

# *RUNNING OUT OF* **TIME**

## *INSTRUCTIONS*





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*Our city is in danger!* Various crimes threaten to infect everything and corrupt the people who live in it!

In this game, you will take the role of several characters and try to stop the crime before it spreads throughout the city. In order to do this, you will have to travel all over the map, work as a team and solve a lot of minigames.

*Are you ready?!*

## Before starting...

- Approximate duration: 90 minutes.
- Number of players: Preferably 5 players. Up to a maximum of 10 divided into teams of 2 (5 teams). 1 adult facilitator.
- Age: From 12 years old with the help of an adult facilitator

## What does the game contain?

- Instruction Booklet
- 4 Infection Cards
- 10 Victory Cards
- 5 Character Cards
- 106 Time Cards
- 9 Board Sectors
- 1 Die
- 20 Red Tokens
- 5 Game Chips
- 4 Crime Information Dossiers
- 1 Lesson plan



## Instructions

Running out of Time is a cooperative boardgame for five players, where victory can only be achieved by working as a team.

The main objective of the game is to prevent crime from spreading throughout the city and affecting all the neighbourhoods and the people living there.



To achieve this, the characters, embodying different social agents, must get 10 VICTORY CARDS. If they manage to get them all, they will have beaten the crime and won the game.

Otherwise, the crime will have triumphed and everyone will have lost.

## How is it played?

**1** • First of all, distribute the 5 CHARACTERS among the players. If you are more than five players you can divide up into 5 small teams.



**2** • Take an INFECTION CARD (CRIME) from the 4 available ones and discard the others. This will be the only crime that will affect the game being played.



**3** • *Let's begin!*

The game is divided into ROUNDS. Each round includes all players having a turn. During the round there are TWO PHASES, in this order:

1- Time Cards are drawn and an event takes place, according to the Infection Card guidelines. The effects of the Time Cards take place immediately.



2- Players' Turn.

- The youngest player goes first and then the order follows clockwise.
- During their turn, each player can perform an action from each block (a and b):

a) - Move around the map (throwing the die) OR solve a minigame (if the player's game piece is in the main boxes of the different sectors of the map and it coincides with another character as well).

b) - Use their special ability OR reduce the movement points of the die's role.



The actions in each block (a and b) are independent of each other. So, no one can move around the map and solve a minigame in one turn. Also, no one can use their special ability or reduce their movement in one turn.

The direction of movement can be changed exclusively in the main buildings or by rolling the die in the next turn.

Players have to think cooperatively in order to help each other. Players take their turn in a clockwise direction, but the skills can be used at any time (although using them before moving implies that they cannot reduce their movement afterwards).

There is a third option, different from a and b.

c) - Perform any action in both blocks and make a City Saving Throw. If the result of this roll is 5 or 6, the player can choose a blocked street OR an infected sector and unblock or disinfect it respectively.

This action cannot be repeated by the effect of any card or player in one turn.



The next turn starts once both phases are finished.

**4** • If two players arrive at any of the places marked as main buildings and solve a minigame, they will obtain a VICTORY CARD. Get all Victory Cards and you win the game.



Minigames can only be solved if two players

- Occupy the same main building of a sector during the turn.
- Have not moved or have extra actions granted by cards or other players allow them to solve the game after making a movement.



**5** • If all the board is turned over (infected) and/or all the main buildings to solve the minigames have been blocked, all players have lost the game and the crime will have triumphed.

*Good Luck!*



## What are the crimes that infect society?

The following crimes are the ones that are spreading throughout the city. Each of them affects both the characters and the board differently, and indicates what happens during each turn.

- Corruption
- Terrorism
- Migrant Smuggling
- Human Trafficking



These crimes and their effects in the game are explained later. You can find more information in the **CRIME INFORMATION DOSSIERS**, included in the game's box.

## What are the Victory Cards and how do you get them? - Minigames



Victory Cards represent real social achievements that reduce the impact of criminal threats and offer more and better protection to society as a whole.

Victory Cards can be won by gathering two different characters in a certain place on the map and winning a **MINIGAME**. These minigames are chosen at random from those that appear in the instructions book. *For example: The Community and the Public Authorities should meet at City Hall and both face a small challenge selected at random.*

Once the minigame is over, the Victory Card belongs to all the players.





If the minigame that grants the corresponding Victory Card is not completed, the players involved have to wait for the next turn and try again.

*The 10 Victory Cards are achieved by the player when the city and its inhabitants have faced the infection and managed to overcome it. All players then win the game.*

If, on the other hand, they do not get the 10 Victory Cards before the entire city is infected, all the players lose the game.

How are the MINIGAMES completed?

Some, like *THERE'S ALWAYS AN EXIT!* (Labyrinth) or *YOU CANNOT MISS ANYTHING!* (Sudoku), can be solved by the participating players themselves. In the case of others like *LET'S ORGANIZE US!* (Create a NAME and LOGO) or *WHO SAID THAT?* (Sayings of activists), you will need to present the answer to the whole group so that they can give their approval, or, alternatively, the facilitator of the game can do it. If they give their approval, you will have succeeded in the minigame.



## Who are the characters? - Skills

The characters of the game are real life social agents. 5 characters can be selected in total. Each of them has certain skills which are important for the other players, but they can also be affected in an important way by the infections that hit the city.

The characters that appear in the game are: Public Authorities, Enforcement and Judicial Bodies, Experts, Community and Victims & Vulnerable Groups.

Number of players:

- Minimum 5 Players - One per character.
- The maximum number of players may vary, but it must be taken into account that they will have to be divided into 5 groups so that each group has a character.





At the beginning of the game, the characters appear in certain sectors of the game indicated in the Character Cards. Always in the normal squares. Never in the main buildings.

