

Anam Earth Center for Sustainability & Culture

Presents

EarthQuest: The Game Executive Summary

“The unraveling of the planet’s fundamental systems is no game—but solving this crisis into which we’ve stumbled is a great adventure, as EarthQuest captures beautifully. It’s a step into the real world.”

- Bill McKibben, Author, Activist and Founder of 350.org

EarthQuest is an augmented reality ecogame for engaging teams of youth and young adults in game-based learning about climate change, their local environment and civics. EarthQuest uses hybrid table-top scenario and simulation methods with storytelling, group role-playing, and a mobile app for social learning and collaborative problem-solving. Youth are ushered into a realistic and plausible near-future world to address real-world issues from legacy environmental pollution, climate-induced events, and the transition to sustainability and resilience. Players use mobile devices to go online for peer-to-peer sharing, accessing game media and digital maps, looking up information and crowdsourcing new media content. Young people are rewarded in the game for doing real-life outdoor environmental service, adopting sustainability behaviors at home and generating creative new content. EarthQuest is adaptable for various ages, ability levels, challenge levels, and time limits. The game can be used by youth at home, teachers in class, youth workers after school, and professors on campus. EarthQuest is educational, entertaining, engaging, transformative, and wildly fun.



EarthQuest creatively explores the human dimensions and environmental science dimensions of various climate change future scenarios using effective story-based role-playing techniques. In EarthQuest, players enter a fantastic and exciting world of intrigue, crisis and adventure, set in actual watershed ecoregions around the U.S. EarthQuest scenarios are set in a challenging near-future world impacted by climate change, environmental degradation, resource conflicts, political clashes, and food, water and energy insecurity. In crisis, the politically and culturally polarized U.S. has temporarily devolved federal and state government into an alliance of local ecoregional democracies in the eastern and western coastal states. These emerging ecoregional governments are focused on transitioning

to sustainability, right-sizing local economies, restoring healthy ecosystems, maximizing participatory democracy, and becoming resilient in the face of unfolding climate disruption. Heartland states, on the other hand, turned most governance over to deregulated corporations, privatized public resources, use market-based decision-making, and focus on rapid economic growth via extraction of remaining fossil fuel supplies and other

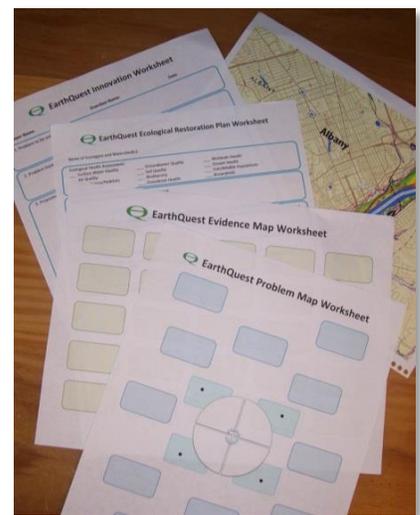
natural resources. Players work together as a team of “Vanguardians,” going on missions to help communities solve environmental problems and mysteries, and transition to sustainability by adopting best practices. These problems include food, water and energy shortages, natural disasters from sea level rise and flooding, environmental contamination, loss of wildlife habitat and industrial pollution. Vanguardian missions require players to experience, explore, investigate, problem solve, and innovate using their mobile app to access the latest science and social science from web-based fact sheets, digital maps, graphics, and flash videos from EPA, NOAA, USDA, USGS, USFWS, and other environmental and natural resources agencies. Players also use the EarthQuest App to track their Vanguardians’ progress, and access the EarthQuest Player Network, where they can share best practices, innovations, and other learning with their peers, and collaborate to generate new game media and other content. Unlike the very limited choices and narrow topics found in many educational electronic games and board games, EarthQuest is completely dynamic and interactive, includes a



vast array of interdisciplinary topics, and fosters creative choices, novelty and innovation limited only by the players’ imaginations. Coming up with creative solutions to environmental and sustainability problems in EarthQuest encourages young people to use systems thinking to think critically about their community’s and their own personal real life choices. Young people can then make corresponding behavior changes in their own lives consistent with more sustainable lifestyles and communities explored in EarthQuest. EarthQuest helps youth develop the interdisciplinary thinking skills, leadership skills, civic skills, and sustainability behaviors they will need in the 21st century—the Age of the Anthropocene.

