



NEW SHORES

a game for democracy

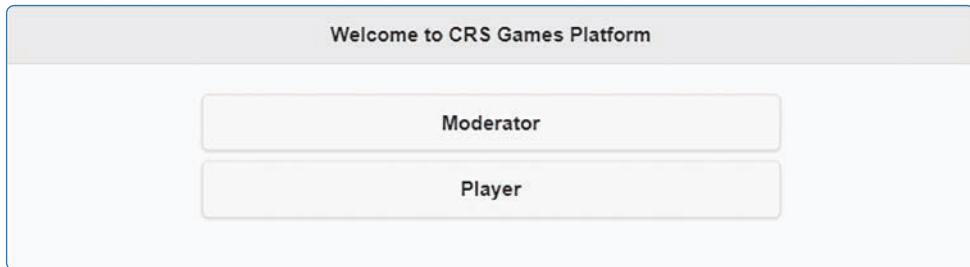
INSTRUCTIONS

for Moderators



1 Click the following link
(you would need a Firefox, Chrome or Opera browser):
<https://play.games4sustainability.com/>

2 Click the „Moderator” button:



Click "register" to create a moderator's account.

Moderator login:

A rectangular input field for entering a moderator login.

Moderator password:

A rectangular input field for entering a moderator password.

Forgot your password? Go to [retrieve password](#)

Login

If you do not have moderator account you can [register](#).

Do not hesitate to [contact us](#) if any questions arise

3 Fill in the missing data and click “Register”.
Remember your login and password.

Sign Up for the Moderator Account

Self-registration is available only for users that will use the game as a part of non-commercial activities. If you want to use our games commercially, please contact us at office@systemssolutions.org.

Name*:

Surname*:

Moderator login*:

Moderator password*:

Repeat password*:

E-mail address*:

Organization name:

Organization type:

Country:

Language:

English

I have read and accept: [Terms of Use](#)

I will use the Games Platform only for non-commercial activities

Register

Back

4 Log into the moderator panel,
using the login and password you've just generated.

Moderator login:

Sola Sola

Moderator password:

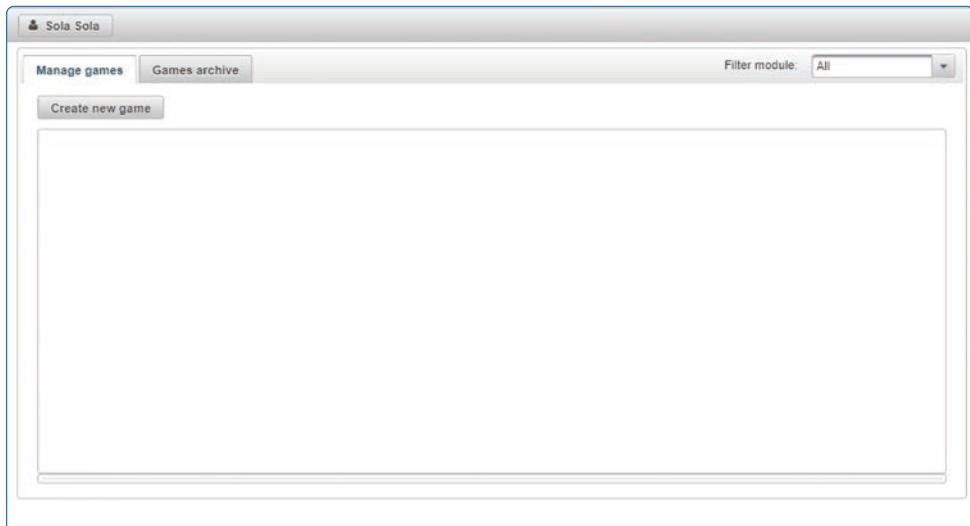
Forgot your password? Go to [retrieve password](#)

Login

If you do not have moderator account you can [register](#).

