

Playing guide

Countdown 2030

The puzzle rallye about
responsible consumption in Graz



Description

Countdown 2030 is a puzzle rally for young people aged 14 and over. It offers a playful introduction to SDG 12, “Responsible Consumption and Production”. In small groups, participants explore Graz city centre, solve puzzles and explore the global connections behind our everyday lives and consumption. The rally focuses on four topics: fashion, food, mobility and the throwaway society.

Teams collect information, complete tasks and follow clues in the Actionbound app. After the four topic areas, a final political section asks what changes individuals, companies and policymakers can initiate. The rally combines digital tasks with real locations in Graz and is designed to be solved as independently and collaboratively as possible.

Learning objectives and topics

The rally enables participants to:

- recognise global connections in their everyday lives,
- question the effects of production and consumption,
- research and assess information together,
- discover options for action in everyday life,
- distinguish between individual and structural change,
- reflect on the importance of political decisions and corporate responsibility,
- communicate in a team and develop solutions together.

Fashion. Clothing is part of global supply chains. The tasks show how production, resource use, working conditions and consumption are connected. Participants also learn about alternatives such as using clothes for longer, repairing, swapping and consuming more consciously.

Mobility. The choice of transport affects the climate impact of our journeys.

Key facts

Duration

- Welcome and introduction: approx. 10 minutes
- Rally: approx. 60 minutes
- Return and reflection: at least 15 minutes

The 60 minutes are a flexible time frame. If individual teams need a little longer, the rally should not be stopped abruptly. Agree on a latest return time before starting and stay in contact with the teams.

Team size

Teams of 2–4 people are recommended. Teams can form themselves or be assigned by you.

Start and finishing point

We recommend starting at Welthaus Graz, Bürgergasse 2, Graz. Before starting, agree on a clear meeting point for the end of the rally. If the start and finish are not at the same location, inform all teams and set a fixed return time.

Who is the rally for?

- Young people aged 14 and over
- School classes and youth groups
- Groups in extracurricular education
- Friends and leisure groups

The recommended team size is 2–4 people. Smaller teams can exchange ideas more intensively; in larger teams, some people may participate less.

School classes and youth groups should be accompanied by at least one adult. Depending on the group size and local conditions, more than one accompanying adult may be useful.

At the same time, sustainable mobility depends not only on individual choices but also on infrastructure and political conditions.

Food. Food waste affects not only the food itself but also land, water, energy and labour. The tasks also show that different climate-protection measures can have very different impacts.

Throwaway society. Electronic devices and other consumer goods require many raw materials and are often used for too short a time. The six Rs – Refuse, Reduce, Repair, Rent, Reuse and Recycle – show different ways of using things for longer and avoiding waste.

Political responsibility. Individual choices are important, but they are not enough on their own. Sustainable change requires fair rules, political decisions, responsible companies and civic engagement.

Route and stations

The rally takes place in Graz city centre. The stations are visited in the following order:

1. Fairteiler, Bürgergasse 2
2. Die nachhaltige Kreisslerei, Sporgasse 24
3. Erich-Edegger-Steg
4. Kunsthaus, Lendkai 1
5. Rathaus, Hauptplatz

The route may change because of construction work, damaged clues or changes at partner businesses. Check all locations, routes and tasks before every session.

The route is available here: <https://maps.app.goo.gl/RwZM-C7789PDpqSwu9>

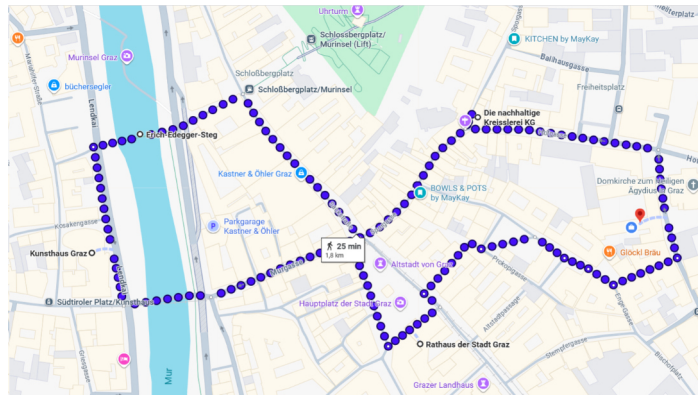


Fig. 1: Route with Welthaus as the starting and finishing point. Source: Google Maps screenshot.

