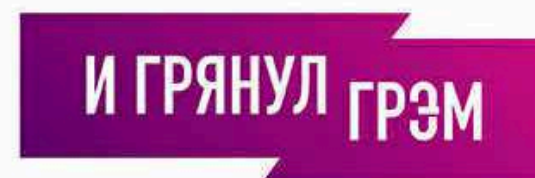


AntiLimbo Game

Belgium

Beyond the Screen



Co-funded by the
Erasmus+ Programme
of the European Union



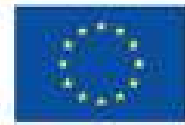
Welcome to the AntiLimbo Belgium game!

Today you will explore Brussels through landmarks, youth culture, game design, and the hidden side of digital life.

This game invites you to look at the city like a player, a detective, and a critical thinker — asking where information comes from, who uses it, and why it matters.

Let's uncover the city step by step.

Good luck!



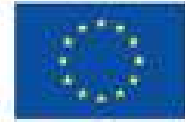
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The KA2 Small-Scale Partnership project “AntiLimbo” is run by Grem, Latvia in cooperation with MoreMosaic, Sweden and Bessonova Outdoor Immersion School, Belgium within Erasmus+ programme framework.

The project aims to enhance the sense of belonging among young Ukrainian refugees in Belgium, Latvia, and Sweden, connecting them to the European Union and its cultural heritage. Through gamification and digital tools, we aim to raise awareness of European cultural history and values, fostering a deeper sense of identity with their new environment and European society.

Disclaimer: Funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or the European Education and Culture Executive Agency (EACEA). Neither the European Union nor EACEA can be held responsible for them.



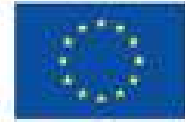
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Welcome to Brussels Challenge!

Before we begin:

please introduce yourself,
say your name,
and share a few words about yourself.



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Before the game begins, each player can choose a special character. Every character has unique knowledge and hidden hints that may help the team solve missions, understand situations, and find the right path.

Choose wisely —
each profession
sees the world differently

- Accountant
- Art Expert
- Chef
- Detective
- Game Expert
- Guide
- Interpreter
- Journalist
- Public Relations
- Youth Worker

Our topic is computer games.

Who likes to play online or mobile games? Who plays every day?

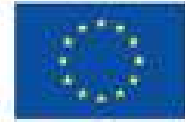
In this game there will be 15 missions and several bonus questions.

I will ask questions and give different missions, and for each task you will have a limited amount of time to discuss and answer as a team.

You may discuss and answer in any language that is comfortable for you. Some tasks may contain English words or phrases, but most explanations and materials will also be available in Ukrainian and Russian.

During the game there will also be several bonus questions.

Correct bonus answers will allow your team to unlock additional professional character cards with special hints and abilities.



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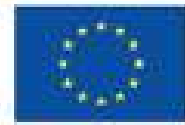
Choose your hero carefully — each character brings the knowledge needed for one of the questions.

Only one player per profession is allowed on each team. Read your hint carefully.

Ready? Let's go!

1. What dangers can online games and apps pose?

What cases have you heard of where an online game ceases to be just a game and becomes dangerous for the young person playing?

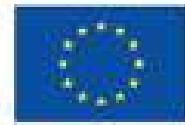


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2. How does a game become popular with teenagers?

**How do you learn about new games?
Come up with as many options as you can.**



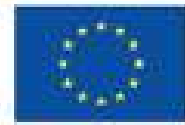
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**3. The pictures show 4 ways
of spreading information
about a new online game -
name them.**

**BONUS QUESTION: Which
Belgian artist's museum is
shown in the first picture?**





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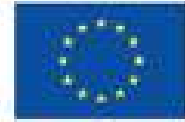
3. KEYS

- a qr code sticker in a museum
- advertisement with a logo next to a comic strip mural
- flyers in a cinema
- personal share via a qr code on one's phone

