knock on the table when they have the answer, whoever knocks first answers first.
- This question needs to be asked by another player who is not entered in the quiz, so that they don't see the answer yet.
- If no one answers right the first time, the first person to get it receives one point.

INFO CARD: If you step on a brown point on the board, you take this

Each role will get a card with a specific piece of information on it. They will have to remember this information and if they land on a **red** spot, they will have to recite the information correctly to get points

If you get the information right, + 2 points, if you don't, -3 points

- If you land on another **brown** spot before a **red** one, you can either choose to recite the information or pick up another info card to memorize for the chance to win double the points when you do land on a red spot.
- If you land on a **red** spot before a brown and do not have an information card, nothing happens.

ACTION CARD: If you step on a purple point on the board, you take this

The action cards are in the four different areas and when you step on one you take a card based on the color of the role whose area you are in, which determines whether you lose or win a certain amount of points

If you land on a purple point in your roles designated area (e.g the company lands on a purple point at the company headquarters), you do not take an action card

CHALLENGE CARD: When you step on a pink point, you take this

Each role gets a challenge e.g. if you are the company, come up with a good reason to cut down the mangrove trees, if you're the NGO, come up with a good slogan. Up to 3 points can be earned for the answers given, based on criteria on a score card.

Step 7:

Take it in turns to introduce your role to the other players based on the info on the role cards. Then, everyone rolls the two die. Whoever throws the highest number can start. After that the person next to them can go. Each role will roll two die to move on the board (for example if one dice says 3 and the other says 2 you move 5 places from your start position). The colour you land on determines which card you take.

Step 8:

This will continue until the game ends. The goal of the game is to get 15 points. The first team to do this will win and achieve their goal for the game.

If the company wins, the villas will be built, the mangrove habitat will be cut down, and the pygmy three toed sloth will go extinct.

If the NGO wins, their lobbying will have been successful and they will establish a deal with the company to stay within legal regulations and environmental frameworks to ensure the habitat of the sloths remains intact. The pygmy sloth will move up the IUCN Red List of Threatened Species, going from critically endangered to endangered.

If the locals win, they will have succeeded in protecting their environment, culture, heritage and livelihood. The company will no longer be able to operate on the island due to their awareness and campaigning, and they will have to relocate elsewhere. The pygmy sloth will eventually move up the IUCN red list from critically endangered to vulnerable the more nature is restored by the locals

If the spy wins, the company's non-compliance with environmental regulations will be exposed and the company will have to reformat their mission and morals in order to continue working on the island, to protect the habitat and species there. The spy will take over the company as manager and will monitor their activities. The pygmy sloth will move up the red list from critically endangered to endangered. Restoration projects will take place and the company will have to act with care and morality towards the environment, but will still be able to build their villas.

This information will also be shown on the role cards



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