Materials

For the accompanying adult

- This playing guide
- Smartphone for checking the rally and for questions or emergencies
- Actionbound app for testing
- Start QR code (optional Bound Challenge)
- Power bank, if needed.

For each team

- Smartphone with internet access/mobile data
- Actionbound app
- Sufficient battery power
- Tips for players

Start
QR Code



Data protection and use of Actionbound

The free Actionbound app is required for the rally. Check in advance whether participants may use private devices and mobile data.

Data protection

Actionbound can be used without registration. According to Actionbound, the platform complies with the GDPR. Personal data is not analysed or passed on to third parties. Further information: [Actionbound privacy policy](#).

For this rally, entering personal data is not required. Teams can enter a team name of their choice. The players' names can also be chosen freely.

At the end of the rally, participants have the option of subscribing to the Welthaus newsletter. Subscription is voluntary. The data provided is used exclusively to send the newsletter. Further information: [Welthaus privacy](#).

Photo task

The rally includes tasks in which photos are uploaded. Only the objects, stickers or clues needed for the task should be photographed.

- Remind students that people must not be photographed without their consent.
- Photos should contain no faces, vehicle registration plates or other personal data wherever possible.
- Photos must not be published or shared on social media without consent.

Bound Challenge

A Bound Challenge can optionally be used if you want to collect and compare the results of several teams. It is not necessary for running the rally itself.

If you use a Bound Challenge, test the generated start code before the session and check that you can access the results.

How to set it up:

1. Go to the [rally page](#).
2. Click "Create Bound Challenge" and enter your email address.
3. You will automatically receive a start guide with a QR code at the email address provided.

Short checklist for running the rally

Before the start

- ☐ Check whether participants may use private devices and mobile data.
- ☐ Test the rally yourself or at least go through all stations and tasks.
- ☐ Set a starting point, finishing point and fixed return time.
- ☐ Agree how teams can reach you during the rally.
- ☐ Inform participants about data protection, photo tasks and safety rules.
- ☐ Remind participants to fully charge their smartphones and activate mobile data. Alternatively, the Bound can be downloaded via Wi-Fi in advance.
- ☐ Check the weather and advise participants to wear suitable clothes and shoes.

During the rally

- ☐ Keep the current playing guide and solution section to hand.

- ☐ Stay reachable if problems occur.

After the rally

- ☐ Have all teams returned?
- ☐ Have you held a joint reflection?
- ☐ Have you collected feedback?
- ☐ Have you noted changes for the next session?
- ☐ Have you reported damaged or missing clues to Welt-haus?

What else is important to know?

During the puzzle rally, participants move independently through Graz in small teams. After an incorrect answer, the app provides step-by-step hints for solving the puzzle. The puzzle should be solvable by the final hint.

If a team still cannot continue, use the solution section to provide an additional hint or check the answer.

Game flow

1	Welcome and introduction	10 min.
	1. Welcome the group and briefly explain the rally. 2. Introduce the story and the task. 3. Divide the young people into teams of 2–4. 4. Let each team choose a team name. 5. Explain the meeting point, return time and safety rules. 6. Discuss the use of smartphones, photos and data. 7. Have the teams open the Bound and scan the start QR code. 8. Check that all teams have started successfully.	
2	Game	60 min.
	Teams solve the tasks independently and follow the route through Graz city centre. Stay reachable by phone, but do not give away solutions immediately. First refer teams to the hints in the app. Support them if technical, organisational or safety-related problems occur.	
3	Return and closing	15 min.
	Gather all teams at the agreed finishing point. Check that everyone has returned and do not let the rally end with the last answer. Reflection is an essential part of the learning process. Discuss the experiences and content together; allow at least 15 minutes. You can ask participants the following questions to help them reflect on their experiences during the game:	

Player experience

- How did you experience the rally? How did you feel?
- What worked well in your team?
- What was particularly challenging or surprising?
- What would you do differently or better next time?

Content

- Which station or task do you remember most?
- What did you learn about fashion, food, mobility or the throwaway society?
- Which piece of information surprised you most?
- What connections between our everyday lives and global supply chains became visible?

Action and responsibility

This final area is particularly important because the rally should not stop at individual consumption habits.

