

CHANGE



You speedsters!
Your time machine
went a bit too fast.

As a penalty for speeding,
your team will lose any Future
Dollar cards you may have.

CHANGE



Oops, you accidentally
travelled to a time
you've been before.

Encountering yourself during
time travel may cause
problems, so for safety
reasons, your team will return
to the previous space.

CHANGE



Yikes! The driver left the
time machine in reverse!

Your team moves back to
the previous space.

CHANGE



Oops, there was an error
at the time bank!

Your team gets an extra
Future Dollar card.

CHANGE



Good heavens!
A spacetime storm hits
you straight on.

Your team moves to the closest
possible space on the board.

CHANGE



Clever! You figured out that
a time machine makes it
easy to win the lottery.

Your team gets an extra
Future Dollar card.

CHANGE



You accidentally travel
directly to the game
master's birthday.

As a present, your team will
give away any Future Dollar
cards you may have.

CHANGE



You meet a time traveller
from 3024. They provide
you with a disposable
teleportation device.

When you play this card,
you will move to the
nearest Neutral space.

This card can be
played at anytime.

CHANGE



You encounter a scientist who
appears to be eccentric. They
provide you with a disposable
teleportation device.

When you play this card,
you will move to the
nearest Dystopia space.

Your team gets this card
and can play it later.

CHANGE



You meet a fortune teller who reads your future.

When you play this card, you will move to the nearest Utopia space.

The team gets this card and can play it later.

CHANGE



Oh no, someone forgot to calibrate the time machine properly. You stray badly off course.

Your team moves to the furthest possible space on the board.

CHANGE



Yikes! You accidentally take a wrong turn in time-space and get lost.

Your team moves to the nearest possible Dystopia space.

CHANGE



Oh dear. You accidentally take a wrong turn in time-space and get lost.

Your team moves to the nearest possible Neutral space.

CHANGE



You accidentally take a wrong turn in time-space and get lost.

Your team moves to the nearest possible Utopia space.

CHANGE



CHANGE



CHANGE



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TASK



Thinking about the future can sometimes raise concerns. For example, climate change, the economic or political situation can impact your mental health.

Your task is to find one effective way to reduce the pressure if the future starts to feel oppressive.

TASK



In the future, additional performance enhancements, such as artificial arms or legs, can be fitted on humans. This brings sports performance to a whole new level.

The task of your team is to design a new sport that could be seen in the Olympic Games of the future.

TASK



In the future, people will live longer. An increasing proportion of the population will be over 65 years old. The number of older people is constantly increasing.

The task of your team is to design a service that utilises future technology to support the care of older people.

TASK



Everyone can influence the future, but what about you specifically?

The task of your team is to list three small things with which you can influence the near future.

TASK



In the future, technology will play an even larger role in our lives.

The task of your team is to design a future service that helps those who are tired of excessive technology.

TASK



It is essential for the disadvantaged to have their voices heard in society.

The task of your team is to devise a method for utilising future technology to empower people to participate in decision-making and influence matters that are important to them.

TASK



In the future, VR technology will reduce travelling because it is possible to experience different places at home.

The task of your team is to design a future VR tourism package that would appeal to you.

TASK



Technology will play an even greater role in our lives. Understanding technology is a necessary civic skill.

The task of your team is to list three things in which technology is almost an essential part of your everyday life.

TASK



The growing amount of waste will pose a significant challenge to the environment and human populations. For example, plastic waste is constantly produced in huge quantities.

The task of your team is to design a future service that would efficiently reuse waste.

VISION



In the future, travelling to space will be easy. For example, trips with space lifts with a view of the planet will be available for tourists.

Robots are being sent to extract resources from different planets, and colonising other planets is also being discussed.

VISION



In the future, human organs and limbs can be artificially produced and installed.

For example, cardiac patients can be given a 3D-printed heart. On the other hand, a person might wish for an extra hand, or an eye that that can also see in the dark.

VISION



In the future, people will be able to order dreams from streaming services like Netflix.

