

## Quandary: How Will You Decide?

### **Introduction:**

"When the human colonists on Planet Braxos can't resolve their dilemmas, they need you, their Captain, to help...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." (from Quandary website)



### **Instructions:**

1. Go to <http://www.quandarygame.org/> and click the "Play Now" button.
2. Choose the "Play as Guest" option from the first menu.
3. Click the "Full Screen" button in the top right-hand corner to get the best experience.
4. Read through the opening comic. It provides background information about your role in the game.  
(Hint: You can click on text to hear a voice-over)
5. In the Main Menu screen, you can select which episode to play.
6. Be sure to read through the Episode's comic to learn more about the problem you're facing.
7. At any time, press the "?" button to get instructions about the section you're working on.
8. There are no 'right' and 'wrong' answers. You will gain points for correctly identifying information, using facts to persuade colonists and learn more about their opinions. Your final score will reflect how accurately and carefully you've researched the problem.
9. Complete Episode 1 "Lost Sheep" and Episode 2 "Water War".
10. Answer the questions and record your solution in point form, how many colonists agreed or disagreed, the outcome, and score.

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### **Episode 1 – "Lost Sheep"**

What is the central problem facing the colonists?

Explain which settler had the fact, solution, or opinion you found the most convincing/interesting.

Which settler(s) changed their mind after learning a new fact?

In 2-3 sentences, explain how you would improve the outcome of this problem.

<i>Solution:</i>	
<i>Agree:</i>	<i>Score:</i>
<i>Disagree</i>	
<i>Outcome:</i>	

**Episode 2- "Water War"**

What is the central problem facing the colonists?

Which settler had the fact, solution, or opinion you found the most convincing/interesting?

Which settler(s) changed their mind after learning a new fact? Explain why they changed it.

After the solution was implemented, did you feel happy with the outcome?

Bryn said "allowing Granik to charge for water is immoral", and Dr. Canon "health is more important than respect for private property." What is your opinion concerning access to water being a human right?

<i>Solution:</i>	
<i>Agree:</i>	<i>Score:</i>
<i>Disagree</i>	
<i>Outcome:</i>	

Rate the two Episodes out of 5. ("Lost Sheep" 1 – 2 – 3 – 4—5 & "Water War" 1 – 2 – 3 – 4—5)

Which was the more interesting simulation? If you could change either, what would you add or remove?