- What can we change ourselves?
- Where are individual choices not enough?
- What responsibility do companies and policymakers have?
- What change would be realistic in your everyday life?

Once you've created a Bound Challenge, you can also check at the start of the reflection session to see which group earned the most points or completed all the tasks the fastest.

If you would like to explore the rally's topics in more depth in class, you will find plenty of resources on our [Padlet](#), an online bulletin board, or on [Bildung2030](#), the platform for global learning:

Padlet

**Puzzle and tasks**

Content: At the beginning, participants receive a voice message from Sara. The journalist is about to publish her story, "A Good Life Shouldn't Cost the Earth". One hour before the editorial deadline, her laptop is hacked. To save Sara's story, participants take on the role of her colleagues. They visit five real locations in Graz where Sara conducted research. There they solve puzzles, crack codes and collect the missing information so that Sara can still publish her story in time. As an introduction, you can watch the [trailer](#) with the participants in advance.

At each station: First, participants solve a puzzle that reveals the next location. Once there, they complete another task and answer an estimation question related to the station's topic.

Time limit: The rally is planned for 60 minutes. The story creates a playful sense of time pressure. If a team needs a little longer, it should ideally be allowed to finish the task it has started.

Stage: Food

L1 Puzzle: SOCIAL MEDIA

S sara

May 26

Food Rescue Day



1

It doesn't have to end this way!
Help with #oodsh_ring and g_ive me away in time!

 Liked by welthaus and 45 others

sara Plate, not bin! Today I was at a place where food isn't forgotten, but shared.

2

From January until today, all food has, mathematically speaking, been produced for the bin – unbelievable, isn't it? In Austria alone, more than 1 million tonnes of edible food end up in the bin, especially bread and baked goods.

At this place, they get a second chance – before they grow legs.

#FoodRescue #WalkingBread #TeamUpForChange

Solution: The answer is derived from the missing letters and the words in bold. The correct answer is FAIRTEILER.

Hints for players:

1. The place name consists of two parts.
2. Part 1: Did you notice anything unusual in Sara's post?
3. Part 1: Some letters are missing. Which ones?
4. Part 2: Pay attention to the words in bold.
5. The place you are looking for = Fairteiler

L3 Estimation: hunger

Solution: One quarter.

There was one thing I really wanted to address in my article: How much of the food wasted worldwide would theoretically be enough to end global hunger?

L4 Puzzle: SDG code

Solution: The emojis represent the numbers of the relevant SDGs: the sun is SDG 7, the Earth SDG 13 and the water droplet SDG 6. The answer is 7136.

Hints for players:

1. It's a numerical code.
2. In which targets do the emojis appear?
3. For example: Sun = 7, etc.

Throughout my research, I kept coming across the SDGs – the UN Sustainable Development Goals. SDG 12 is particularly important. It calls for food waste to be halved by 2030.

The SDGs also provide the key    to unlock Part 1.



L2 Puzzle: Cloze

Yes, you're here 

Of course, one of the most important lines in my notes is missing. It was a little warning – to stop food from ending up looking like this Walking Bread. Can you find the slogan? 

Don't let go !

Answer

Solution: A sticker on the fridge says "Don't let good food go bad!"

Hints for players:

1. Walking Bread? That was the creepy warning from the social media post.
2. There's a sticker with the slogan on the Fairteiler.
3. Still looking? Please check the left-hand side of the fridge.

Stage: Fashion

F1 Puzzle: Emoji

Hey there 🦊! How are you all doing? I hope we'll catch up soon. 🍎 I've written a new article. 🌈 I'm sure you'll like it. 🌈 Best wishes, Sara

Solution: fair

Hints for players:

1. Something seems strange about Sara's message. The emojis don't really fit.
2. You're looking for a 4 letter word and there are 4 emojis. Coincidence?
3. Try it with the first letter of each emoji.
4. For example: fox = f

F3 Task: Scan a QR code

Have you found the QR code yet? Scan it now – the missing details for my article are hidden there!

Solution: The sticker with the QR code is on the shop window of Die nachhaltige Kreislerlei.



F2 Estimation: Clothes

Solution: 20

I was just wondering: how many items of clothing do you think people in Styria have sitting unworn in their wardrobes – per person? What's your guess?