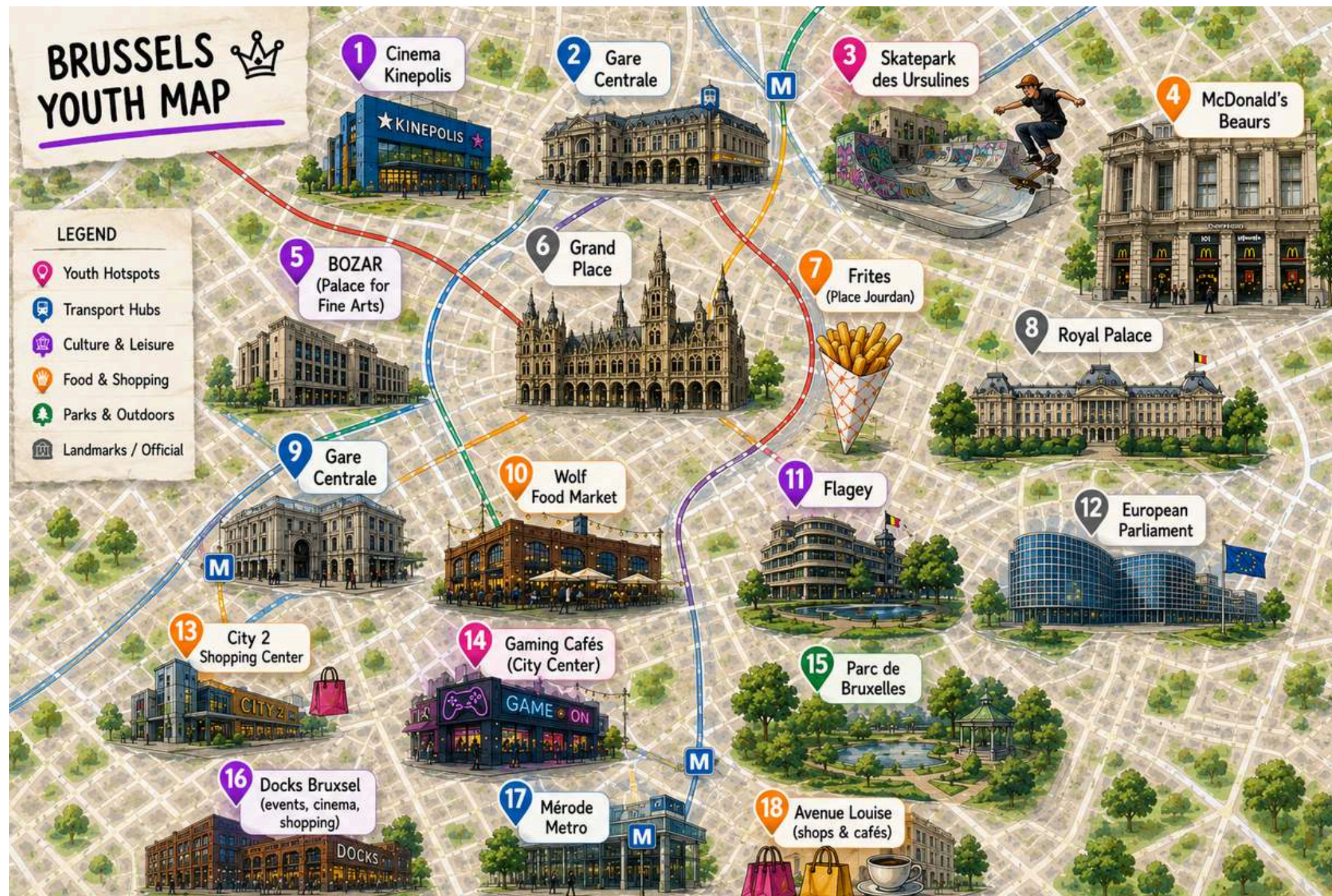


BONUS QUESTION KEY: Rene Magritte Museum





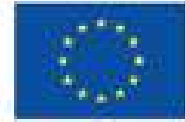
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4. On a map of Brussels, select three locations where teenagers would most likely notice an ad for a new game. Explain why these locations were chosen?

BONUS QUESTION:
Where are tourists allowed only once a year?





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4. **KEY:**

- *skate park*
- *Friterie/Food market/Mc Donald's*
- *Cinema*
- *Shopping mall*
- *Park*
- *Gaming cafe's*



BONUS QUESTION KEY:

Royal Palace is open only for few week in July-August



5. Choose 3 Belgian
national dishes
from the menu

BONUS QUESTION:
Name at least one
brand of Belgian
chocolate

LOCAL FLAVORS.
COOL VIBES.


