

## About Quandary

*Quandary*, a free game for players aged 8-14, presents engaging situations about how to build a new colony on the planet Braxos.

In *Quandary*, players must make difficult decisions in which there are no clear right or wrong answers but important consequences – to themselves, to others in the colony and to the planet Braxos. In their interactions with other settlers in the colony, players must consider facts, opinions and solutions, just like in real life.



Though the game’s setting is a futuristic colony, the genuinely tough situations that players encounter are translatable to the ones they are likely to face day-to-day. The skills players develop while playing *Quandary* – such as critical thinking, perspective-taking and decision-making – will help them recognize ethical issues and deal with challenging situations in their own lives.

Quandary provides a framework for how to approach ethical decision-making without telling players what to think.

## How to Play

Players take the role of Captain of a human colony on the Planet Braxos, attempting to build a viable outpost. Faced with a series of age-appropriate ethical dilemmas, players negotiate differences of opinion, actively make decisions that affect other people’s lives, and see the impact of their choices.

## Learning Outcomes

Quandary targets the following ethical thinking skills:

- Critical thinking
- Perspective-taking
- Decision-making

### QUICK TIP:

Quandary looks best when you view it in full screen mode. Simply click the ‘Full Screen’ button in the game.

## Episode Summaries

### Episode 1: Lost Sheep

A predator native to Braxos is attacking the sheep that the colony uses for food and clothes, but players learn that the predator also has medicinal value that could help the colonists fight off disease.

### Episode 2: Water War

The community's public water well appears to be polluted, and the only other well belongs to a colonist who is charging for access.

### Episode 3: Fashion Faction

The colony's tailor has started making special alterations to the standard uniform for his friends, which some colonists say is dividing the community.

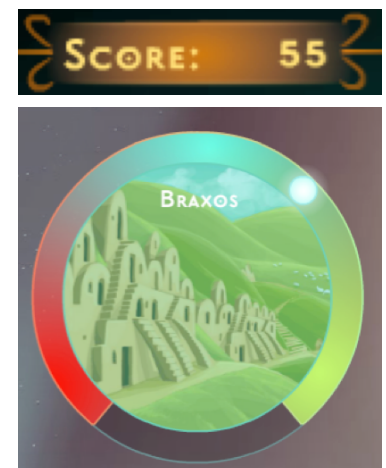


**QUICK TIP:**  
The story unfolds through comics. Click on the text in these comics to hear the words spoken.

## Scoring

Players can monitor their score within each episode at the top left of the screen.

After each episode, the meter on the Main Menu updates to show the player's overall success as Captain and the viability of the colony. Players can replay an episode – only their latest score for each episode affects the meter.



## Game Play

### 1. 'Get Your Cards Right'

- Click each card to show what that colonist thinks of the current dilemma.
- Identify which responses sound most like a FACT, SOLUTION or other OPINION. Drag each card into one of the three areas at the bottom of the screen.
- Once you've sorted all the cards, click 'Finish'.

Identify at least two solutions and two facts to continue. There are always four possible solutions and four facts.

### 2. 'Narrow It Down'

Choose two of the possible solutions to explore in more detail.

This stage is about identifying, and understanding the difference between, possible solutions, facts and opinions.

**QUICK TIP:**  
Click Play to see and hear each character's response – great for students with diverse learning styles and for playing as a whole class on an interactive whiteboard or projector.



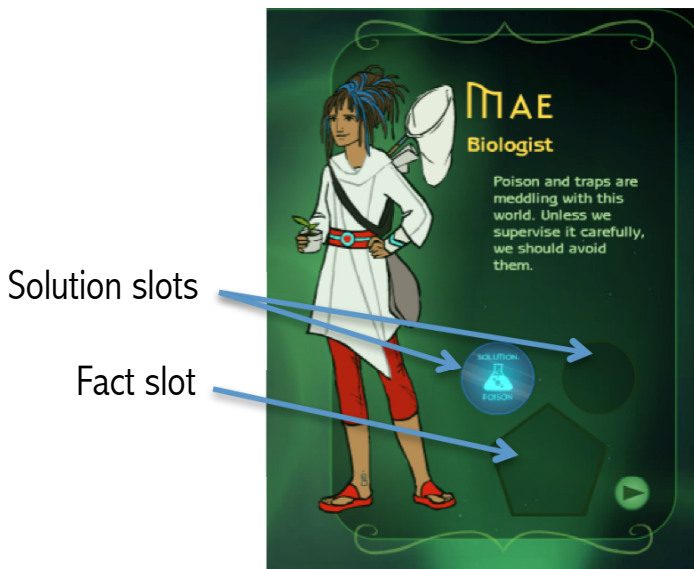
### 3. 'Investigate Viewpoints'