Character skills can be used at any time during the players' turn. Players can also give up using their ability in order to trim their roll. For example, Public Authorities may decide not to use their ability to draw an extra card, and reduce a roll of 6 to 4.

There is no limit to the reduction of the roll.



## What's going on? - Infection Cards.

The crimes that infect our city are represented by the Infection Cards. At the start of each game, the youngest player will take one of these cards, either knowing the infection he is taking or at random. The remaining Infection Cards are discarded for another game.

This card will establish the scenario that players have to solve during the game, and also indicate:

- How many Time Cards are taken in each round.
- Which sectors / districts of the city are infected at the beginning of the game.

The Infection Cards are:

- Corruption
- Terrorism
- Migrant smuggling
- Human Trafficking

So players have at least 4 different infections and therefore 4 different game modes.







## How the crime affects the city? - Time Cards.

Infection Cards establish a crime that affects the city. Each crime has certain effects and, as time passes, these intensify if the players do nothing.

Time Cards indicate what happens during the game and how the crime affects different sectors of the city as it spreads.



The Infection Card indicates how many Time Cards must be drawn and when they must be drawn.

In the event that a card is stolen at the end of a turn, its effects are applied throughout the following turn.

## Where is this happening? - The Map

The scenario in which the game takes place is a city or community, where there are places that could be similar to those in your own area.

The city is composed of 9 sectors (boards), and although the Main Square always occupies the central position, the rest are interchangeable with each other.

They are the following:

- 1 - Courts, 2 - City Hall, 3 - Police Station, 4 - Social Centre,  
5 - School, 6 - District A, 7 - District B, 8 - Outskirts, 9 - Main Square.



1



2



3



4



5



6



7



8



9

The city board cards have to be placed with the coloured face up, so they are visible.



Each sector has a main building, marked in larger letters, and only in this box can players solve the minigames that give access to the Victory Cards.

As the game progresses and the crime infection spreads through the city, there will be several negative effects on the board:

- **Infected sector.** The piece of the board that is infected must be turned over (grey side up). If at any moment of the game all the pieces of the board are turned up, this indicates that the crime infection has triumphed over the players. Then the game is over and all the players lose.

- **Infected and blocked sector.** An infected and blocked sector will be turned over (grey face up) and also have a token placed on the main building visible to all players. This blockade means that the main building cannot be accessed or crossed.

- **Streets blocked.** Some sectors may have some of their streets blocked and players will have to look for alternative routes to reach their destinations if they have to cross them. Place a token in the central square of a blocked street to indicate that nobody can cross it.

These negative effects can be reversed by the special abilities of the players or by the indications of certain Time Cards. In this case, remove the token and / or flip the corresponding sector.

The Main Square can be infected but never blocked.

What happens if a Time Card affects a sector that is already affected and / or blocked?

Usually you will be asked to take another card from the deck of Time Cards. Otherwise, simply ignore that card and keep on playing.





## GAME GUIDELINES - STEP BY STEP

*Candela, Ahmed, Mario, Sakura and Kibo have all come together to play Running out of Time. Their teacher, Yariza, will be in charge of directing the game, helping them to spend an amazing afternoon.*

0

Yariza: Do you know what this game is about?

All: No idea. *[They shake their heads]*

Yariza: Running Out of Time is a game in which we have to work together to defeat the crime that plagues the city. Everyone will embody a character, with different abilities, and we will have to overcome small challenges to stop the advancement of the crime.

What do you think?

All: It looks good. *[Smiles]*

Kibo: Ok, where do we start?

1

Yariza: The **first thing** we have to do in order to play is to **assemble the city board**. *[Shows the board pieces]*

Ahmed: How are the pieces assembled? It doesn't show how to do it.

Yariza: Just place the Main Square in the center and put the rest of the pieces around it to make up the city. The order doesn't matter, so each game will look like a different city. Just make sure they have the colourful face up. The other side, the grey one, indicates that they are infected and has another function in the game, so for the moment it goes face down. *[Ahmed places the pieces on the board]*

Ahmed: So?

Yariza: That's it. Do you see those bigger boxes? They are the **main buildings** and they have a special function in the game, because you will have to visit them with your characters.

Sakura: Wow, it's great! It looks like a real city.

Candela: And now?



2

Yariza: Now, each of you has to **choose one of the characters** provided in the game. Each one has different abilities, so pay attention to their cards.

Kibo: I choose **Community**.

Candela: Mmmm, I want to be the **Experts**. It seems that they can move quickly across the board.

Ahmed: Okay, so I want **Enforcement and Judicial Bodies**, like my uncle.

Mario: Perfect, I'll play the **Victims**, it seems that they can play an important role in the game too.

Sakura: Okay, well, there are only the **Public Authorities** left ... for me, then.

*[Each one takes his Character Card and puts it in front of him on the table, and everybody spends some time reading who they are and what skills they have. Then they take a chip with the image of each character]*

Yariza: You already have a character, don't you? **Place your chips on the board** in the sector written on your cards. Mario, for example, you, who are playing the Victims character, can choose a sector. And the rest of you remember that you **cannot appear in the central buildings** of the sector. *[Everyone places their chips on the board]*

3

Yariza: Well, now we have to **choose a crime** that we will face during this game. We have four options: **Corruption, Human Trafficking, Terrorism and Migrant Smuggling**.

Candela (Experts): The issue of human trafficking seems very serious to me, although I'm not sure what it is about.

Yariza *[looking at the Teacher's Guide]*: "Trafficking" is described as a crime in which organized groups attempt to enrich themselves through the sale of people and in order to exploit them into forced labour, begging or prostitution. In other words, they are criminal groups that enslave other people for all kinds of things.





Candela (Experts): Definitely, that is terrible. Shall we fight against that?

All: Yes, alright.

