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MANUAL TO THE GAME



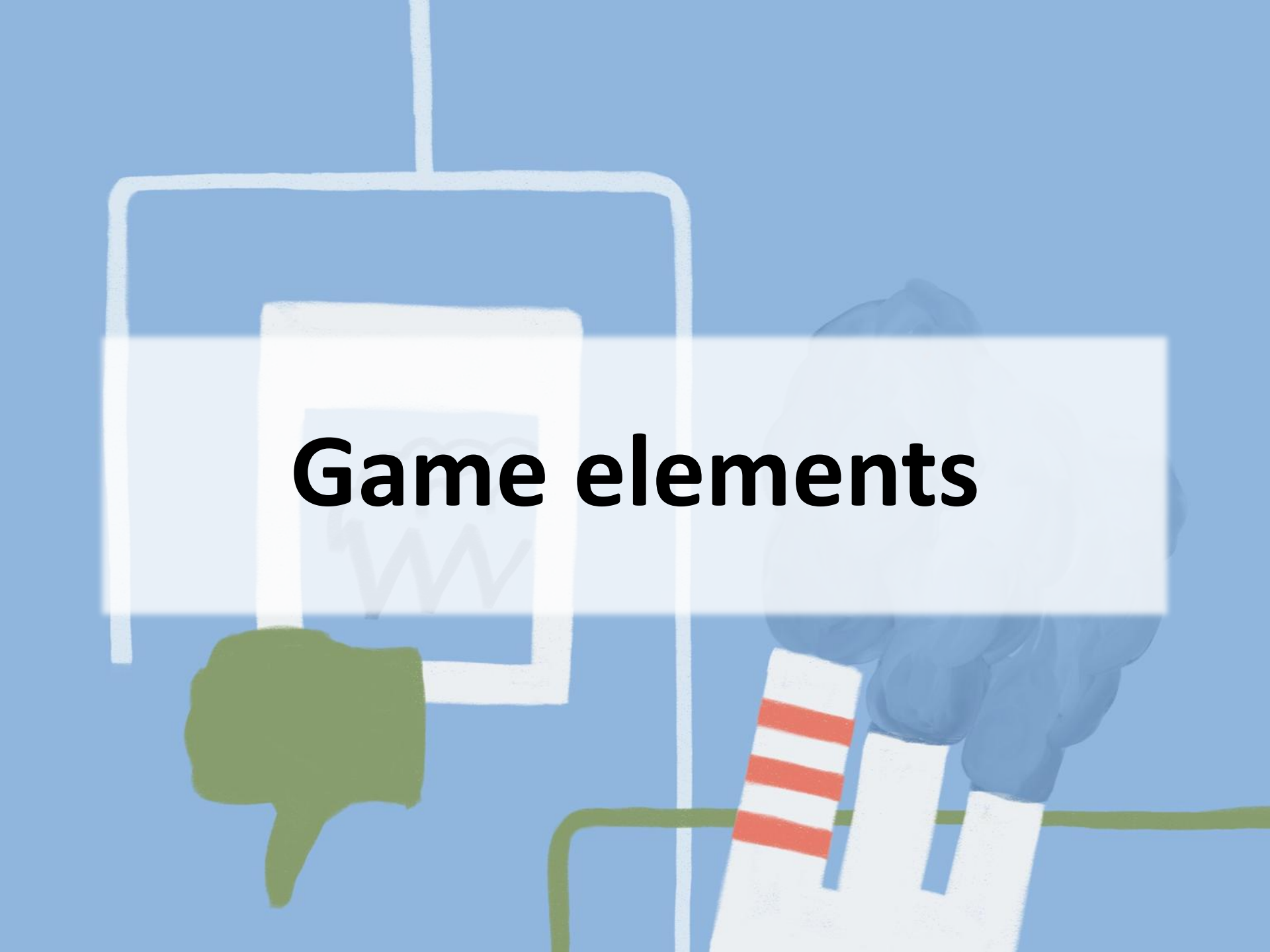


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The Manual was prepared under Erasmus Plus project titled:
*Believe in Climate Change - development of the
analytical competences and critical thinking of
youth.*

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Game elements

The background is a solid blue color. It features several abstract, hand-drawn elements: a white rectangular frame on the left, a green thumbs-down icon at the bottom left, a white rectangular box with a faint 'W' shape inside, and a stylized figure with a blue head and a white body with red stripes on the right. A green line runs horizontally across the bottom.