The Game

The EarthQuest game includes a *Game Mentors Rulebook*, the companion *Players Handbook*, a variety of pre-designed adventures, worksheets, and an optional mobile app for enhanced simulation, multimedia and social networking experiences. Young people organize themselves into informal or formal game clubs to play EarthQuest. They meet face-to-face as a group every week for 2-3 hours with their “Game Mentor,” a youth peer leader or adult who facilitates the game. Each player takes on the role of a Vanguardian agent—who is their own future great-great-grandchild—in a near-future world of high technology, low technology and “natural tech” (biomimicry) harnessed to help watershed communities increase resilience, adapt to climate change, and transition to sustainable living. Sitting around a table, players use a large watershed map, game rulebooks, dice, miniature figures and a Vanguardian Folder, which is used to write down clues and take notes. As an option, they may also use mobile devices and the EarthQuest App to access online multi-media and maps. Players use their Vanguardian personas to enter into creative and interactive adventure stories to explore various approaches to understanding and addressing sustainability and resilience issues. Once players meet and talk with fictional characters in the game in order to understand the underlying cause and effects of



environmental problems, players then engage in creative problem solving using best practices and best available technologies. Many of these best practices are social practices, which require Vanguardians to model resilience, sustainability, and environmentally friendly behaviors, and help persuade communities in the game to adopt them, too, to foster positive social change. Players use the EarthQuest App to access the online EarthQuest Player Network to keep track of their Vanguardians' progress, collaborate with other players to generate new game media and other content, and engage in peer-to-peer learning.

EarthQuest is designed to be a player crowdsourced game. Working with their peers through the EarthQuest Player Network, young people can offer suggestions and revisions to the game, create their own media to help generate "the look" of EarthQuest, help expand Post-History narratives (future history), and even write new Vanguardian Missions by exploring the real environmental issues of their own local watersheds. EarthQuest is designed for, with and by youth.

There are several "cool factors" built into EarthQuest to make it especially attractive and appealing to youth and keep them engaged:

- Each player's Vanguardian persona is a highly trained agent with special skills, futuristic high tech gadgets, and herbal medicines. Vanguardians promote environmental sustainability, peace and nonviolence, health and wellness, and human dignity and social justice. A Vanguardian is like a combination of a forest ranger, Harriet Tubman, Mahatma Gandhi, Peace Corps volunteer and EPA field agent all rolled into one. Players get to play heroes who are their own great-great-grandchildren!
- EarthQuest is set in a fascinating near-future world with high tech gadgets and use of science and technology solutions for adaptation to climate change, in addition to using biomimicry and low tech/natural solutions. Players solve environmental mysteries (effects of environmental decisions made in the early 21st century) with ecological clues.
- EarthQuest is a crowdsourced game, where players themselves participate in the ongoing development, revisions, and expansion of the game.
- Vanguardians commit to lifelong learning and personal improvement, so they are constantly increasing their skills and abilities in the game. This allows a player's Vanguardian to increase levels, skills and resources, which increase chances of success in the game.
- Vanguardians earn a sustainable living score, and wear a green "Sustainability Badge" that a player can design. As the Vanguardian learns and adopts more sustainability practices, his or her sustainability score increases and the Sustainability Badge gets greener. (Players, of course, can do the same in real life, and wear their Vanguardian's Sustainability Badge as a public statement.) The EarthQuest App keeps track of a Vanguardian's sustainability score.
- While the game is played face to face in small teams, players may enhance their play by using their mobile devices and the EarthQuest App to store and share Vanguardian information, access multi-media and maps, explore educational websites for environmental research and learning, and network with other EarthQuest players throughout the U.S. and globally.
- Players may join the EarthQuest Player Network with additional opportunities for youth leadership. Using peer-to-peer and crowdsourcing approaches, players can register clubs; suggest edits to the game; develop new game scenarios; submit their own multi-media creations; organize regional volunteer service opportunities; and help plan regional EarthQuest player conventions.