BRUSSELS
COOL EAT
Resto
MENU

GOOD FOOD.
GOOD MOOD.

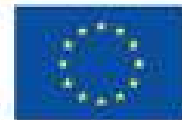
	Oysters Устриці Устрицы € 16.50		Chocolate Шоколад Шоколад € 6.50
	Cinnamon Roll Булочка з корицею Булочка с корицей € 4.20		Lingonberry Jam with Meat Брусничне варення з м'ясом Брусничное варенье с мясом € 18.90
	French Fries Картопля фрі Картошка фри € 3.90		Mussels Мідії Мидии € 16.90
	Schnitzel Шніцель Шницель € 15.80		Quinoa Кіноа Киноа € 8.90
	Dumpling Soup Суп з кльоцками Суп с клецками € 6.90		Herring Оселедець Селедка € 7.20
	Ice Cream Морозиво Мороженое € 4.80		Stoofflees М'ясо в пиві Мясо в пиве € 15.50

EAT LOCAL

LIVE COOL

LOVE BRUSSELS





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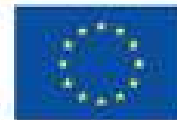
5. KEYS

- French fries
- Chocolate
- Mussels
- Stoofflees

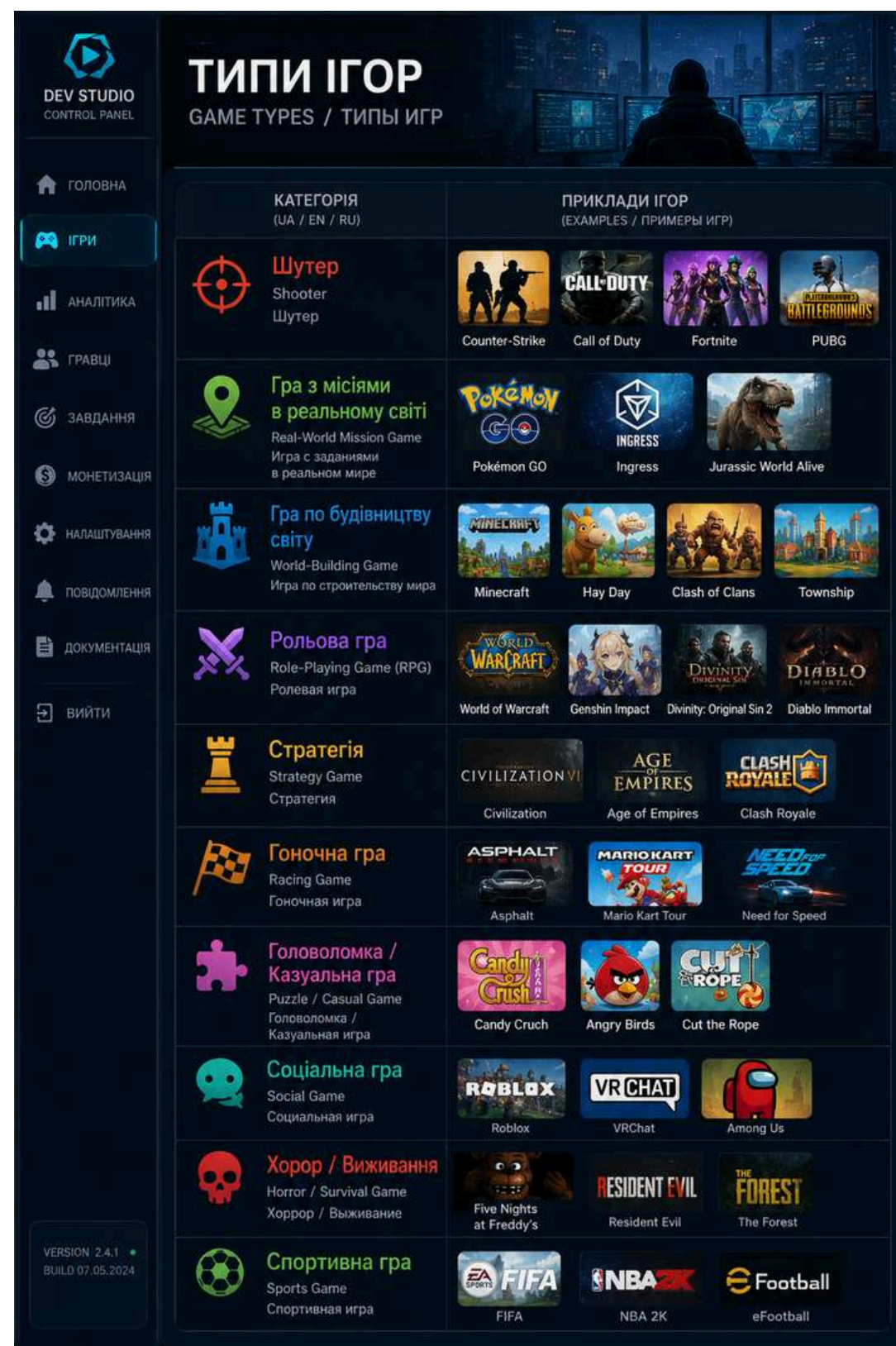
5. BONUS QUESTION KEY:

