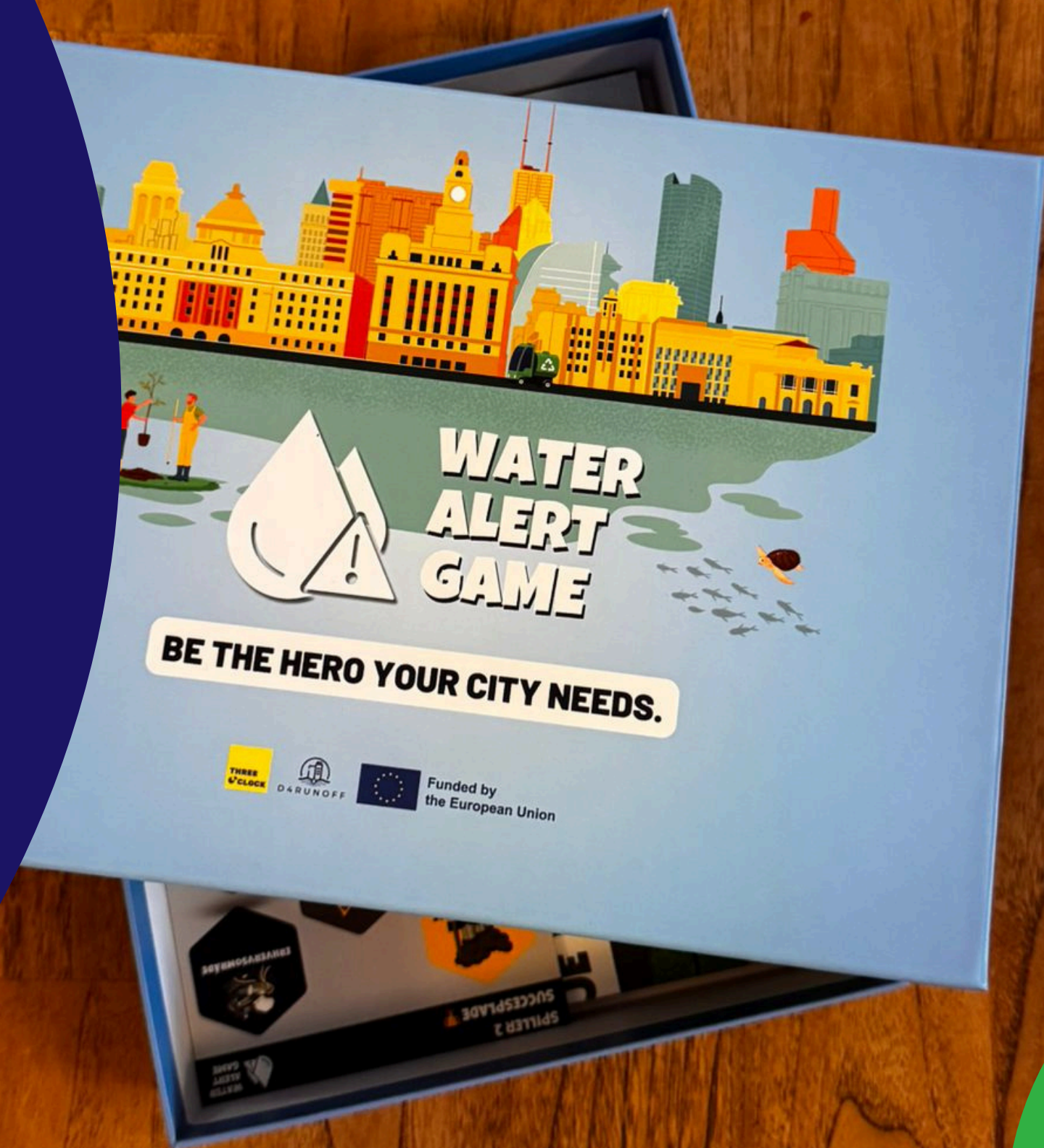


D4RUNOFF WATER ALERT GAME

Creative Presentation

Designed by Three o'clock



PURPOSE

This educational game is designed for anyone aged 12 and above. Its purpose is to encourage curiosity and improve understanding of pollution caused by stormwater runoff, as well as the problems that excessive rainfall can create in cities and wastewater systems.

NBS THROUGH GAMEPLAY

Through gameplay, users learn how nature-based solutions can help prevent and reduce severe pollution and flooding impacts.

The game can be played competitively, with players challenging each other, or cooperatively, by working together to solve environmental problems.

WHAT'S IN THE GAME?

A CITY BOARD WITH 5 AREAS



100 CARDS
20 AREA TOKENS
4 SUCCESS BOARDS



GAME INSTRUCTIONS **EN**

SPILINSTRUKTIONER **DK**

INSTRUCCIONES DEL JUEGO **ES**

ISTRUZIONI DI GIOCO **IT**

INSTRUÇÕES DO JOGO **PT**



**WATER
ALERT
GAME**

BE THE HERO YOUR CITY NEEDS.



D4RUNOFF has received funding from the European Union's Horizon Europe research and innovation programme under grant agreement No. 101060638.

HOW TO WIN

The goal is to protect and restore city areas using NBS. If player manages to leave exactly two NBS cards in an area with no Alerts, he/she becomes the hero of that area and claim it.

Keep going until you've protected all five areas!
The first player to do so wins the game!



EN, IT, ES,
DK, PT

+12

year old

2-4

players

Contribution
to **SDGs**
goals

MOMENTS WITH OUR PLAYERS IN ODENSE



INTERESTED IN PLAYING? GET IN TOUCH WITH US



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