Mobile Application (part 1)

- CC Believe Game works with Augmented Reality (AR) technology designed as innovative **application on mobiles**.
- The application is available for free, by the name **CC Believe**, on:
 - Google Play
 - App Store
- During the installation, it is important **allow the app to use mobile's camera**, when asked.

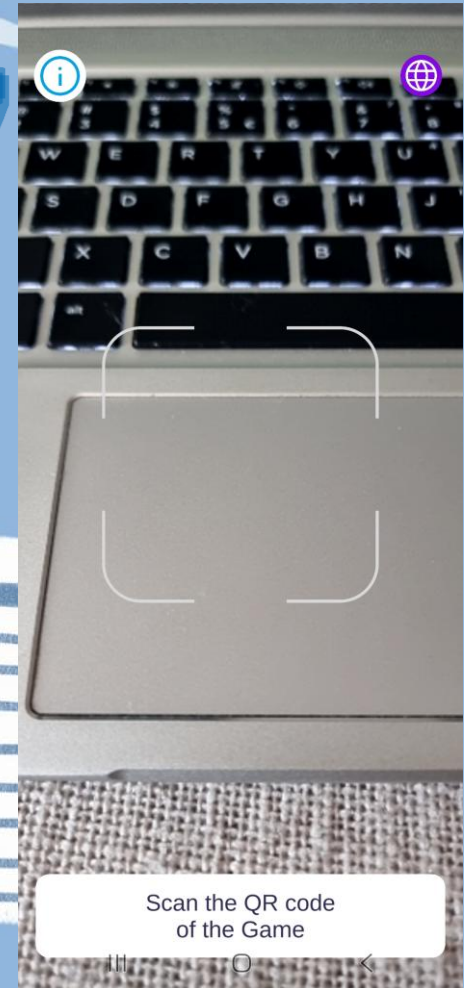


Application requires **connection to internet** in order to have access to game materials and AR content.

Working with application causes higher **consumption of mobile battery** – it can be useful to be secured with charger or power bank, if mobiles are not fully charged before the Game.

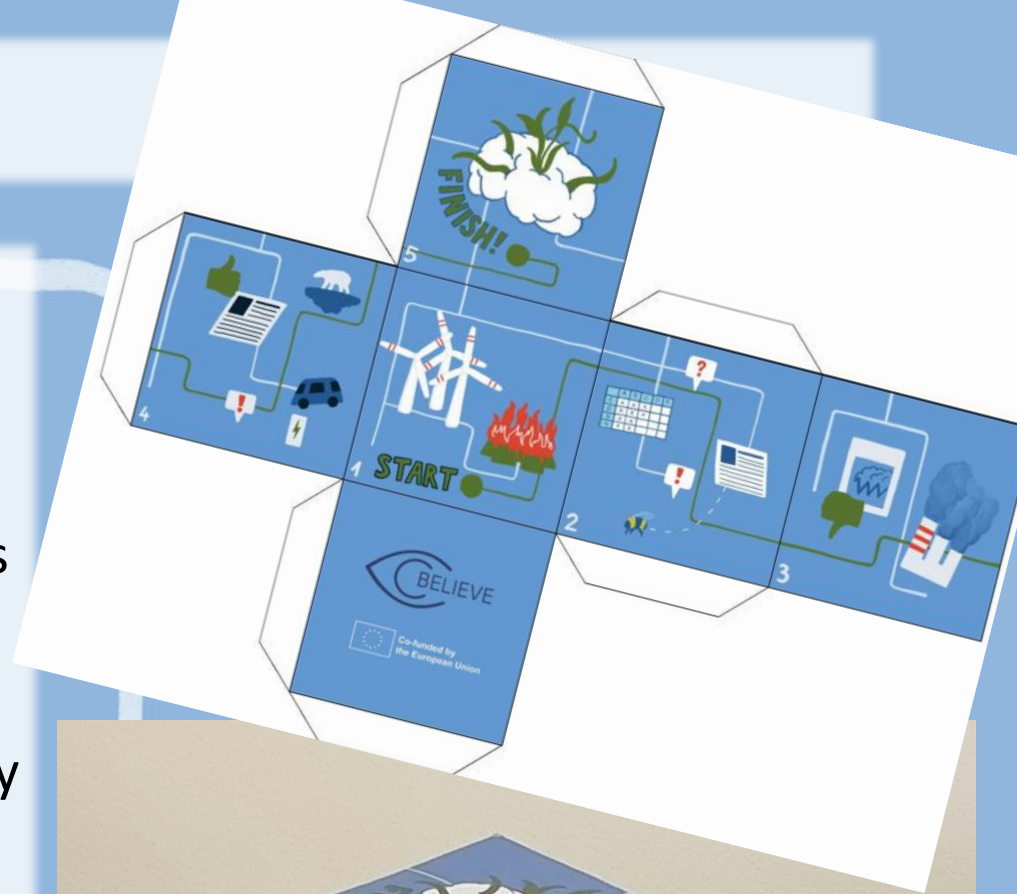
Mobile Application (part 1)