Do not hesitate to [contact us](#) if any questions arise

5 In the tab „**Manage games**”, click „**Create new game**”:

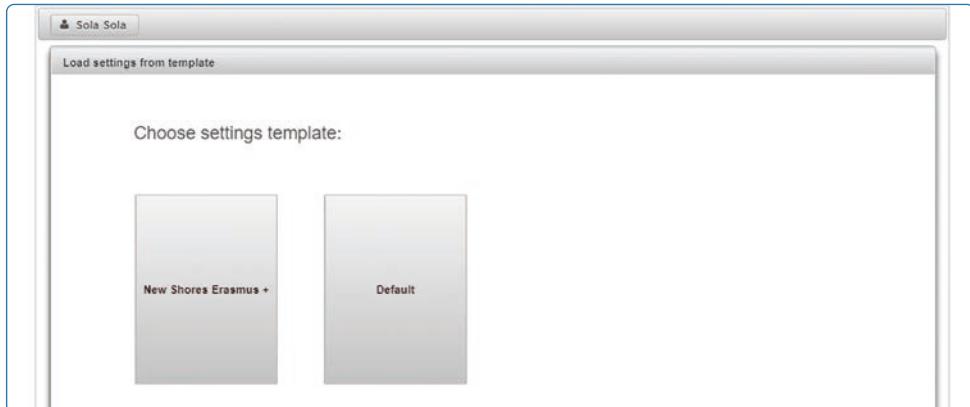


6 Create a game:

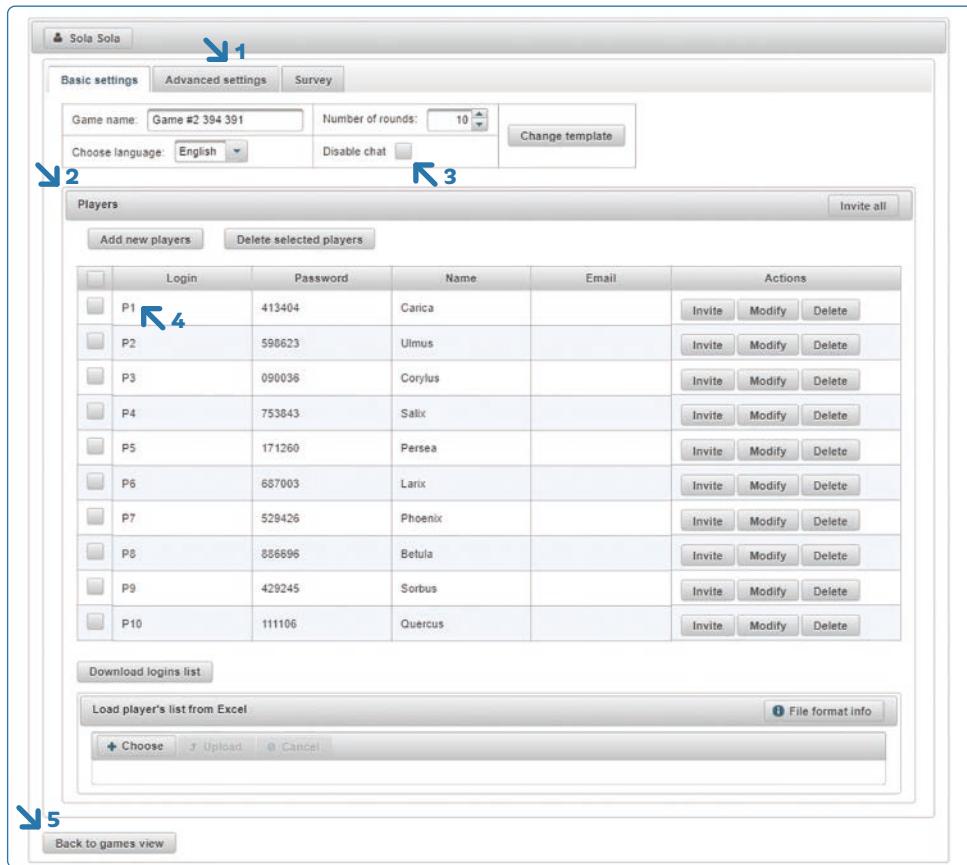


- Select a game you want to create.
- Select a language.
- Select the number of players.
- Select the options and click „Create game”.

