

THE BIORACE

EDUCATIONAL BOARD GAME



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BIO-EVENTS cards - Educational board game

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BIO-EVENTS CARDS

1.	The bioeconomy minibus has passed through your square. Go to the Bio-Refinery at a time of your choice (now or later). Once used, discard the card.
2.	Today, you went to the neighborhood market. Catch a biomass of your choice from the leftovers at the time of your choice (keep the card if none are available until you can make the catch). Once used, discard the card.
3.	You forgot to water your plants. Stand still for 1 turn to fix it.
4.	You can exchange your Bio-formula by drawing one from the recipe deck.
5.	You're not studying bioeconomy hard enough. Stand still for 1 turn.
6.	You stumbled upon a public conference on bioeconomy. Stop to listen for a turn, but on the next turn, you can go to a square of your choice.
7.	You read an illustrated book on bioeconomy. Earn 3 energy points.
8.	You suggested an adult to buy an electric or hydrogen car. Earn 1 energy point.
9.	You can take a biomass from a player of your choice.
10.	You don't recycle at home. Skip two turns.
11.	Roll the die twice. If the sum of the numbers is greater than 8, draw two biomasses.
12.	You studied bioeconomy but are not applying it in your daily choices. Lose 3 energy points.
13.	You read online that climate change doesn't exist and believed it! Roll a die: if you get less than 4, you lose all your energy points.
14.	You talked to the neighborhood florist and made them understand that flower stems are not wasted because they can be reused. Congratulations! Earn 3 energy points.
15.	You bought a bio-based mobile phone cover. Very good... earn 1 energy point.
16.	You saw a player litter the plastic packaging of a snack. Point them out: they skip a turn.
17.	The European Union has enacted new laws that support the development of

	bioeconomy! All players can move to a square of their choice now.
18.	You found bioeconomy interesting and started studying science with passion. ...earn 1 energy point and 1 biomass.
19.	You left the remains of the picnic on the lawn. Lose 2 energy points.
20.	Act out or describe without naming it, a biomass. Both you and the first player guess correctly what it is to earn 1 energy point.
21.	Keep this card to go directly to the Bio-Laboratory whenever you want. Then discard this card.
22.	Keep this card to open the Bio-Market whenever you want. Then discard this card.
23.	Keep this card to go to the Bio-Refinery at any time of your choice (now or later). Then discard this card.
24.	Skip the next turn unless you give a biomass to a player of your choice.
25.	Create a rhyming sentence containing one of the biomasses in your hand (if you don't have one, draw one). Win two energy points.
26.	Act out or describe a positive action for the environment that you can do in the city. Both you and the first player to guess correctly what it is earn two energy points.
27.	Act out or describe a positive action for the environment that you can do in the sea. Both you and the first player to guess correctly what it is to earn two energy points.
28.	Pick a biomass from a player of your choice.
29.	If you are the only person who used a bicycle to come to school, congratulations, take a biomass from each player.
30.	Draw, or describe without naming it, a biomass. Both you and the first player to guess correctly what it is earn two energy points.
31.	The player to your right gives you a biomass of their choice.
32.	Act out an endangered animal. Both you and the first player to guess correctly what it is earn two energy points.
33.	You saw a classmate throw a paper out of the window. Identify who did it and take two of their energy points.

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YOUNG BIOVOICES
FOR A SUSTAINABLE
FUTURE

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| 34. | A peer refused to recycle clothes they no longer wear. You can take one of their completed recipes. If they don't have one, keep this card for as long as you need it. |
| 35. | You can take 2 biomasses by drawing one each from the opponent's deck to your right and to your left. |