- EarthQuest involves conflict, but promotes nonviolence, cooperation, peacemaking and use of conflict resolution skills.
- EarthQuest is also a new kind of augmented reality game, blending the simulated future game world with real life today: players who engage in real life environmental service projects in their community and adopt sustainability practices at home earn points for their Vanguardian descendants in the game.
- Vanguardians use a virtual reality simulator for training and for trying out possible policy solutions to problems beforehand. The EQSim allows Vanguardians (and players) to explore simulations that are realistic, surreal, alternate history, or science fiction. (When the technology becomes available, EarthQuest will develop a 3D virtual reality experience as part of the game.)
- Youth in the future—not adults—are leading EarthQuest’s social change and transition movement to resilient and sustainable communities. Youth are the leaders and heroes!

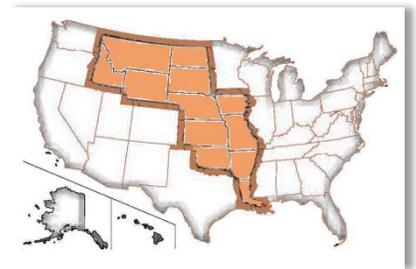


EarthQuest makes learning interesting and relevant, and allows players to incorporate almost anything they know or have learned from school, web or life into game play.

The Post-Historical World of EarthQuest

EarthQuest is set in the near-future where centuries of inadequate environmental, political, and economic decision making have culminated in national and global ecological crises and world-wide civil disruptions. Governance, authority and economics have decentralized, diversified, localized and simplified. Early 21st century government and corporate leaders call this “collapse.” Other terms might be down-sizing, right-sizing, or localizing.

“Post-history” is the fictionalized (but plausible) history created for the near-future world of EarthQuest, after the fictional collapse of early 21st century societies and human civilization. Post-history in EarthQuest is created as a realistic hypothesis of what likely *could* or *may* happen, following current trends, but is certainly not an accurate prediction of what *will* happen. Using post-history will allow youth to explore creative possibilities and implications of today’s political, environmental, social and economic decisions.

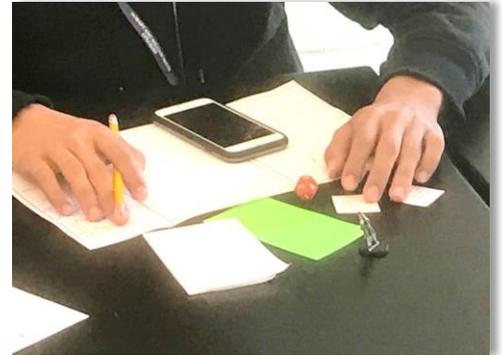


Seven primary transformations dominate the reality of human communities in the world of EarthQuest:

- The collapse of 21st century societies and most centralized governments, the division of the U.S. into two geopolitical regions, and the immediate rise of local interconnected ecoregional democracies.
- The adaptation, resilience and survival of human communities in the face of a rapidly changing planet undergoing climate disruption.
- The disruption of the centralized global consumption-growth economy, and the rise of a parallel community economic system of more sustainable and resilient local networks of small livelihood businesses and cooperatives supplying goods for simple living, natural food production, public health and wellness, and renewable energy.
- The importance of applied science and biotechnologies to help human communities survive and transition to vibrant sustainable and resilient economies.

- o The importance of cultures and education to help human communities transition to meaningful and sustainable lives through intentional social change initiatives.
- o The rise of youth—the empowerment of next generation leaders—with the support of wise elders to fill the void of leadership needed for the transition.
- o The rise of the Vanguardians.