Here's where you get to quiz the colonists, understand their viewpoints on each solution, and present facts that might alter their opinions. The more useful information you find, the more points you score – and the more likely you'll be able to make a good final decision.

For each colonist card you select, you can:

- Drag a solution card into the slot to get a response.
- Drag a second solution card into the second slot to get a response about that solution.
- Toggle between the responses to each solution by clicking the solution cards.
- Drag a fact card into place to see how the colonist reacts.

This stage is about perspective-taking and critical thinking.



Note that:

- You need to select a colonist and solution before you can play a fact card.
- You score points for presenting solutions and for presenting relevant facts.
- The value of each fact card can drop after being played, so think carefully about which fact cards to play and when.

When you think you have all the information you need, click 'Finish'.

4. 'Choose a Solution'

It's decision time!

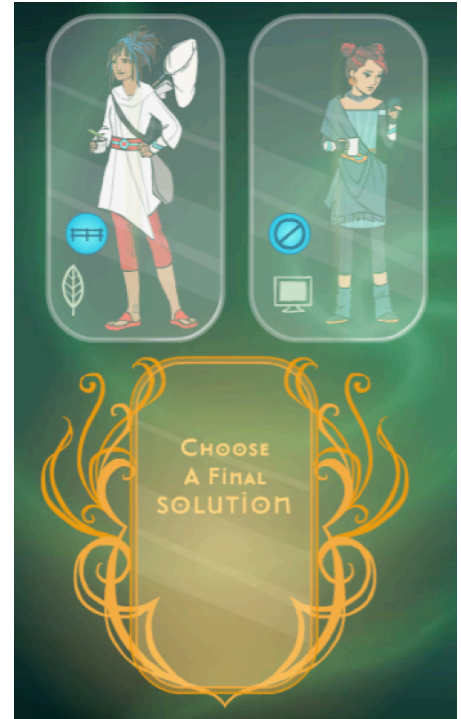
Choose which of the two solutions to go for by dragging a solution card into place.

Then click 'Submit' to make your recommendation to the Colonial Council back on Earth.

5. 'Arguments For & Against'

The Colonial Council on Earth wants to understand what support and resistance your decision is likely to face.

Using the responses you've gathered from the colonists, present two arguments for the solution, and then two arguments against



These stages are about decision making, taking into account different viewpoints and evidence.

6. 'Decision Time'

The Colonial Council back on Earth makes the final decision on what to do based on the information you have provided.

INSIDE KNOWLEDGE:

The Council's decision is based on your chosen solution in step 4 and the arguments you provided in step 5. If you provided valid arguments for and against, the Council adjusts the solution to address some of the colonists' concerns. Otherwise, the Council gives you permission to proceed with the solution as first proposed. So there are 8 outcomes for each episode: 2 versions of each of the 4 solutions originally proposed.

### 7. 'What Will They Think?'

The final step is to predict whether each colonist will agree or disagree with the solution **as put forward by the Colonial Council**. Note that the solution might be slightly different from the original solution you selected. Therefore this stage measures how well you have both investigated and understood other people's perspectives.

The episode concludes with a comic that shows the final outcome and impact on the colony.

Once you've finished, you can replay episodes as many times as you like to try to beat your high score and to see how your choices affect the final outcome.

