

OdourCollect: the board *game*

A game to understand and tackle odour pollution.

The **OdourCollect Game** is an **educational tool** designed to **raise awareness** of odour pollution in a playful and participatory way. Through the game, participants learn to identify, record and manage odour episodes in their local area, understanding how they arise, how they are assessed and what measures can be taken.

The game encourages **critical thinking** and the active role of **citizens as agents of change** in improving environmental quality, as well as **raising awareness** of the importance of the most complex of our senses: **the sense of smell**. Although odour is invisible, it influences our well-being and quality of life as well as protecting us from substances that are harmful to our health.



Playing is one of the best ways to understand
and improve our environment!



Learn how to manage odour pollution through *playing*



How can you *play*?

Players compete and collaborate to manage odour pollution across different territories. You can:

- **Compete by releasing odours** to pollute other players' territories.
- **Clean up your territories** by removing odours and creating environmental management plans.
- Turn those plans into laws to **immunise your territories** and prevent them from becoming polluted again.

And as you become an expert, you'll be able to:

- Trigger **environmental events** and unleash 'headaches' that leave your rivals without a turn.
- **Watch out for the wind**, which will force you to cooperate: if there aren't enough immunised territories... all the laws disappear!

Be the first to immunise your territories against pollution and win the game!



Ask for more information about our training plans and services to take that first step towards change.