By the mid to late 21st century, the earth’s capacity to sustain a growing human population under heavy consumption rates and natural resources extraction rates had been severely diminished. The planet's once plentiful natural resources—water, soil, farmlands, forests, fisheries, minerals, and fossil fuels—were no longer adequate to meet the needs of humans and other species. Centuries of mismanagement, over extraction and environmental degradation caused severe disruption of biological diversity and loss of ecosystem services. Pollution, synthetic chemical toxins, hazardous wastes, and radioactive nuclear wastes pushed ecosystems and species to the threshold of resilience capacity and to the brink of survival. Climate disruption finally stretched many watersheds beyond their ability to adapt and still provide the stability to support human life. Abnormal patterns of frequent and devastating natural disasters—hurricanes, wildfires, blizzards, tornadoes, floods, droughts, crop losses, species extinctions, and insect plagues—overwhelmed every level of government to cope. Many years of national and international political inaction, fear mongering by political demagogues and a series of strategic public disinformation campaigns that polarized the nation and pit neighbor against neighbor, and citizen indifference ensured the next generation would inherit almost insurmountable crises.



The beginnings of terrestrial and ocean ecosystem collapses reached a dismal climax by about the mid-21st century. Global economic recessions—particularly heavy in certain non-resilient regions—increased job losses, poverty and civil unrest among the masses. Mass migrations of humans and other species to the remaining somewhat stable ecosystems became the new norm. However, competition over the more resilient watershed ecosystems brought conflict and governmental, economic and social crises in many places.

The long anticipated decline in fossil fuel production as a result of Peak Oil meant the supply of cheap fuels could not meet the increased demand and stay affordable under the stagnated wages of most citizens. Fossil fuel prices skyrocketed, and everything dependent on low oil and natural gas prices—including energy, fertilizers, and plastics—followed suit. The resulting energy crunch meant disruptions in food supplies, frequent power outages, unavailable global products and services, and the closing of most formal small businesses. When natural disasters and industrial accidents disrupted oil and natural gas supplies, working class and poor communities went without fuel, electricity and food. Middle income households reallocated most of their wages to high-priced fuel and food until nearly everyone dropped out of the middle class.

The second source of the energy crunch was the bursting of the Carbon Bubble. The wealth of major fossil fuel companies depended on extracting every ounce of "recoverable" fossil fuel in the ground. International agreements finally set drastic global greenhouse gas emissions caps and cuts to try to limit climate disruption. This required most oil and gas to stay in the ground to prevent it from being burned and emitting greenhouse gases. Investment in oil and gas drilling and development was halted in most places, and the cost of fuels—already hitting highs from peak oil effects—simply skyrocketed after national, regional and local hoarding policies were implemented. The bursting of the Carbon Bubble eliminated oil and gas wealth, investments and retirement funds overnight, causing global financial system collapse of the corporate-consumption-growth economy.

Several small and isolated bubonic plague epidemics erupted around the globe, and international environmental and health professionals were overwhelmed. Cheap-to-make medicines were sold to the highest bidders, and while global pharmaceutical giants amassed record profits, the world's working class and poor had no access to market-priced medicines. Malnourished populations had lowered immune systems, and sporadic global shipping of even minimally effective drugs made a bad situation even worse. Cumulatively, epidemics began noticeably reducing local human populations. When "The Big One" hit, caused by a particularly contagious and drug resistant mutated *Yersinia pestis* bacteria, there was little human resistance. Several annual waves of global pandemics erupted and three billion humans did not survive.

The three interconnected calamities—climate disruption with ecological decline, the fossil fuel energy crunch from Peak Oil and the Carbon Bubble, and the eruption of pandemics—became known as the "Unholy Trinity." While some people, families and communities did prove to be resilient, most centralized governments, centralized economies and other centralized institutions of the early 21st century did not.