*[Yariza pulls out the Trafficking Persons card and places it on the table, visible to all.]*



Yariza: Trafficking has an effect on the game. Look! You have to draw one Time Card at the start of the round and another card just after the Victims' character carries out an action. *[Points to Mario]*

4

Yariza: Well, I'm going to place the rest of the cards so that you can see them and I'll finish explaining the game.

*[Yariza places all the Time Cards, Victory Cards and Tokens on the table in front of all the players]*



As you have seen, the crime affects the city and each turn will advance infecting the sectors and blocking their buildings and streets. But, I still have not explained how. When **a sector becomes infected** this indicates that the crime has spread through that area of the city. Then it is **turned over, and the grey face is left turned up**.

*[Yariza shows everyone the other side of one of the board pieces so they can see what it looks like]*

On the other hand, a **blocked street** means that **a token must be placed on it and it cannot be crossed**. If it is a blocked main building, we cannot cross it and cannot access it to solve the minigames later.

*[As an example, Yariza takes a token and blocks a street and then a building. Then she removes the token and places the board as it was]*

This will happen during each turn as we steal the **Time Cards**, as shown on the **Infection Cards**. These Time Cards can have effects on the city, streets or characters.



Basically, each turn, the game will get more complicated because the crime progresses and the characters have to work together to overcome it.



Mario (Victims): Oh! And how do we beat the crime?

Yariza: To win, you will have to get these other cards, they are the **Victory Cards**. To give you an idea, they are like the trophies in some video games, which can only be gained if something special is done during the game. To get them, you will have to **reach the squares of the main buildings on the board, coinciding with another partner**, and then **solve a minigame** together. If you succeed, you will obtain the corresponding Victory Card. When you collect **the 10 existing Victory Cards**, you will have beaten the crime.

*[Yariza places the Victory Cards upwards and then turns them over so that social achievements are visible once they are obtained]*

**If, on the contrary, the crime infects the whole city** and the board becomes dark *[Turn the pieces of the map again]* or **all the main buildings are blocked** *[Put tokens on all the buildings]* you will have lost the game.

Sakura (Public Authorities): Oh, I get it. You have to solve the minigames in pairs, before the city gets infected. And who is my partner? Who do I have to do it with? *[She looks at her companion]*

Yariza: **The places you must go to** and **who you have to cooperate** with to win the minigame, appear on the back of the character cards.

Candela (Experts): So, I cannot go to the main buildings alone, solve the minigame and win the Victory Card?

Yariza: No, Candela, you have to do it together, because the Victory Cards represent the teamwork of society as a whole to defeat the crime. In this case, to end Human Trafficking. So you will have to wait and help your friends to arrive in the corresponding box with you.

Candela (Experts): Ok, ok.



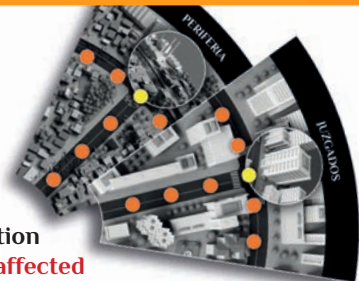
5

Yariza: Is everything more or less clear?

All: Yes!

Yariza: Great, let's start the game.

The first thing we do is look at the Infection Card. It says that the **first sectors to be affected are the Courts and the Outskirts**, so we turn them over to see that they are already infected.



*[Yariza flips the sectors indicated in the infection card putting them on the grey side]*

Mario (Victims): Nooo! We have just started and I have the chip placed in the outskirts, which affects me.

Yariza: Mario, it doesn't matter, you do not have to move your chip and you still have the whole game to solve it. Now we continue with the **first round**.

To start the game, **take the Time Cards that are indicated on the Infection Card**. In our case, you must take a Time Card, then all players play and after the Victim's character carries out an action (moves, solves a minigame, reduces a roll, uses their skill...) the group has to take a second Time Card.

*[Ahmed takes the first Time Card and shows it to everyone. It is the card that **INFECTS AND BLOCKS** the **CITY HALL** sector]*

Ahmed (Enforcement Bodies): Oh, oh... look what I got. It says here that "All players must leave that sector and place themselves in the nearest sector.

Flip the corresponding board and place a token on the main building so that it is visible to all players. The main building cannot be accessed or crossed until the token is removed.

If this sector is already infected and blocked, steal another card.

Sakura (Public Authorities): Then I have to leave the sector?



Yariza: Yes, Sakura. You can put yourself in the sector that is right next to you. By the way, no one can cross the City Hall square or enter it to solve a minigame.

Kibo (Community): Ugh, It's getting difficult..

Yariza: Don't worry. It's your turn to play. During each round, you have a **player's turn**, but you have to be smart and cooperate to decide what is best for you as a group to win the game. The order of play is clockwise and the youngest person always starts first.

*[Ahmed raises his hand to make it clear that he is the youngest]*



Yariza: Each player can carry out two actions during their turn, although each of them will force you to make a choice, you can:

**1) - Move around the map** (by rolling the die) **or Solve a minigame** if your chip matches another player's chip in the main buildings. You can never do both. Either you move or you solve a minigame.

**2) - You can also use your special skill or reduce the die roll to move over fewer squares.** That is to say that if you get a 6 you could reduce it to 3 if that suits you better. That way it's easier to reach the box you need.

**3) - There is a third option** for each player, which you should have in mind. It is called **city saving throw**, and consists of doing nothing and throwing the die. If a 5 or a 6 comes up, you can disinfect a sector or unblock a street.

Ahmed (Enforcement Bodies): So, Yariza, I am going to start. Ok then, it seems fine, I can use my ability to unlock the City Hall.

All: Great, yes.



Ahmed (Enforcement Bodies): And now I throw *[gets a 1]* and I move.

Yariza: Great, Kibo your turn.

Kibo (Community): Well, I throw my die *[gets a 4]* and move to the City Hall. *[places his chip in the main building of the sector].*





Sakura (Public Authorities): I throw too, I'll see if I can meet you there. *[Gets a 6 on the die roll]*. What bad luck! Too many moves!