Stage: Mobility

M1 Puzzle: Corrupted File

```
>> CORRUPT DATA: mobility_
research_log_03

[LOCATION?]
> "G_Z / M_R / ST_G"

[PERSON?]
> "E.E. - paved the way before
there were any paths"
> "starting search... file missing..."

Visual data restored.
Image loading
```

Solution: The Erich-Edegger-Steg is the location.

Hints for players:

1. You need the name of a bridge for cyclists and pedestrians over the Mur.
2. The bridge is named after the deceased cycling pioneer and city politician of Graz.

M3 Puzzle: CO₂ ranking

Now I need your help with my mobility data! My notes are completely scrambled. Every way of getting around leaves a different footprint on our planet. You know the rule: the lower the CO₂ emissions per passenger kilometre, the better. Keep that in mind, and you'll uncover the missing part of my research.

Solution: The players must put the means of transport in the correct order. The letters assigned to them spell KLIMA.

Hints for players:

1. Next to the mode of transport you find a letter or a number. In the right order, they represent the code.
2. The average CO₂ emissions of each mode of transport are relevant.
3. The long-distance train is better due to the higher capacity than the long-distance bus.
4. Going by foot has the lowest emissions, going by plane has the highest emissions.



M2 Estimation: Roads & Railways

Solution: 22

What do you think: how many times longer is the road network than the rail network? 🚗 🚆

Stage: Throwaway society

W1

Puzzle: Friendly Alien

Solution: Kunsthaus

Hi! I watched the Graz film **Friendly Alien** yesterday and immediately thought of you. I definitely recommend it! 🎬👍



Hints for players:

1. Pay attention to the highlighted words.
2. We are looking for a well-known landmark in Graz.
3. It is also called the Friendly Alien by the people of Graz.

W3

Task: Upload a photo

Solution: Foto hochladen

I'm still missing a photo for my article! 📷

Find the sticker showing that the Kunsthaus is a BackCup partner business and upload a photo. Please make sure that no people are visible in the picture.

W5

Puzzle: The 5 Rs

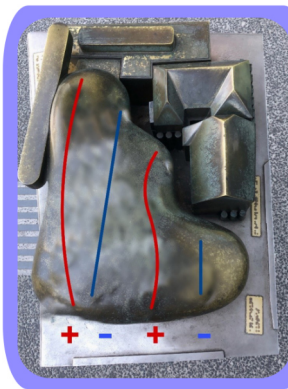
Solution: 4

But now I need your help on site: the miniature over there holds a secret clue – I can't read it from here. 🔍

Be my eyes, take a close look, solve the puzzle and get the code. Then this part of my article will finally be complete.

Hints for players:

1. The elevations are part of a +/- calculation.
2. Count the elevations of the red rows and subtract the blue rows from them.



W2

Estimation: Lifespan

Solution: 15

Now it's your turn again: how many minutes is a disposable cup typically used before it ends up in the bin?

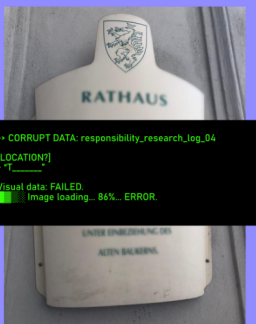
Stage: Political Responsibility

P1

Puzzle: Town hall

Solution: Townhall, town hall, city hall, Rathaus

Oh no – the photo isn't loading properly! But maybe you can still work out where I was. Look closely!



Hints for players:

1. It is a central building in Graz.
2. It is the seat of the mayor.
3. It is located on the main square in Graz.

P1

Puzzle: Town hall 2

Solution: sustainable sustainability

In 1887, two architects rebuilt this Town Hall. But instead of destroying the old one, they used its old heart to create something new. They built with respect for the past – and care for the future. What word today describes this way of thinking and building?

Hints for players:

1. They didn't build just for their own time, but with future generations in mind.
2. It describes a goal: protecting the environment while creating something new
3. The word starts with an 's' and is often used together with 'future' or 'development'.

Feedback

To help us improve our educational programmes, we invite you and the participants to complete our online feedback forms. *Thank you!*

For teachers and group leaders



<https://forms.gle/ObkQJsjmWPBECzwmw8>

For players



<https://forms.gle/AFcfcq8RKLbnMG4y5>

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<https://www.rebels-of-change.org>

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