Neuhaus, Godiva, Leonidas,
Guylian, Pierre Marcolini,
Côte d'Or, Galler





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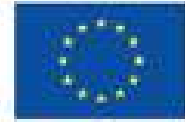
6. Imagine you're a game developer with malicious intent.

What type of game would you create to:

- gather information about people,
- influence their behavior,
- or force players to perform real-world actions?

Choose a game type and give three reasons why.





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Video question:

7. Imagine your team has received an official invitation from the European Parliament to the opening of the "Echo of Time" memorial in Brussels. Watch the screen!



EUROPEAN PARLIAMENT
The voice of Europe

Directorate-General
for Communication

European Parliament
60, rue Wiertz
B-1047 Brussels
Belgium

Ref. COMM/INV/2025/05/ECHO-TIME

Brussels, 24 April 2025

INVITATION

to the official opening of the memorial project
"An Echo in Time"

Dear Participant,

The European Parliament has the honour of inviting you to the official opening of the memorial project "An Echo in Time", dedicated to the memory of the victims of totalitarian regimes in Europe.

The event will take place in the European Quarter of Brussels, near the buildings of the European Parliament, in the presence of representatives of European institutions, cultural organisations, architects and researchers of historical memory.

The project "An Echo in Time" is dedicated to the victims of Nazism, Fascism and Soviet Communism. The memorial is based on thousands of real letters written by prisoners, deportees, dissidents and victims of political repression throughout Europe. Its goal is to preserve the human voices interrupted by dictatorship and violence as part of our common European memory.

In connection with your participation in the event, we kindly request you to provide the following in order to confirm your travel:

- cost estimates for transport tickets,
- cost of accommodation for one night,
- your bank details,

which are necessary for the subsequent assessment of reimbursement of expenses in accordance with the rules of the European Parliament.

Additional organisational information will be sent to registered participants in due course.

Yours sincerely,

Maria Smith
Director for Communications
Directorate-General for Communication
European Parliament
Brussels



Echo of Time Project



Your task:

- determine the closest international airport to you,
- calculate the route to Brussels European Parliament place from the capital of your country by day 1 next month,
- calculate the approximate travel budget for the entire group.

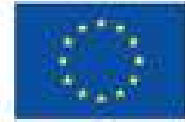
The Belgian team calculates:

- the route from a city (not Brussels) to the European Parliament,
- the departure time,
- and the most convenient way to get to the ceremony site.

Think about it:

which transport will be the fastest, the cheapest,
and which will be the most convenient for your team?