Yariza: Wait, Sakura, remember that you have another action, you can choose to use your skill or reduce your roll.



Sakura (Public Authorities): Yes! Well, as we have just started, I am not going to change the Time Card that has come up. So I'm going to reduce that 6 of the die to 2. That's how I will arrive where I want to be without overshooting.

Kibo (Community): Well played, Sakura.

Sakura (Public Authorities): I am moving to the building as well. But we cannot do anything until the next turn, right?

Kibo (Community): Wait, wait. My ability allows me to carry out two actions this turn.

Yariza: Yes Kibo, you could even give that extra action to another player. But even if you use it, one of the two would have spent their chance solving the minigame after having moved.

Kibo (Community): Then, we'll have to wait until the next turn.



Mario (Victims): Candela, shall we try to get to the Social Centre together?



Candela (Experts): Okay.

Candela (Experts): I have an idea! Yariza, can I move to the nearest sector and then roll the die to see if I can reach the Social Centre?

Yariza: Sure, you're the Experts. They can change sector very quickly.

Candela (Experts): So, here we go *[moves to the sector]* and throw the die, how easy! *[Gets a 1]* What bad luck, I won't be able to get to the Social Centre.

Mario (Victims): Wait, Candela, I will lend you my ability and you can



advance a few more squares and get there!

Yariza: Very good, Mario! That is thinking as a team.

Candela (Experts): Okay, thanks. So, now I can wait for Mario to arrive and we can sort it.



Yariza: One moment, girls and boys, before Mario rolls the die, we must **take out the second Time Card**. Remember that it must be removed when the victims carry out an action.

All: oooh!

*[Ahmed takes the second Time Card and shows it to everyone, it is the card **BLOCKS A STREET** in the **OUTSKIRTS**]*

Ahmed (Enforcement Bodies): This Time Card says that we have to place a blockade on the street between the Outskirts and the Central Square so that we cannot go through there anymore. *[Place a token in the street]*

Kibo (Community): This is getting complicated!

*[Finally, Mario rolls the die and moves three boxes towards the Social Centre]*

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Yariza: As you do not have any actions left to perform, the first round would end here and the next one would begin. You know: stealing a Time Card. Then your turn passes and so on.

*[This time it's Mario who takes a new Time Card that blocks another sector of the board]*

Ahmed (Enforcement Bodies): Well, I will try to get close to the Police Station, to see if someone can approach it during the next turn and we can solve it together.

*[Ahmed rolls the die as well and moves forward on the board]*

Kibo and Sakura say concurrently: We want to solve the minigame.



Yariza: Okay, this is the minigame that you have to solve [*Yariza takes the instructions book and chooses a random minigame*] called **THERE'S ALWAYS AN EXIT!** To get the Victory Card you will have to help the victims and society as a whole to escape from the **LABYRINTH** in which they find themselves because of the crime.

*[Yariza shows the labyrinth and Kibo and Sakura try to solve it]*

Mario (Victims): And what do we do in the meantime?

Yariza: The rest of you can continue playing, either by moving around the board or by using your skills.

Kibo and Sakura: We solved it!

*[Yariza reviews the solution given by the players]*

Yariza: Okay, you got it! You have won the first Victory Card which corresponds to the **Community and Public Authorities**. It is the card of “*Citizen participation, social mobilization and accountability*”, which means that people rebel and position themselves against crime and public authorities offer information and transparency on how they fight against it.

*[Yariza flips over the corresponding Victory Card leaving it face down]*

Yariza: Courage! There are only 9 more Victory Cards to win and many difficulties to face. We must hurry, time is running out to save our city and the people who live in it.

*[The rest of the game takes place, full of laughs, nerves and lots of fun]*





## MINIGAMES list

**1 • VOICES FOR JUSTICE.** Using a maximum of 280 characters, create a LEMA / PHRASE which rhymes, that can be used by people to demonstrate against the crime and its effects. \*Upload it to the Twitter account of your educational centre with the hashtag #E4J @llereasociacion @UNODC.

**2 • LET'S ORGANIZE OURSELVES!**

Invent a NAME and design a LOGO for an organization that protects and claims justice for the victims of the crime at stake.

**3 • WHO SAID THAT?**

Match the name of an ACTIVIST for Human Rights with the phrase that corresponds to it. (Solution in red)



• *“To deny people their human rights is to challenge their very humanity.”*

- Nelson Mandela, South African civil rights activist.
- Martin Luther King, African-American civil rights activist.
- Malala Yousafzai, Pakistani education activist.

• *“Where, after all, do universal human rights begin? In small places, close to home - so close and so small that they cannot be seen on any maps of the world.”*

- Abraham Lincoln, American politician and lawyer.
- Eduardo Galeano, Uruguayan journalist and writer.
- Eleanor Roosevelt, American writer, politician and activist for Human Rights.



● *“If someone needs to express their gender in a way that is different, that is okay, and they should not be denied healthcare. They should not be bullied. They don’t deserve to be victims of violence.”*

- Nelson Mandela, South African civil rights activist.
- Martin Luther King, African-American civil rights activist.
- **Laverne Cox**, American activist and actress.

● *“If you are neutral in situations of injustice, you have chosen the side of the oppressor.”*

- Eduardo Galeano, Uruguayan journalist and writer.
- **Desmond Tutu**, South African civil rights activist.
- Peter Benenson, founder of Amnesty International.

● *“Peace does not mean just putting an end to violence or to war, but to all other factors that threaten peace, such as discrimination, such as inequality, poverty.”*

- Nelson Mandela, South African civil rights activist.
- Jean Dominique, Haitian democracy activist.
- **Aung San Suu Kyi**, Burmese politician and activist and Amnesty International Ambassador of Conscience.