- After installation and opening, application asks about QR Code which is available from the Moderator and only one time for each mobile used by Team.
- Before scanning QR Code the application displays short guidance and formal documents: Private Policy and Application Regulation, when pressing 
- After scanning QR Code the application import data to the scenario chosen for the competition, once it will be completed, players can see the instruction of the next step on the screen.



Game Board

- **The Game Board** was designed as 3D CUBE.
- The CUBE is ready to print, requires cutting out and fold (recommended A3 size) – requires paper glue.
- The Board functions as a multi-screen consisting 5 walls to display AR content on mobiles.
- Players must follow the **numbers on walls (1-5)** when playing. Every wall is a separate **Task**, every Task is divided into separate **Issues** (usually from 3 to 5).



QR Code

- The Moderator shares the QR Code of the scenario with Players at the beginning of the competition.
- QR Code of the scenario can be used only on **3 mobiles in every Team**, as **every mobile is one life**.
- Distribution of QR Code is managed and monitored by Moderator.



Code Definition Form

- During the competition every Team uses **Code Definition Form** in order to note partial answers, define the TOKENs and FINAL CODE that is necessary to finish the Game.
- **Code Definition Form** must be printed on A4 and bind.
- Graphics presented on the Form are lined with last **Issues of every Task** displayed in AR on each wall of the Game Board.

BELIEVE

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ELECTRIC VEHICLES
CODE Definition Forms

Task 1: Let's know what some sources say

Issue 1. Navigation coordinates

Issue 2. Navigation coordinates

Issue 3. Navigation coordinates

Issue 4.

To get the **FIRST TOKEN** for the **FINAL CODE**, transfer navigation coordinates into dots/points on the map and connect them. You should see a number or letter.

10										
9										
8										
7										
6										
5										
4										
3										
2										
1										
	1	2	3	4	5	6	7	8	9	10

FIRST TOKEN FOR THE FINAL CODE:

Help Cards

- During the competition every Team can ask the Moderator for **Help Card** with support in solving the Task (possible only in selected tasks).
- **Help Card** works as small quiz/task to solve.
- Help Cards are distributed **by Moderators**.
- Using Help Cards requires **losing 1 point** each.

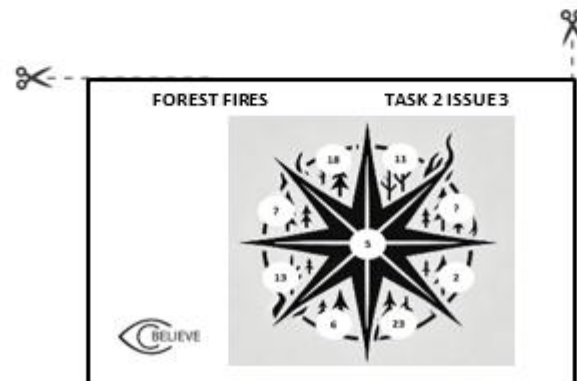
4



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FOREST FIRES AND CLIMATE CHANGE

Help cards



Credits

- Each team has **20 credits** at the beginning of competition.
- In order to make credits tangible and easy to manage, dedicated **printed version** was prepared.
- Every team receives **1 credit block with 20 credits** divided into small squares of 1 or 2 credits.
- When loosing credits, the team **crosses out** one square with proper amount of credits (1 or 2).