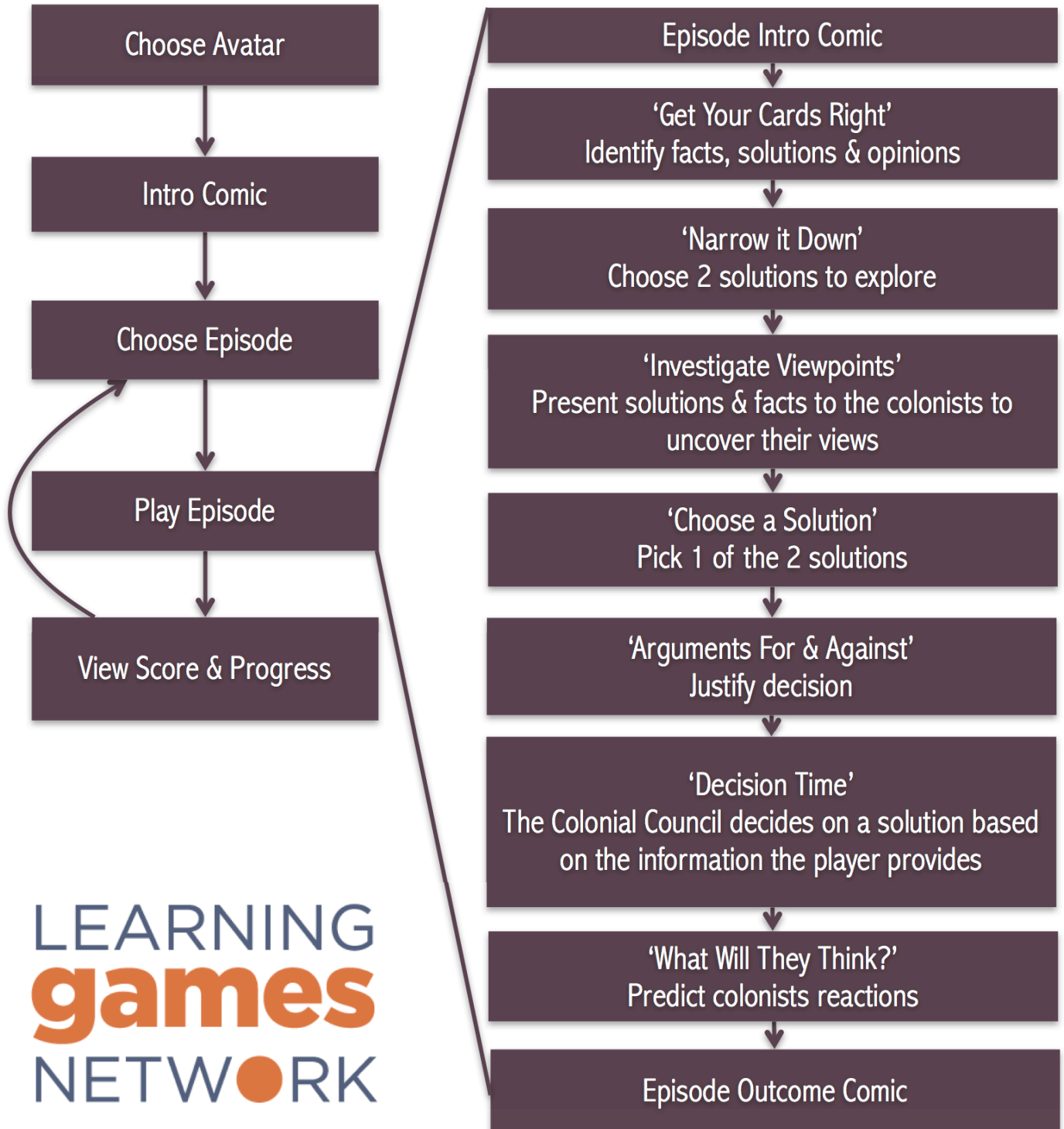
#### QUICK TIP:

You can review the Colonial Council's decision by clicking the 'Review Solution' button – useful for double-checking the chosen solution.



This stage checks for understanding of different viewpoints and how people will be affected by the decision.

At-a-Glance Game Flow



Characters



*Mae*  
Biologist



*Dale*  
Security Officer



*Manford*  
Farmer



*Paskit*  
Computer Expert



*Dr Canon*  
Doctor



*Rose*  
Metalworker



*Dr Yau*  
Historian



*Granik*  
Construction Chief



*Landon*  
Tailor



*Bazzil*  
Engineer



*Guthrie*  
Herder



*Bryn*  
Hunter