● *“Injustice anywhere is a threat to justice everywhere.”*

- **Martin Luther King**, African-American civil rights activist.
- Cynthia McKinney, American politician and activist.
- Bob Marley, Jamaican singer.

● *“The candle burns not for us, but for all those whom we failed to rescue from prison, who were shot on the way to prison, who were tortured, who were kidnapped, who ‘disappeared’. That’s what the candle is for.”*

- **Peter Benenson**, founder of Amnesty International.
- Arundhati Roy, Indian author.
- Eleanor Roosevelt, American writer, politician and activist for Human Rights.



● *“Peace can only last where human rights are respected, where people are fed, and where individuals and nations are free.”*

- Irene Khan, Bangladeshi lawyer and former Secretary General of Amnesty International.

- Abraham Lincoln, American politician and lawyer.

- 14<sup>o</sup> Dalai Lama

● *“You cannot kill the truth. You cannot kill justice. You cannot kill what we are fighting for.”*

- Eleanor Roosevelt, American writer, politician and activist for Human Rights.

- Jean Dominique, Haitian democracy activist.

- Laverne Cox, American activist and actress.

● *“Utopia lies at the horizon. When I draw nearer by two steps, it retreats two steps. If I proceed ten steps forward, it swiftly slips ten steps ahead. No matter how far I go, I can never reach it. What, then, is the purpose of utopia? It is to cause us to advance”.*

- Eduardo Galeano, Uruguayan journalist and writer.

- Desmond Tutu, South African civil rights activist.

- Aung San Suu Kyi, Burmese politician and activist and Amnesty International Ambassador of Conscience.

● *“We are way more powerful when we turn to each other and not on each other, when we celebrate our diversity... and together tear down the mighty walls of injustice.”*

- Malala Yousafzai, Pakistani education activist.

- Cynthia McKinney, American politician and activist.

- A. Philip Randolph, African-American civil rights campaigner.

● *“A political struggle that does not have women at the heart of it, above it, below it, and within it is no struggle at all.”*

- Arundhati Roy, Indian author.

- Mahatma Gandhi, Indian politician and lawyer.

- Malala Yousafzai, Pakistani education activist.



● *“Let us remember: One book, one pen, one child, and one teacher can change the world.”*

- Bob Marley, Jamaican singer.
- Eduardo Galeano, Uruguayan journalist and writer.
- **Malala Yousafzai**, Pakistani education activist.

● *“There can be no peace without justice and respect for human rights.”*

- **Irene Khan**, Bangladeshi lawyer and former Secretary General of Amnesty International.
- Eleanor Roosevelt, American writer, politician and activist for Human Rights.
- 14<sup>th</sup> Dalai Lama.

● *“Freedom is never granted; it is won. Justice is never given; it is exacted.”*

- Aung San Suu Kyi, Burmese politician and activist and Amnesty International Ambassador of Conscience.
- **A. Philip Randolph**, African-American civil rights campaigner.
- Laverne Cox, American activist and actress.

● *“Get up, stand up, Stand up for your rights. Get up, stand up, Don't give up the fight.”*

- **Bob Marley**, Jamaican singer.
- Abraham Lincoln, American politician and lawyer.
- Mahatma Gandhi, Indian politician and lawyer.

● *“To sin by silence, when we should protest, Makes cowards out of men”*

- Nelson Mandela, South African civil rights activist.
- **Abraham Lincoln**, American politician and lawyer.
- Martin Luther King, African-American civil rights activist.

● *“There is no path to peace. Peace is the path.”*

- **Mahatma Gandhi**, Indian politician and lawyer.
- Desmond Tutu, South African civil rights activist.
- Eduardo Galeano, Uruguayan journalist and writer.



● *“Remember always that you not only have the right to be an individual, you have an obligation to be one.”*

- A. Philip Randolph, African-American civil rights campaigner.
- **Eleanor Roosevelt**, American writer, politician and activist for Human Rights.
- Eduardo Galeano, Uruguayan journalist and writer.

● *“Human rights are not begged, they are demanded.”*

- Eleanor Roosevelt, American writer, politician and activist for Human Rights.
- Bob Marley, Jamaican singer.
- **Eduardo Galeano**, Uruguayan journalist and writer.

● *“It’s the little things citizens do. That’s what will make the difference.”*

- A. Philip Randolph, African-American civil rights campaigner.
- **Wangari Maathai**, Kenyan activist for Human Rights. Nobel Peace Prize.
- Bob Marley, Jamaican singer.

● *“There will be no Peace if there is no Justice. There will be no Justice if there is no Equity. There will be no Equity if there is no Progress. There will be no Progress if there is no Democracy. There will be no Democracy if there is no respect for the Identity and Dignity of the Peoples and Cultures”*

- **Rigoberta Menchú**, Guatemalan indigenous leader, defender of Human Rights; Nobel Peace Prize.
- Arundhati Roy, Indian author.
- Abraham Lincoln, American politician and lawyer.

#### 4 · ALL OUR RIGHTS.

Place the forms with the HUMAN RIGHTS words in the existing space. Rotate the pieces and place them as you want, even if the letters do not conform to normal reading.