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**8. Now imagine: you're already at the
European Parliament in Brussels.**

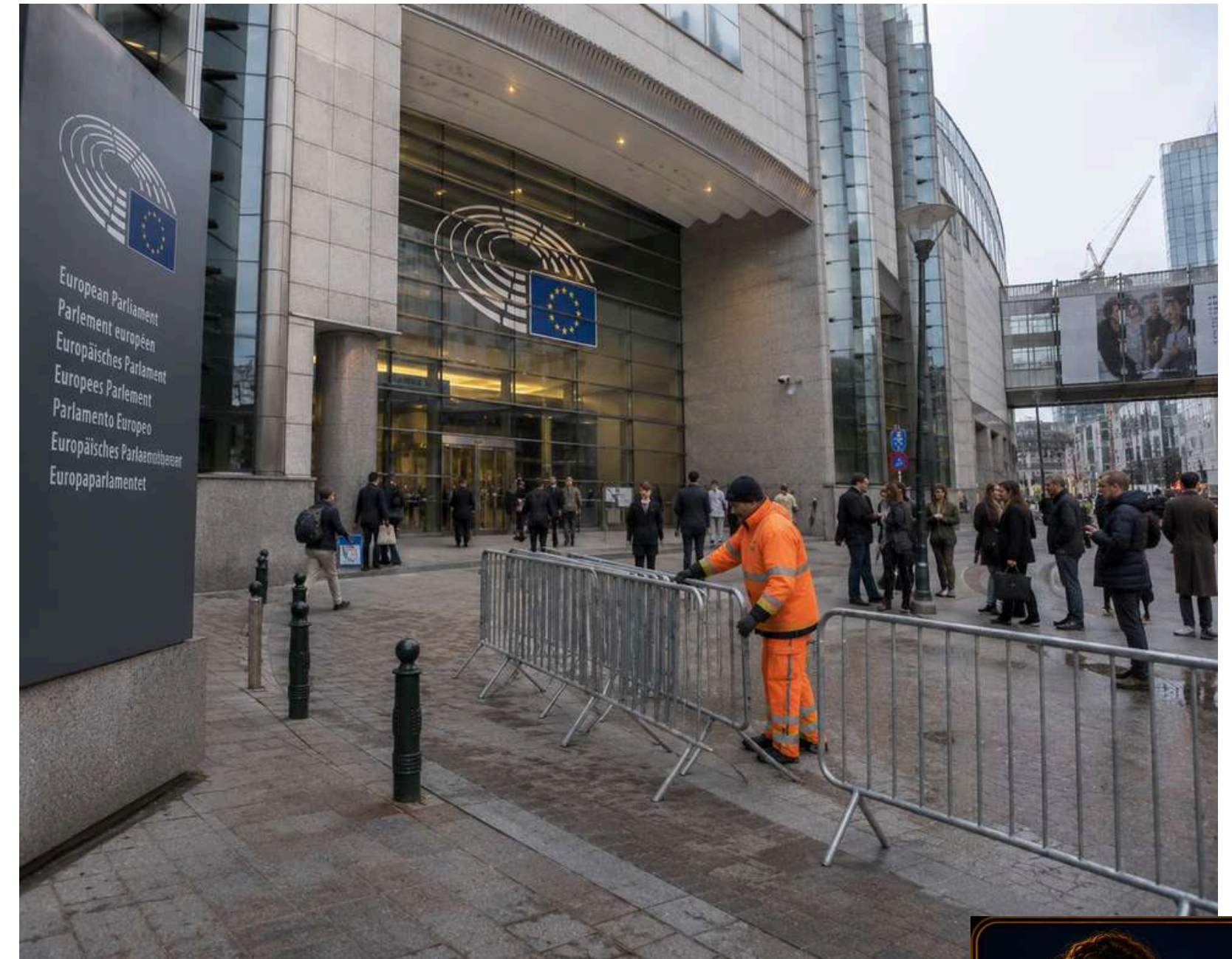
**The game task requires you to take a
photo of an employee installing barriers
near the entrance.**

**Question: Is this still just a game—or are
you already being used for someone
else's purposes?**

Why do you think so?

Think about it:

**Where is the line drawn between a game
task, information gathering, and
observation of real objects?**



9. The next mission of the game:

Find out the name of the employee installing the barriers near the entrance.

But there's a problem: he doesn't speak any English.