START

2	2	2	2	2	X
1	20 credits				1
1					1
1	1	1	1	1	1

2	2	2	~~2~~	~~2~~	X
1	20 credits				~~1~~
1					~~1~~
1	1	1	1	1	1

FINISH!

Rules and general steps in the game



In general:

- General idea of the Game is to **analyse real data** and use critical thinking to answer correctly **the final question** “Is the information presented in the scenario TRUE or FALSE?”
- The final question is available for them in scenario`s description after scanning QR Code (described below) and pressing 
- To get ready to answer final question every team must get the correct FINAL CODE that can be obtained by performing Tasks and Issues using Application and CODE Definition Form.
- It's important to remind students not to go fast, but to focus on content, because final decision, as well as decisions during the game, are what really matters.

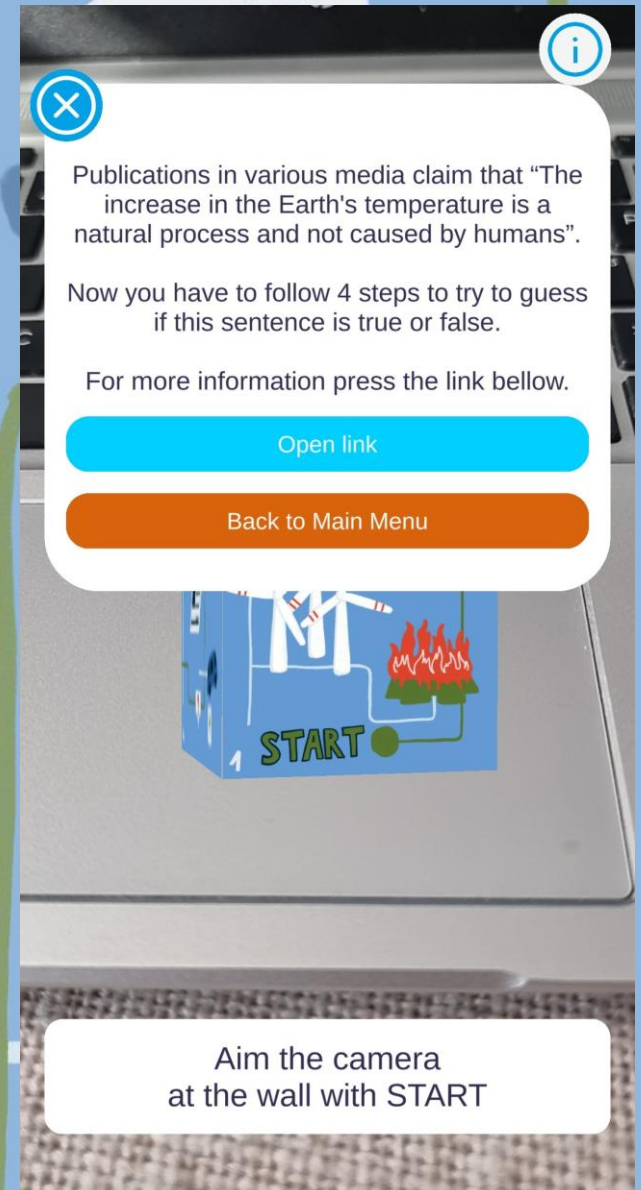


In general:

- Materials used during competition are dedicated to concrete scenario or topic except Game Board – Moderator must **select topic** and **use proper Set**.
- Competition is organised in **4 steps** – one after another (described below).
- Each team must **receive a set of materials** necessary to play (see Manual – how to organise the Game).
- Before competition, the Moderator can initiate **demonstration** of AR Tool by using scenario's QR Code or AR pre-view (movie available on Game's web page).

Step 1: Topic elaboration

- The game begins by presenting a **statement** related to Climate Change that is based on information obtained from some media.
- Players can read wider description of the topic by pressing “Open link” after scanning QR Code.
- **At the end** of the Game, the team will be **asked** whether the **statement** is true or false!



Step 2: Data analysing and critical thinking

- Every Team begins studying educational materials using AR Application to display content on mobiles.
- Playing process is divided into **4 Tasks** (4 vertical walls of the CUBE) required data analyses and critical thinking. **Each Task gives one TOKEN (number) to FINAL CODE.**
- **Last wall** (top of the CUBE) is dedicated to **check** defined **FINAL CODE.**



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TASK 1, ISSUE 2.