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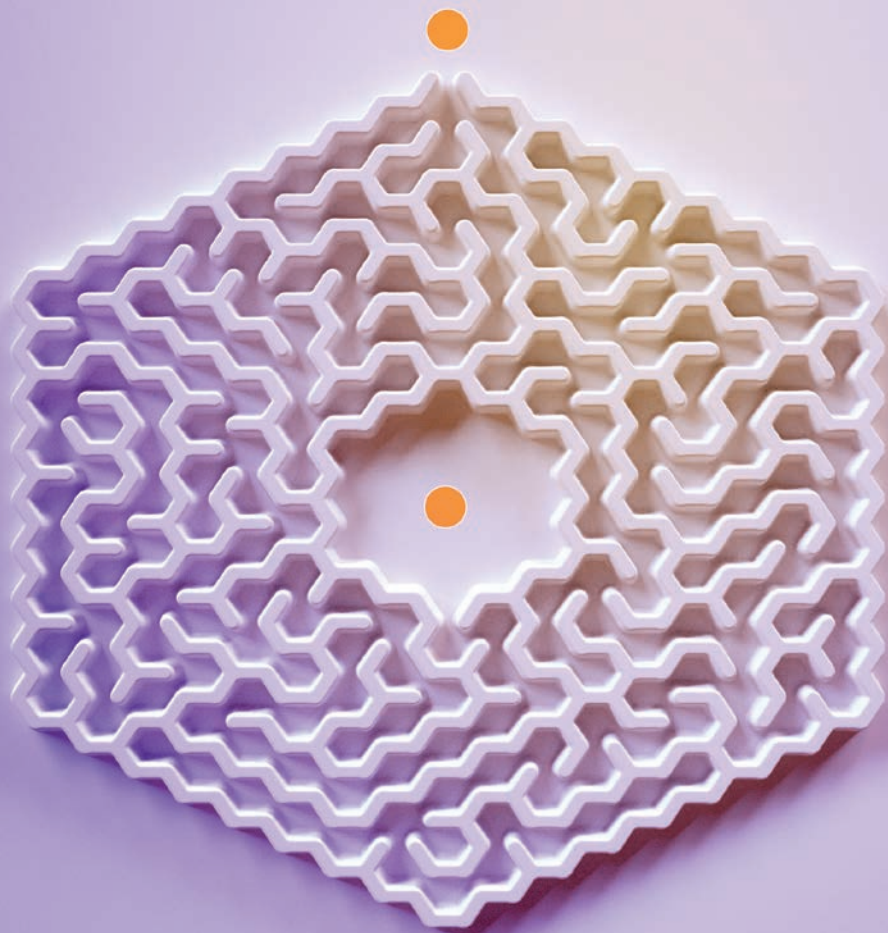
**5 · THERE'S ALWAYS AN EXIT!**

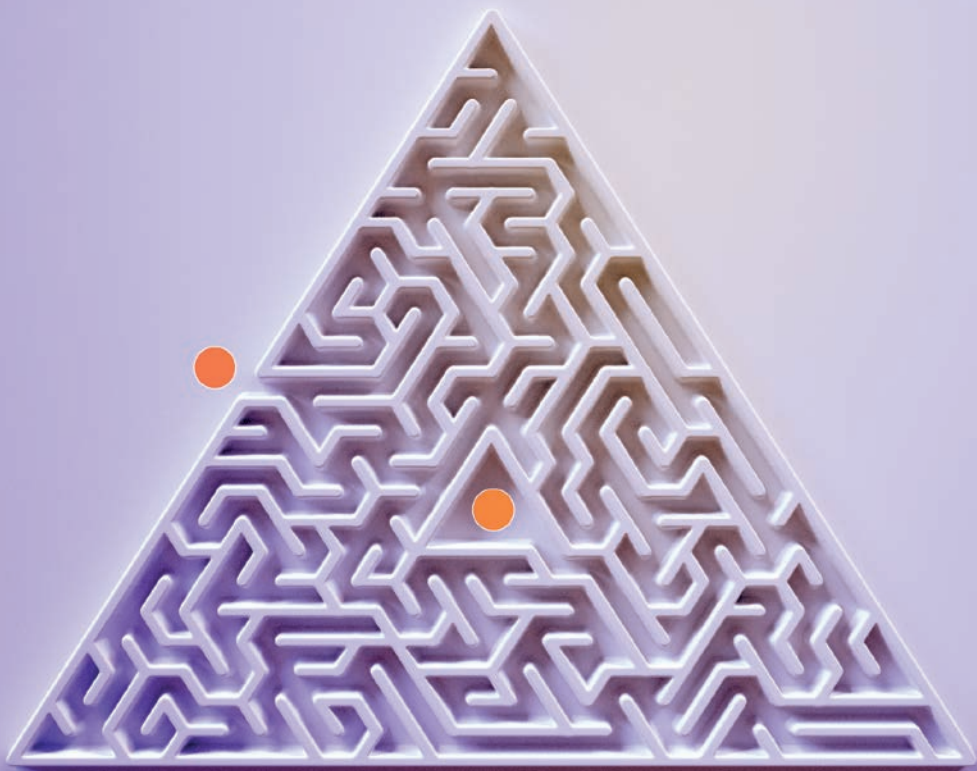
Help the victims and society as a whole to escape from the LABYRINTH in which they find themselves because of the crime.