7 A window “Choose settings template” opens, from which we choose “New Shores Erasmus+”.



8 You will see the game **settings** window with the list of players.



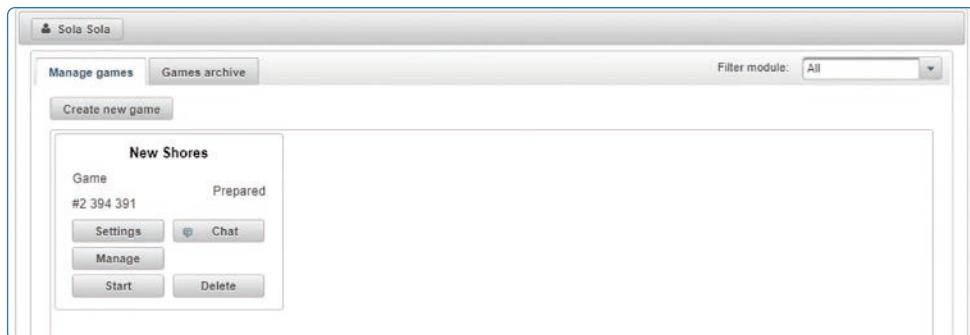
- 1 Here you can change the **advanced settings**, but we don't recommend it. The game is well calibrated.
- 2 In the panel "**Players**", you can see exactly the same number of players that you have decided on while creating your game.
- 3 If you run a face-to-face workshop, we recommend disabling the **chat** option. Direct communication would work better here.
- 4 For each player, the system generates a login and password that have to be used to enter the game.
- 5 When you're ready, and all players get their logins, click „**Back to games view**”.

9 Ask players to go to the following website:

<https://play.games4sustainability.com/>

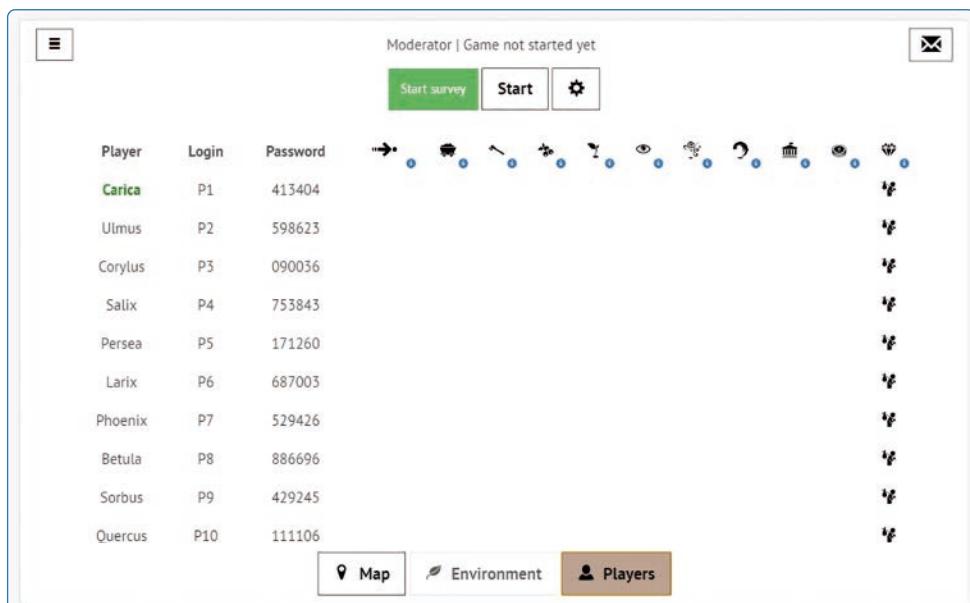
and log into their "Player" accounts. They have to use the logins and passwords that were generated by the system.