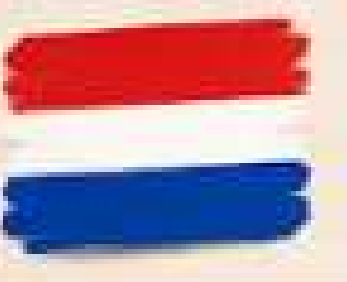
**Your task: come up with two original ways
to try to find out his name so he understands you.**

You can use:

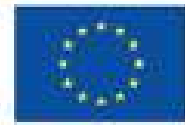
- French,**
- Dutch,**
- gestures,**
- a phone,**
- an interpreter,**
- drawings,**
- or any other ideas.**



9. KEY:

	FRANÇAIS FR	<i>Bonjour monsieur, je pense que je vous connais. Comment vous appelez-vous ?</i>
	NEDERLANDS NL	<i>Hallo meneer, ik denk dat ik u ken. Hoe heet u?</i>





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10. Now imagine:

the game has already asked you to take a photo of an employee near the European Parliament and find out their name.

Next task:

explain why the game developer might need this information.

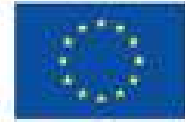
How could they use:

- a photo,
- a name,
- a place of work,
- and the time the person was present near the facility?

Think about it:

at what point does a simple game task begin to turn into collecting information about a real person?

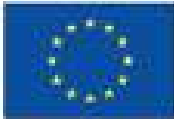




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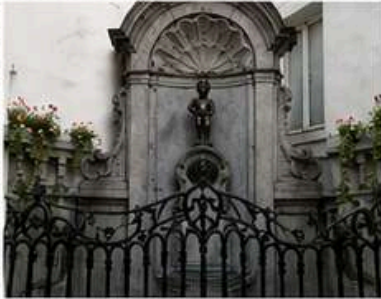
11. What Brussels buildings are depicted in the picture? And which ones might be of interest in such "games"?

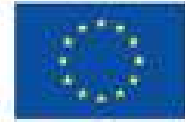


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11. KEY:

	АТОМІУМ ATOMIUM АТОМИУМ		ПАЛАЦ ПРАВОСУДДЯ PALACE OF JUSTICE ДВОРЕЦ ПРАВОСУДИЯ		МУЗЕЙ ШОКОЛАДУ CHOCOLATE MUSEUM МУЗЕЙ ШОКОЛАДА
	КОРОЛІВСЬКИЙ ТЕАТР ЛЯ МОННЕ LA MONNAIE ROYAL OPERA HOUSE КОРОЛЕВСКИЙ ТЕАТР ЛЯ МОННЕ		ЦЕНТРАЛЬНИЙ ВОКЗАЛ БРЮССЕЛЯ BRUSSELS CENTRAL STATION ЦЕНТРАЛЬНЫЙ ВОКЗАЛ БРЮССЕЛЯ		ТРАДИЦІЙНА ФРИТЮРНИЦЯ TRADITIONAL FRITERIE ТРАДИЦИОННАЯ ФРИТЮРНИЦА
	БУДІВЛЯ ЄВРОПЕЙСЬКОЇ КОМІСІЇ EUROPEAN COMMISSION BUILDING ЗДАНИЕ ЕВРОПЕЙСКОЙ КОМИССИИ		ШТАБ-КВАРТИРА НАТО NATO HEADQUARTERS ШТАБ-КВАРТИРА НАТО		КОРОЛІВСЬКИЙ ПАЛАЦ БРЮССЕЛЯ ROYAL PALACE OF BRUSSELS КОРОЛЕВСКИЙ ДВОРЕЦ БРЮССЕЛЯ
	ЄВРОПЕЙСЬКИЙ ПАРЛАМЕНТ EUROPEAN PARLIAMENT ЕВРОПЕЙСКИЙ ПАРЛАМЕНТ		МУЗЕЙ РЕНЕ МАГРИТТА MAGRITTE MUSEUM МУЗЕЙ РЕНЕ МАГРИТТА		ПІСЮЧИЙ ХЛОПЧИК (МАННЕКЕН-ПІС) MANNEKEN PIS ПИСАЮЩИЙ МАЛЬЧИК (МАННЕКЕН-ПИС)



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12. Imagine:

the game starts asking you to complete real-life tasks—
take photos of yourself,
send videos,
share your location,
or complete "secret missions" to advance to the next level.

Question:

Besides spying on objects or people, how else could such tasks be dangerous for teenagers?