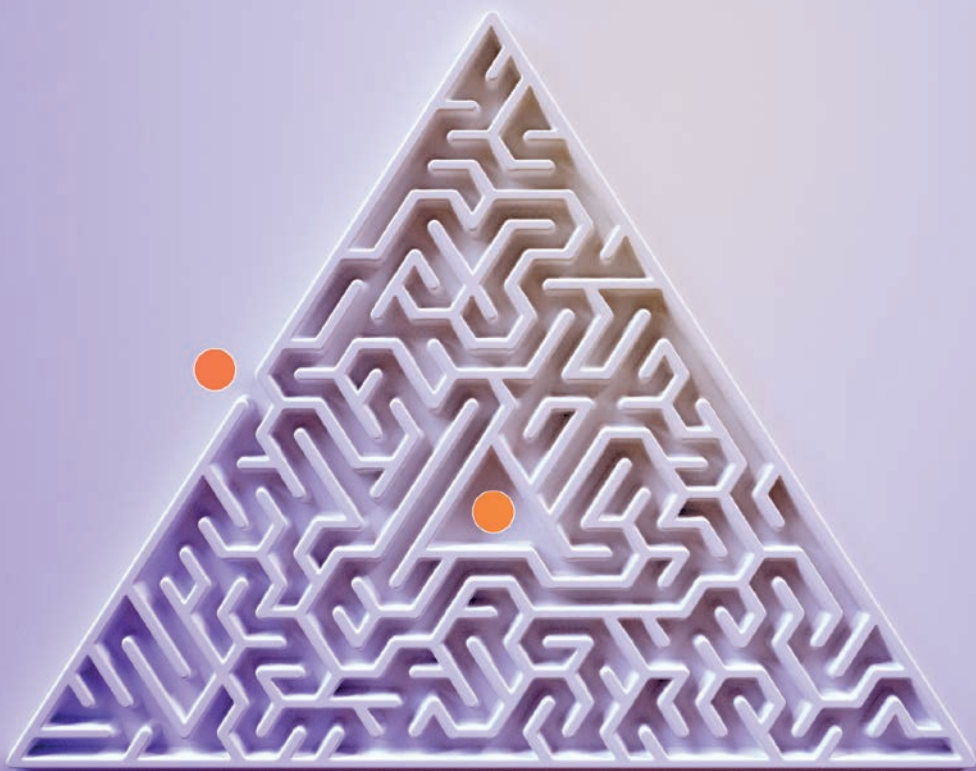














## 6 • YOU CANNOT MISS ANYTHING!

**SUDOKU** with social agents. Place the different social agents that can contribute to the fight against crime. They must all be represented in each line and in each quadrant, but it is not possible to repeat any of them in any line, column or quadrant.

- Community
- Experts
- Public Authorities
- Victims
- Enforcement and Judicial Bodies
- Running out of Time

## SUDOKUS

	Community		Public Authorities	<b>RUNNING OUT OF TIME</b>	
		Enforcement and Judicial Bodies	Experts	Community	Victims
	Experts			Enforcement and Judicial Bodies	
<b>RUNNING OUT OF TIME</b>	Enforcement and Judicial Bodies	Community	Victims	Experts	Public Authorities
Community	Public Authorities		Enforcement and Judicial Bodies		
Enforcement and Judicial Bodies		Experts		Public Authorities	

	Community	Enforcement and Judicial Bodies	<b>RUNNING OUT OF TIME</b>	Victims	Public Authorities
<b>RUNNING OUT OF TIME</b>			Experts		
Public Authorities	Experts	Community			Victims
		Victims	Public Authorities		
Community		Experts			<b>RUNNING OUT OF TIME</b>
Victims	Enforcement and Judicial Bodies				





Community				<b>RUNNING OUT OF TIME</b>	
Victims		Experts	Community		Enforcement and Judicial Bodies
<b>RUNNING OUT OF TIME</b>	Community				
Enforcement and Judicial Bodies	Experts		<b>RUNNING OUT OF TIME</b>		
		<b>RUNNING OUT OF TIME</b>			Community
Experts		Community	Public Authorities	Victims	

	Public Authorities		Enforcement and Judicial Bodies	<b>RUNNING OUT OF TIME</b>	Community
			Experts	Public Authorities	
Community	Victims			Experts	
Public Authorities	Experts		Community	Victims	
		Experts	<b>RUNNING OUT OF TIME</b>	Enforcement and Judicial Bodies	
			Victims		Experts

Community		Enforcement and Judicial Bodies	Victims		
Victims			Community	Experts	Enforcement and Judicial Bodies
	Enforcement and Judicial Bodies	Community	<b>RUNNING OUT OF TIME</b>	Victims	Experts
<b>RUNNING OUT OF TIME</b>		Experts	Public Authorities		
Experts					
Enforcement and Judicial Bodies	Public Authorities		Experts	Community	

	Community				
		Enforcement and Judicial Bodies	Victims	Community	
		Experts			
Community	Public Authorities		Enforcement and Judicial Bodies		Experts
Experts					Community
		Community	Experts	Community	



## SOLUTIONS

Experts	Community	Victims	Public Authorities	RUNNING OUT OF TIME	Enforcement and Judicial Bodies
Public Authorities	RUNNING OUT OF TIME	Enforcement and Judicial Bodies	Experts	Community	Victims
Victims	Experts	Public Authorities	RUNNING OUT OF TIME	Enforcement and Judicial Bodies	Community
RUNNING OUT OF TIME	Enforcement and Judicial Bodies	Community	Victims	Experts	Public Authorities
Community	Public Authorities	RUNNING OUT OF TIME	Enforcement and Judicial Bodies	Victims	Experts
Enforcement and Judicial Bodies	Victims	Experts	Community	Public Authorities	RUNNING OUT OF TIME

Experts	Community	Enforcement and Judicial Bodies	RUNNING OUT OF TIME	Victims	Public Authorities
RUNNING OUT OF TIME	Victims	Public Authorities	Experts	Community	Enforcement and Judicial Bodies
Public Authorities	Experts	Community	Enforcement and Judicial Bodies	RUNNING OUT OF TIME	Victims
Enforcement and Judicial Bodies	RUNNING OUT OF TIME	Victims	Public Authorities	Experts	Community
Community	Public Authorities	Experts	Victims	Enforcement and Judicial Bodies	RUNNING OUT OF TIME
Victims	Enforcement and Judicial Bodies	RUNNING OUT OF TIME	Community	Public Authorities	Experts

Community	Public Authorities	Enforcement and Judicial Bodies	Victims	RUNNING OUT OF TIME	Experts
Victims	RUNNING OUT OF TIME	Experts	Community	Public Authorities	Enforcement and Judicial Bodies
RUNNING OUT OF TIME	Community	Public Authorities	Enforcement and Judicial Bodies	Experts	Victims
Enforcement and Judicial Bodies	Experts	Victims	RUNNING OUT OF TIME	Community	Public Authorities
Public Authorities	Victims	RUNNING OUT OF TIME	Experts	Enforcement and Judicial Bodies	Community
Experts	Enforcement and Judicial Bodies	Community	Public Authorities	Victims	RUNNING OUT OF TIME