10 After clicking „**Back to games view**”, you should see your new games' window in the tab „**Manage games**”:



11 Click „**Manage**” to move to the game mode, and click „**Players**”.

The logged players will be marked green.

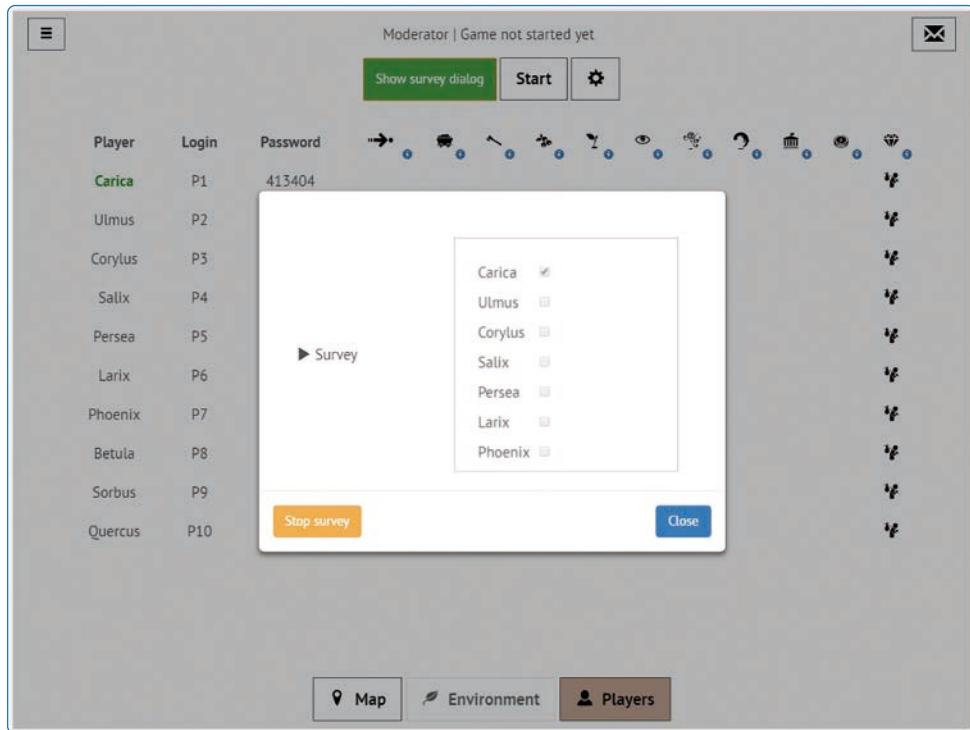


When all players are logged in, click „**Start survey**”.

The pre-game questionnaire will be displayed on the players' screens.

When a player finishes answering the questions, this symbol ✓ will appear next to their name.

Wait until everyone finishes the survey and then click “**close**”.



Now you can start the game

by simply clicking the “**Start**” in the top panel.

15 Gameplay



16

The game finishes automatically after 10 rounds. However, if you have less time, you can end it anytime you want. In order to do so, click the button "**Finish**".

17

The “Final report” will appear, which displays the individual players scores as well as the changes that affected the island.

Moderator | Finished

Final report Start survey Redirect players Restart 

Final report

Players	Island	Actions
Carica	127	2
Ulmus	11.6	2
Corylus	15.4	1
Salix	8.2	1
Persea	21.8	4
Larix	16.6	1
Phoenix	7.4	2
Betula	4.6	2
Sorbus	2.6	1

Island:  1  2  3 CO₂ concentration: 63 

 Map  Environment  Players

18 Open the tab “Island” and pay special attention to the “Compare the island before and after the game”.

Moderator | Finished

Final report Start survey Redirect players Restart 

Final report

Players Island Actions

❤️ Health: 2

Compare the island before and after the game

CO₂ concentration Coal use Forest condition



Round	CO ₂ concentration	Impact
1	50	HURRICANES
2	52	
3	54	
4	56	
5	58	FLOODS
6	60	
7	62	
8	64	
9	66	
10	68	