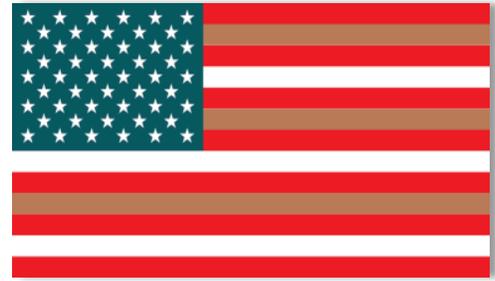


Young visionary leaders had long seen the growing global problems faced by local and national governments, and recognized the incapacity for the system of centralized institutions to innovate a way out of trouble. Youth were highly educated and unemployed, and hungered for a viable and meaningful future. They had been using the internet to mobilize other young people from around the world into informal think tanks, learning and communication networks, ecosocial research centers, and experimental intentional communities for sustainable living. They formed small economic cooperatives and began experimental organic farms. They created democratic homeowner guilds to unite homeowners committed to transitioning to sustainability and restoring their local watersheds. They sang songs, painted pictures, and wrote poems. They offered prayers, performed plays and told stories. They built solar cottages, invented bioscanners, grew medicinal herbs, taught sustainability education to children, and celebrated seasonal and life events with ceremonies and rituals. They studied ecological science, economics, government and the humanities. They researched ancient traditions, reached across cultures to share insights, and they sought out their retired elders for wisdom and guidance. En mass, youth and elders began The Transition.

Shortly after the Collapse, the federal government in the U.S. declared a temporary national state of emergency and martial law was declared in every state. Local ecogovernance emerged out of the chaos as the most promising way to organize resilient and sustainable human communities adapting to crisis. A network sprouted of interdependent but autonomous local ecoregional governments, based on ecologically restored and protected watersheds, and low-energy, low-consumption living. Local livelihood economies focused on providing for basic human needs, and using practical technology primarily to increase community adaptability, resilience, and survival. Trade took place between neighboring ecoregions, and for some goods, with other parts of the globe via seafaring sailboats. Ecoregional governments, small businesses and citizens worked together, sharing best practices for adaptation and long term sustainability.

"Games are the most elevated form of investigation."
- Albert Einstein

On their own, ecoregional governments were weak and insecure, and some called for a new national democratic league to be established to address problems and issues that could not be addressed by local ecoregions. The idea of an alliance of ecoregions offered a sane and promising vision for resilience, survival, sustainability, stability and security. It offered a story of hope for a culturally diverse humanity, and attracted the loyalty and support of many citizens. This model was championed primarily by the new generation of youth leaders.



Visionary youth leaders engineered a national citizen election event, along with local ecoregional election events, over a three day period. It was called the Great Elections. Voters in eastern coast states and western coast states overwhelmingly voted for the creation of local ecoregional democracies, networked under the name, the “Unum League.” New laws were adopted locally to transition communities toward stability, security, peace, justice, freedom, resilience, sustainability, prosperity and a high quality of life. However, citizens from the Heartland states voted overwhelmingly to restore and maintain previous political and state governmental structures, and to relocate the remnant U.S. federal government to Kansas City. They called themselves the United States of Middle America (USMA). They, too, passed sweeping new laws. They banned the use of ecoregional governments, established weak state governments, deregulated commerce, privatized public property, and turned sustainability and resilience efforts over to corporations and private market forces. Both the market governance of the USMA and ecoregional democracies of the Unum League continue to work on stabilizing human survival rates, restoring local ecosystems, promoting critical sustainable economic activity, and bringing peace, justice and order back to human civilization. The two approaches are as different as night and day. And so it begins....

An EarthQuest adventure might begin like this...

It is early morning August 5, and it has been 24 hours since Hurricane Ursula touched down in the Middle Hudson River Ecoregion (known regionally as the "MidHudson Ecoregion" or often just "MidHudson"). This has been the third hurricane to hit in five years, and this time it happened during one of the region's now frequent heat waves. The MidHudson Ecoregion (based on the natural watershed boundaries) includes the highly urbanized cities of Albany and Watervliet along the low-lying Hudson River coastal zone, extensive rural agriculture and forest lands in the higher elevations to the west, and a band of smaller villages, hamlets and other settlements sandwiched between these rural and urban zones. While the ecoregional politics are dominated by the Blue-Green Party and strongly-held sustainability attitudes, the community has shown limited ability and political will to actually implement most sustainable transition policies and best practices, except as limited knee-jerk policies to deal with crises as they happen. A major struggle is between reliance on complicated technological innovation solutions that require no lifestyle changes, and the transition to social innovations that will require simpler lifestyle and narrative changes.