Read **THIS POST**.



Source: X. <https://x.com/trumpwon23/status/1543942666098024>

Access: 12/12/2024

Now read this publication: **NASA** admits that climate change occurs because of changes in Earth's solar orbit, and **NOT** because of SUVs and fossil fuels – **NaturalNews.com**

According to these publication
one of the natural processes th



Step 3 (Part 1): Code Check 1/2

- Once all Tasks are finished and Team defines **4 TOKENs**, they enter the FINAL CODE on the **Top wall** of the CUBE using dedicated **form** displayed in AR.
- After filling the form and pressing “**Accept Code**” system assesses TOKENs, positive are marked on **GREEN**, wrong in **RED**.



Step 3 (Part 1): Code Check 2/2

- If **FINAL CODE** is correct (**all** TOKENs are **positive** - GREEN), Team goes to **Step 4**.
- If some TOKENs are **wrong** (RED), Team **loses one life** and **Credits** (-2 for each wrong TOKEN).
- Once Team loses a life - goes back to Step 2 and does Task/Tasks that has/have wrong TOKENs.
- If the team enters the FINAL CODE incorrectly three times, it loses the Game.

FINAL CODE

Wrong answer! You lost the life!
To play again, scan Game QR code.

4

2

6

8

END OF GAME

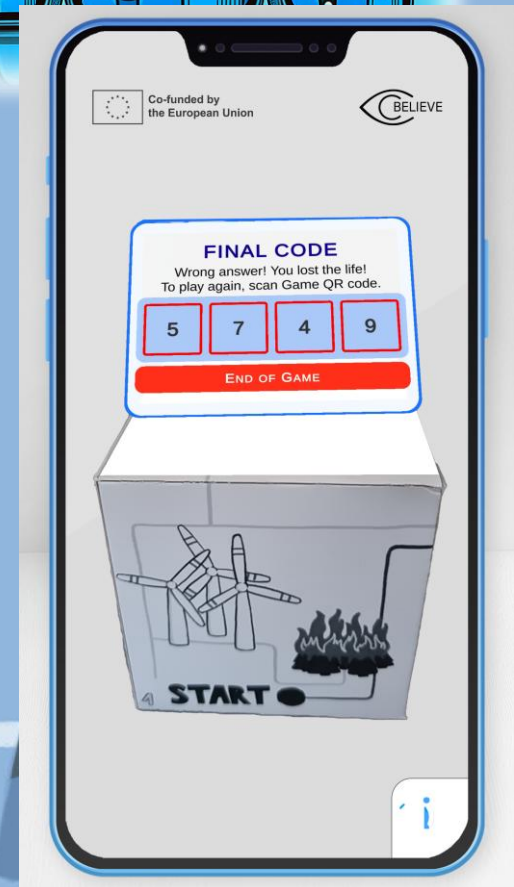
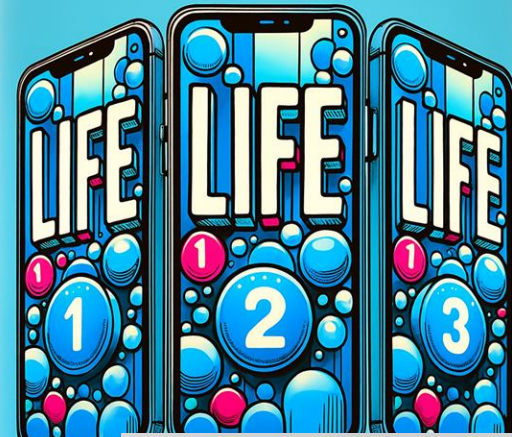
Wrong TOKEN