Experts	Public Authorities	Victims	Enforcement and Judicial Bodies	RUNNING OUT OF TIME	Community
Enforcement and Judicial Bodies	RUNNING OUT OF TIME	Community	Experts	Public Authorities	Victims
Community	Victims	RUNNING OUT OF TIME	Public Authorities	Experts	Enforcement and Judicial Bodies
Public Authorities	Experts	Enforcement and Judicial Bodies	Community	Victims	RUNNING OUT OF TIME
Victims	Community	Experts	RUNNING OUT OF TIME	Enforcement and Judicial Bodies	Public Authorities
RUNNING OUT OF TIME	Enforcement and Judicial Bodies	Public Authorities	Victims	Community	Experts

Community	Experts	Enforcement and Judicial Bodies	Victims	RUNNING OUT OF TIME	Public Authorities
Victims	RUNNING OUT OF TIME	Public Authorities	Community	Experts	Enforcement and Judicial Bodies
Public Authorities	Enforcement and Judicial Bodies	Community	RUNNING OUT OF TIME	Victims	Experts
RUNNING OUT OF TIME	Victims	Experts	Public Authorities	Enforcement and Judicial Bodies	Community
Experts	Community	RUNNING OUT OF TIME	Enforcement and Judicial Bodies	Public Authorities	Victims
Enforcement and Judicial Bodies	Public Authorities	Victims	Experts	Community	RUNNING OUT OF TIME

Victims	Community	RUNNING OUT OF TIME	Public Authorities	Experts	Enforcement and Judicial Bodies
Public Authorities	Experts	Enforcement and Judicial Bodies	Victims	Community	RUNNING OUT OF TIME
Enforcement and Judicial Bodies	RUNNING OUT OF TIME	Experts	Community	Public Authorities	Victims
Community	Public authorities	Victims	Enforcement and Judicial Bodies	RUNNING OUT OF TIME	Experts
Experts	Victims	Public Authorities	RUNNING OUT OF TIME	Enforcement and Judicial Bodies	Community
RUNNING OUT OF TIME	Enforcement and Judicial Bodies	Community	Experts	Community	Public Authorities



**7 • DISTINGUISH THE ESSENTIAL.**

**FIND OBJECTS** in the drawings. Find the following elements in the images:

- 5 pieces of the puzzle (representing the five characters in the game)
- Symbol of Peace
- Compass symbol of the UNODC program







### 8 · IT'S IN OUR HANDS.

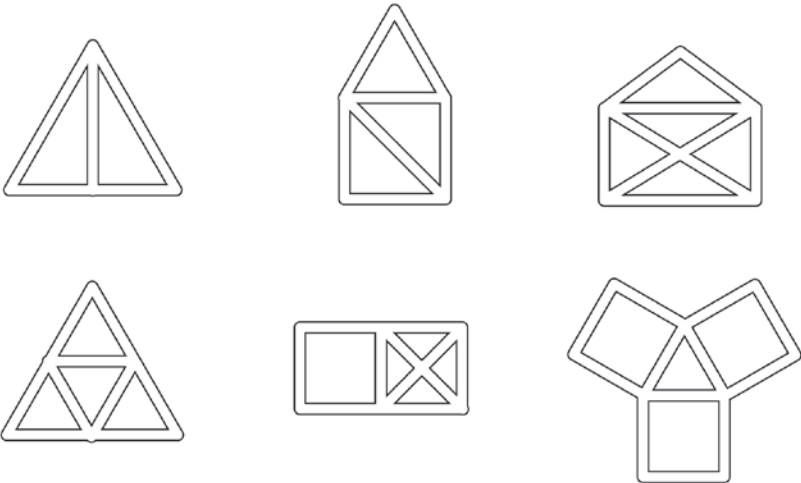
Think of an action that each protagonist of the game can perform on their own to prevent / fight against the crime that concerns us. And yes, always respectful of Human Rights.

### 9 · AT A GLANCE!

Organize a brief MANNEQUIN CHALLENGE, in which all the participants of the game take part, which reflects images/ideas associated with the crime that infects the board (how it affects victims and vulnerable collectives and society itself, who's involved?...). \*If possible, photograph it and create a story for Instagram.

### 10 · DRAW THE LINE ON CRIME.

10. It is only necessary to think and draw a line without taking the pen off the paper to make these shapes. Will you be able to?







## RUNNING OUT OF TIME - CREDITS

This game has been developed by the Asociación Socioeducativa Llere, with the collaboration of the Secondary Education Institute “Princesa Galiana” in Toledo and the pedagogical team of the Research Group in Education and Society (GIES) of the University of Castilla - La Mancha (UCLM). This project has been funded with the support of the United Nations Office on Drugs and Crime (UNODC) within the framework of the Education for Justice Program (E4J).

- Original idea, conceptualization and mechanics of the game: César Arroyo López.
- Artistic design, graphics and layout: Gabriel González.
- Texts: César Arroyo López.
- Texts of the educational guidelines: Pedagogical team of the Research Group in Education and Society (GIES) of the University of Castilla - La Mancha (UCLM), Spain.
- Translation: Natalie Alkiviadou.
- Game testing:
  - 2nd and 3rd level Secondary Education students of the “Princesa Galiana” Institute in Toledo (Spain).
  - Students of the POEJ of Toledo, 1st and 2nd grades of Social Pedagogy of the University of Castilla– La Mancha (Spain).
- Special thanks:

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To all those who, in any part of the world, are human rights defenders and, finally, this game is dedicated to those who personally struggle against the most atrocious crimes. Wherever you are, we support you.



**RUNNING OUT OF  
TIME**