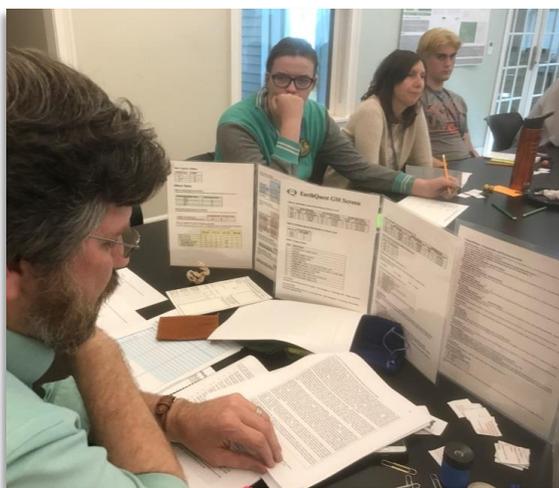
With recent Climate Change-induced storm activity producing torrential rains and flooding, the channels of the Hudson River and several of the creek tributaries have shifted, and are no longer where they once were on the maps. Since Albany's development and Watervliet's development have not been relocated out of the flood zones along the shores of the Hudson River, there are hundreds of flooded and partially submerged buildings all along the shorelines. Along the flooded shorelines can be seen natural gas leaks bubbling up from within the floodwaters, hundreds of



spouts and pillars of flaming gas, and occasional fiery explosions. The smell of leaked natural gas is heavy at times. There is an oily sheen on the surface of much of the flood water, and occasional blasts of sewage smells and other chemical smells are strong.

Many of the road and highway transportation routes, including evacuation routes, are located in vulnerable flood zones, and as a result, cargo train tracks, trolley tracks, and the heavily used freeway 787 are now completely flooded. Many road sections, train track segments, and bridges are obliterated by floodwaters. All bridges crossing the Hudson River are no longer accessible by regular cars, because of flooded ramps. However, the region's high speed solar electric passenger train (the SOLAIR) runs on tracks installed on high ground, so it is fully operational despite the flooding. The MidHudson Ecoregion has a functional high elevation river port in Albany that accommodates cargo ships, passenger ships (ferries), and recreational boats, including sailboats and tall ship sailboats, and leads south to the open ocean. The restored Erie Canal system, which connects north to Lake Champlain and west to the Great Lakes, is flooded but operational for emergency waterborne transportation, although there are problems from floating debris from the flooding. What will your team of Vanguardians do?

Foundations and Goals



The EarthQuest game includes the rulebooks, the club model, the mobile app, real-life service projects, the player network, and crowdsourcing activities. EarthQuest's role-play scenario and simulation system was developed based on contemporary research in social science, behavioral science and educational pedagogy. The club model, cooperative game play, crowdsourcing, online player network, and gamification of sustainable behaviors, all reflect the most comprehensive integration of best practices for learning, youth development, and behavior change. EarthQuest was also developed using the national environmental education standards of the North American Association for Environmental Education (NAAEE), the UNESCO "Teaching and Learning for a Sustainable Future" standards, and state social studies, science and technology education standards. According to the World Economic

Forum's *Future of Jobs Report*, the top ten skills that will be needed in 2020 will be (in order): complex problem solving; critical thinking; creativity; people management; coordinating with others; emotional intelligence; judgment and decision making; service orientation; negotiation; and cognitive flexibility. EarthQuest helps youth develop nearly all of these skills. EarthQuest has been under development since 2001 with funding from a series of small mini-grants. It has been successfully play-tested on several occasions with youth and young adults. Feedback from play tests led to an important series of revisions of EarthQuest in 2014-2017. EarthQuest clubs will be established in schools and colleges, at libraries, in science museums, in nature centers, at youth centers and in homes nationwide. Regional EarthQuest team competition events and conventions will be hosted annually.