The plot shows the CO₂ concentration for each round and its impacts on the island

Island: 🌴 1 ❤️ 2 🐚 3 CO₂ concentration: 63

 Map  Environment  Players

19

When clicked, it will display two pictures - the one on the left side shows the state of the island before the game, the one on the other side - the state after the game. Use the pictures during the debriefing session to draw the players' attention to the impact they have on the natural environment.



20 After the discussion, click “**Start surveys**” and give the players time to fill them out.

Moderator | Finished

Final report Show survey dialog Redirect players Restart 

Final report

Players Island Actions

► Survey

- Carica
- Ulmus
- Corylus
- Salix
- Persea
- Larix
- Phoenix

Stop survey Close



The plot shows the CO₂ concentration for each round and its impacts on the island

Island:  1  2  3

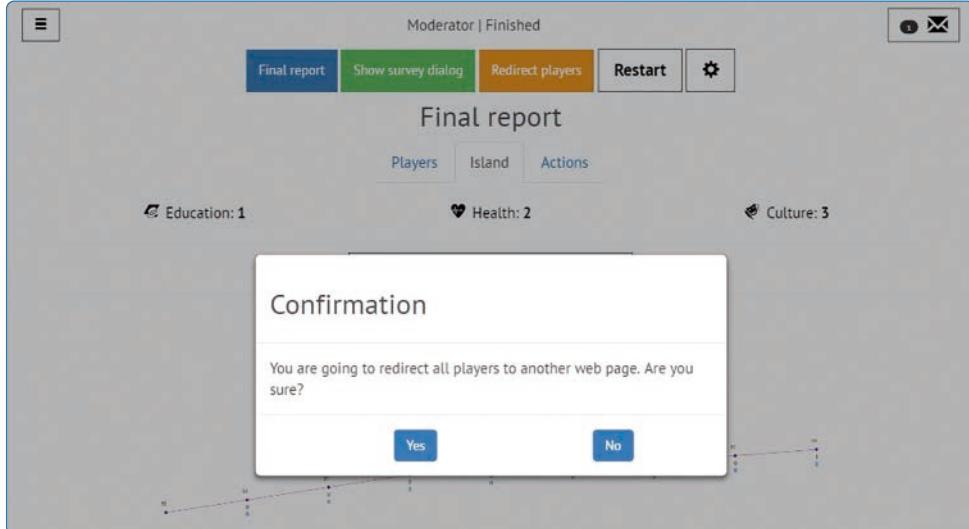
CO₂ concentration: 63 

 Map

 Environment

 Players

21 When everybody is ready, you can redirect the players to the e-learning platform by clicking “**Redirect players**”.



22 In order to return the “**Manage games**” panel, click the menu icon in the left top corner and choose “**back to games view**”.



Here you can see that your game already has the finished status. You have the possibility to archive this game, by clicking the “**Archive**” button.

The screenshot shows a moderator panel interface. At the top, there are tabs for "Manage games" and "Games archive", with "Manage games" currently selected. A "Create new game" button is also visible. On the right, a "Filter module" dropdown is set to "All". Below the tabs, a game titled "New Shores" is listed as "Finished" with ID #2 394 391. It has buttons for "Settings", "Chat", "Manage", and "Archive". The main content area is empty. Below this, a chat window for "Game #2 394 391" is open. The window title is "Public". It shows three "Game Event" messages: "Game has finished", "Game has been restarted by the Moderator", and "Game has finished". There is a "Send" button and a "Clear" button at the bottom of the chat window. A checkbox at the bottom left of the chat window is checked, with the text "Use ENTER to send messages".

23 Log out when you finish using the moderator panel.



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Centre
for Systems
Solutions



Erasmus+

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