With the help of technology, brain impulses can also be converted into sleep-like images for others to watch. This means that it is also possible to read the thoughts of others.

VISION



In the future, medicine and technology will develop so that people live much longer than at present.

General side effects of ageing, such as skin changes, various diseases and brain ageing, can be slowed down or even fully cured.

VISION



In the future, all vehicles will move from one place to another without a human driver. Instead of humans, the drivers are artificial intelligence and robots.

People in history lessons will be puzzled by a person once having driven a car, for example.

VISION



In the future, most art will likely be produced by artificial intelligence. For example, all music is electronic and perfectly composed and performed for the human ear.

One can also order a hologram of any artist, including deceased individuals.

VISION



In the future, there will be no language barriers. As artificial intelligence will be able to interpret any language in real time so that people understand each other.

Smart glasses also allow people to read any language and see it in their own language.

VISION



In the future, films or video games can be experienced surprisingly realistically in virtual environments.

Artificial intelligence will also make it possible to talk with, for example, film or video game characters.

VISION



In the future, artificial intelligence and robots will evolve to the point where some people will form close relationships with them.

A large proportion of people will even have a relationship with one or more AIs.

VISION



In the future, 3D printing will develop to the point where it can be used to produce almost all the objects needed by humans.

For example, 3D printing of entire residential buildings will be the most common construction method.

VISION



In the future, education and learning will play a very different role than today. Employers will be more interested in competence and skills than in qualifications completed.

People will constantly learn new skills throughout their lives. Studying will often take place alongside work and are also related to work.

VISION



In the future, technological advances will mean that most people will not be engaged in paid work, as artificial intelligence and machines will handle most of the necessary tasks.

Various models will be applied to income, and people's leisure time will increase enormously.

VISION



VISION



VISION



TASK



TASK



TASK



VOTE



In the future, technology will play an even larger role in our lives.

Will many people suffer from technology overdose in the future?

The team will vote yes or no.

VOTE



In the future, climate change is expected to intensify extreme weather phenomena, including floods, droughts, and storms.

Will these challenging environmental problems be solved?

The team will vote yes or no.

VOTE



In the future, travelling to space will be easy. For example, trips with space lifts will be available for tourists.

Will people live permanently on another planet in the future?

The team will vote yes or no.

VOTE



Will it be possible to read people's minds using technology in the future?

The team will vote yes or no.

VOTE



Your time machine arrives at a crossroads.

The team will vote whether you end up in Dystopia, Neutral or Utopia. If the result is a tie, you can select the path by casting the dice.

VOTE



In the future, applications and services that utilise artificial intelligence will increase and become an increasingly important part of our everyday lives.

The team votes whether this will lead to Dystopia, Neutral or Utopia. If the result is a tie, you can select the path by rolling the dice.

VOTE



In the future, freshwater can be one of the most essential resources. Producing and selling water will be a major business, as water is scarce in many parts of the world.

The team votes whether this will lead to Dystopia, Neutral or Utopia. If the result is a tie, you can select the path by casting the dice.

VOTE



In the future, people will have a longer lifespan, and an increasing proportion of the population will be over 65 years old. The number of older people is constantly increasing.

The team votes whether this will lead to Dystopia, Neutral or Utopia. If the result is a tie, you can select the path by casting the dice.

VOTE



VOTE



VOTE



VOTE



METEORITE



**I can't believe it! You hit
the right time and found
the rare Greenstone
Meteorite! Wow, great!**

If you succeed in returning
the meteorite to the present,
you will become billionaires.
However, hurry, as you need to
complete this in five rounds.

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METEORITE



YES



YES



YES



YES



YES



YES



NO



NO



NO



NO



NO



NO





— 1,000.00 —

Future dollars



— 1,000.00 —

Future dollars



— 1,000.00 —

Future dollars



— 1,000.00 —

Future dollars



— 1,000.00 —

Future dollars



— 1,000.00 —

Future dollars



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Future dollars



— 1,000.00 —

Future dollars



— 1,000.00 —

Future dollars