The current strategy is to secure funding for full development of market-ready game materials and mobile app, support an advisory board of professionals and youth, national dissemination of EarthQuest and engagement of a critical mass of youth leaders in a nationwide EarthQuest marketing and promotion campaign. As part of the EarthQuest Player Network, we will establish peer-to-peer learning processes, and crowdsourced content. Other future developments include translations into other languages, international dissemination, creating EarthQuest Adventures for hundreds of ecoregions throughout the world, 3D virtual reality integration, geocaching, ecoregional game conventions, and developing alternative business models, including worker-

owner cooperatives and benefit corporations, that engage youth and young adults in aspects of the EarthQuest game enterprise.

EarthQuest has been designed with the following goals:

- Infuse the latest behavioral insights about group dynamics, pro-social behaviors, behavior change, norms, identity formation, narratives, and gamification;
- Increase youth awareness and knowledge about their local and regional environmental issues;
- Promote youth interest, literacy and concern for climate change resilience, socio-ecological sustainability, and civics;
- Foster in youth self-directed interdisciplinary learning integrating science, math, technology, economics, politics and government, humanities and culture studies;
- Develop in youth an understanding of the complexity of real world issues and systems, and present various perspectives, dimensions and approaches to understanding and addressing those issues;
- Provide youth with higher order thinking skills, including critical thinking, systems thinking, and creative problem solving skills needed to understand a variety of interconnected environmental and social issues, and begin solving the “wicked problems” handed down to this next generation;
- Develop in youth nonviolent cooperation skills, conflict resolution skills, effective communication skills and other leadership skills;
- Encourage youth to express creativity by generating new game media and other content using crowdsourcing methods;
- Provide an opportunity for youth to be part of a “community of practice” by sharing media and ideas with other players—locally and globally— via the online EarthQuest Player Network;
- Develop youth environmental stewardship via involvement in hands-on environmental service projects; and
- Help youth formulate critically-reflected sustainability values, norms, identity and behaviors.



Organization Background

The Anam Earth Center for Sustainability and Culture (a dba of Anam Duan) is a 501(c)(3) community-based nonprofit youth and environment organization. Our motto is “preparing new generations for a 21st century planet.” We have served communities especially as an ecosocial innovation lab and incubator for cutting edge best practices, models, and programs based on the latest research. We were founded in 2000 to focus on youth development, environmental education and environmental conservation, and have developed and managed other successful youth development, environmental education and environmental conservation initiatives including Anam Officials, a youth sports leadership and training program, and the White Mountain Youth Corps, a youth conservation corps program for environmental education and conservation skills training. We also developed the Onondaga Earth Corps in partnership with Cornell Cooperative Extension. We developed the Anam Circle, an environmental policy think tank with young adults as mentored junior analysts. We developed the 4H Earth Clubs, an ecological sustainability program with Cornell Cooperative Extension. We developed and operate Síolta (SHEEL tuh, meaning “roots”), a nature-based program for young children and their parents, and the Glendara Sustainable Homestead, which teaches youth, young adults and young families about sustainable living and watershed agroecology through homesteading immersion experiences.

About the Developer

Ríobart É. (Rob) Breen, Ph.D. is the creator, developer, and project manager of the EarthQuest game. A visionary social entrepreneur and public policy entrepreneur, he focuses on addressing complex “wicked problems” of resilient and sustainable community transitions in the Age of the Anthropocene. Rob is the founder of the Anam Earth Center and has served as its executive director since 2000. He earned a Bachelor’s degree in history and studio art from the State University of New York at Geneseo, where he concentrated in social studies and art education. He earned an M.A. and Ph.D. in environmental and natural resources policy and administration at Northern Arizona University. Rob has been engaged professionally in youth work and environmental education since 1984, and has extensive training and experience in youth and young adult development, teaching, sustainability education, environmental education, role-playing game development, program development, non-profit management and public administration. He served in senior management for the Arizona Conservation Corps with the Arizona State Parks Department, as director for the Northern Arizona Conservation Corps with Coconino County government, and as founder and director of the White Mountain Youth Corps in partnership with the U.S. Forest Service and the Ft. Apache Indian Tribe. He served as a college professor in environmental studies, and as an environmental policy analyst for the Ocean and Great Lakes program with the New York State Department of State's Coastal Management office. He is currently a lecturer in the Biodiversity, Conservation and Policy Program at the University at Albany, and a Climate Policy Analyst for the New York State Department of Environmental Conservation's Office of Climate Change. Rob lives at Glendara Homestead with his wife and children, who together run a small goat farm in upstate New York. Rob developed EarthQuest as a persistent labor of love project, writing the bulk of the game over a three year period on a portable device while commuting daily on a public transit to and from work.

