



Trouble in the International Space Station



Scenario Game Master Sheets



Description of the Game Master's role

To help you understand your **role as a Game Master** (GM), take a look at the sheets “**Tool - Roadmap**” and “**Tool - Track Form**” in our [creation box](#). **Chapter 4** of our guide “[Animation of a pedagogical escape room for language education](#)” is also a resource that you may want to read.

In this scenario, the game master can be an employee of a national space agency based on Earth (for example, the European Space Agency). Communication is limited as the station appears to be damaged, but he will sometimes be able to give instructions to the astronauts on the station.





Hints and solutions

The answers are mentioned in the diagram (Annexe: diagram). We recommend that you print it and keep it aside.

Phase 1

Card 00

The door is sealed. You will have to find a way to open it in your shuttle. The image should help you.

Card 06

More information would help you to solve this puzzle. Is there anything else you can find in the shuttle?

Phase 2

Sheet 25

- It seems that the items on the right are spare parts.
- The colours of the outputs seem to match the parts to be placed.
- All these numbers... There must be a way to find the code for the next card!

Cards P, H or Z

Great, you've turned on the lights in the station! Now it's time to investigate what happened. The picture should help you.





Phase 3

Sheets G, J or Y

- These symbols are strange... Perhaps a way to remember an order for the astronauts on the station? Perhaps one of them will know more.
- The lines seem to form something.



Briefing

As a Game Master, it's important that you make a briefing session with your students before the game. Take a look at our practice sheets "**Tool - rules - game and safety**" and "**Tool - Student profile sheet checked**" in our [creation box](#).

This game simplifies many aspects of the operation of the ISS: these adaptations have been made to meet the needs of the scenario and it is necessary to mention this to the players. There are many safety and control procedures for the ISS to ensure the safety of the station.

In this scenario, the players have limited communication with the ground centres, probably for the same reason as the power cut. They must investigate to understand and resolve what has happened.

This game takes the form of a card game: there is a logic behind all cards. The players should follow the information wrote on the cards, watch the content and understand the next steps. There are also a few mazes to solve.

Good luck!





Debriefing

Debriefing with your players at the end of a game is very important for you to have some **feedback** on the **difficulty** of the scenario, the **fun** your players had, what they think could be **improved**, ...

Take **notes** of your players' feedback, and write down your own thoughts on how this game went. That way, the next time you prepare this scenario, you will be able to improve the experience.

Have a look at our guide "Animation of a pedagogical escape room for language education", **chapter 6** will help you prepare for the debriefing session.

You will also find helpful resources in our [creation box](#), in the practice sheets "**Resource - How to organize the debrief**", "**Tool - Classic feedback roadmap**", "**Tool - Roadmap**", "**Tool - Track Form**" and "**Tool - Non-exhaustive trouble list**".

Examples of questions you could ask:

- "How did you like the game setting?"
- "If you could add/change something about the game setting, what would it be?"
- "How did you feel throughout the game?"
- ...





Erasmus+

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