Right TOKEN

Step 3 (Part 2): Lives

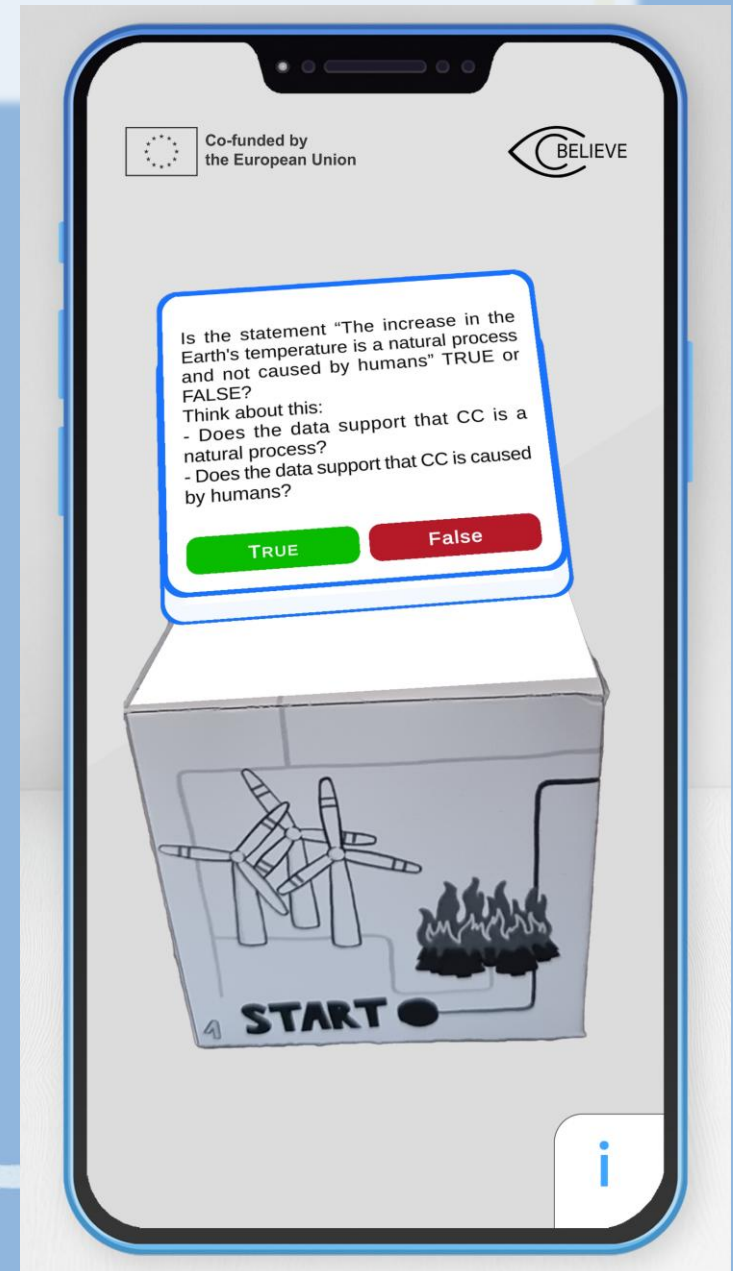
- Every team has **3 lives**.
- Every **life** is understood as **one mobile** used in the team. There is max **3 mobiles** in every team.
- Before competition, Moderator shares dedicated **QR Code**, that can be used **only on 3 mobiles**.
- Team **can lose its life** when checking **FINAL CODE**, if the it is **incorrect**. That mobile is automatically excluded.

*Each team is responsible for announcing to Moderator that they are going to Check the Code so the Moderator can note the result. **If they don't do so, the team will lose 8 credits.***



Step 4: Final question

- Once the **FINAL CODE** has been accepted, the Team has to answer the **FINAL QUESTION**: is the statement **true or false**? The statement is displayed on the screen.
- If answer is **correct** – the Team finishes the Game satisfactorily. Team sees congratulation and visual effects on the screen. The Moderator notes **result** and **Credits left** to define final rank.
- If answer is **incorrect** – the Team loses the Game.



Practical advice:

- Content available in AR is defined in English, as this is the official language of the Game.
- The Game gives the possibility to translate educational content into other EU languages by Google Translator, which may be very useful. However, we ask users to keep in mind that these translations can lead to some changes in the context due to the Google algorithm.
- Besides, AR content is connected with extremal resources as webpages, press news, research data, YouTube, that can not be always translatable (depending on each website resources).
- In case of YouTube content, it can generate some noise when users will listen materials using phone speaker loudly – it can be useful to use headphones or listen quieter closer Players' ear.



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A stylized illustration of a hand holding a lit match. The hand is white with red stripes on the fingers. The match is lit, with a bright orange flame. The background is a light blue rectangle.

Good Luck