EarthQuest is produced by the Anam Earth Center for Sustainability and Culture.

For more information, contact us at aec@anamduan.org.

Visit us at www.anamduan.org



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EarthQuest Game Mentors App

EQ Game Mentor App (\$Fee)
Used to coordinate play, create a group play space (club), and share information with players

- a. EQ Players Handbook - viewable/downloadable/printable (PDF)
- b. EQ Game Mentors Rulebook - viewable/downloadable/printable (PDF)
- c. Create a club site and invite player members
 - c1. Members can share info with GM and other player members in club
 - c2. Autofill GM Tally Gamesheet
 - c3. Instantly award players' game points
- d. Combine all players' Vanguardian Avatars into one 3D scene
- e. GM screen - viewable/downloadable/printable (PDF)
- f. All gamesheets are viewable/downloadable/printable (PDF)
- g. Map of all EQ Adventures (to buy)
- h. Buy EQ boxed set

EQ Adventure App (\$Fee)
Used by GM during play of an adventure

- a. Adventure viewable/downloadable/printable (PDF) (hyperlinks/searchable)
- b. Access GM Tally Gamesheet - fillable/store
 - b1. Instantly award players' game points
 - b2. Access EQ Player(s) App for autofill
- c. Various 3D digital scenes for use with Vanguardian Avatars
- d. Links to resources (send to players)
- e. QR codes to media/maps/graphics
- f. Opportunities for service projects (calendar)
- g. Map of all other EQ Adventures (to buy)
- h. Buy EQ boxed set

EarthQuest Adventure App
EQ4 Hudson River Climate Adapt

EQ Player App (Free)
Used to play EQ & store info that only player and EQ Staff can see

- a. Player Profile with SUScore (shared only with EQ staff)
- b. Vanguardian profile with SUBadge
- c. Players Handbook - viewable eBook
- d. Gamesheets - viewable/fillable/print
 - d1. Vanguardian Folder + track points/ take notes (multiple Vanguardians)
 - d2. Adventure Gamesheet
- e. 3D Vanguardian Avatar graphic
- f. Worksheets - viewable/fillable/print
 - f1. Concept mapping clues/solutions
- g. QR code scanner
- h. Randomizer (1d12) - autofills Vanguardian Folder
- i. Sample adventure tutorial + sample videos
- j. Join EQ Player Network
- k. Buy GM app /adventures & EQ boxed set
- l. Ads

EarthQuest Player Network App

EQ Player Network App (\$Fee)
Allows peer-to-peer play, storing/sharing info & ideas, maintain/share Vanguardian, place Avatar into 3D scene, and access to Player Network (forum & wiki)

- a. Player profile and SUScore are shareable
- b. Vanguardian profile, portfolio, points and SUBadge are shareable (import from EQ Player App, then store/share)
- c. Player forum/wiki/chat/groups
- d. Items can be "purchased" from EQ Players Handbook (hyperlinked) and autofilled into Vanguardian Folder
- e. Collaborative gamesheets - submit to and share with the GM
- f. Player generated media (upload/store/share and submit via wiki)
- g. Input/feedback/survey to EQ staff
- g. Member location map (list of every EQ ecoregion/watershed and SUScore)
- h. Create calendar/events/meetup

EarthQuest Players App

EQ Mobile App Design