Think about it:

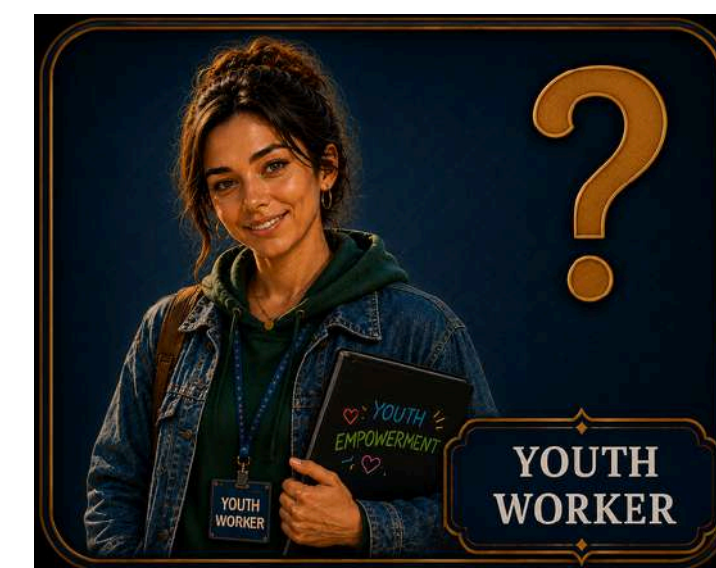
- what personal information might a person begin to voluntarily give out,
- how can a game gradually change the boundaries of "normal,"
- and why dangerous tasks rarely appear immediately.



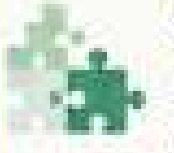
**13. You realize the game is starting to cause harm:
it asks for dangerous tasks,
manipulates players,
collects personal information,
or forces them to hide what's happening from adults.**

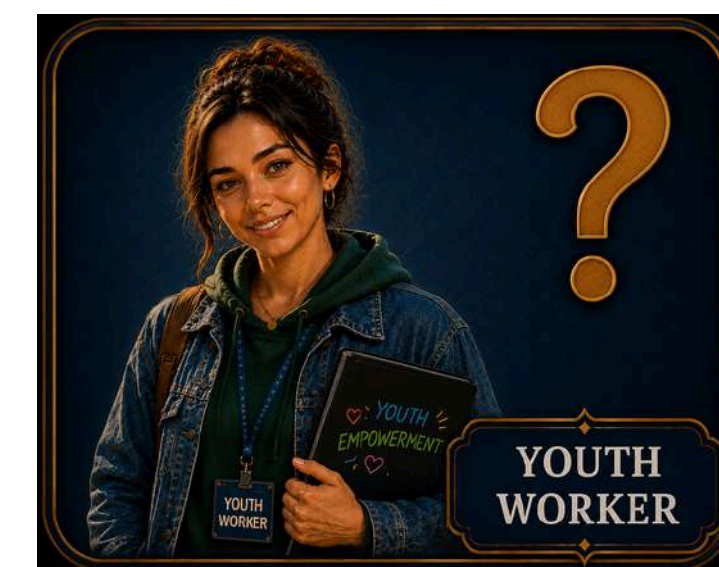
Your task:

**Name as many people, services, and organizations as
possible
to whom you can and should report this game.**



13. KEY:

 Європейські та міжнародні організації: European and international organisations: Европейские и международные организации:		
 EUROPOL Supports law enforcement cooperation in Europe. www.europol.europa.eu	 Better Internet for Kids (BIK) European network for safe internet for children. www.betterinternetforkids.eu	 EU Safer Internet Centres Help and resources on digital safety. www.saferinternetcentres.eu
 INHOPE Hotline network for reporting illegal content on the internet. www.inhope.org	 UNICEF Protects the rights of children and supports young people in difficult situations. www.unicef.org	 Missing Children Europe Supports families, search for missing children and awareness. www.missingchildren europe.eu
 Приклади організацій у Бельгії: Examples of organisations in Belgium: Примеры организаций в Бельгии:		
 Child Focus Help for children and parents in difficult situations. www.childfocus.be	 Federal Police Belgium Report suspicious games, cybercrime and online exploitation of children. www.police.be (or your local police station)	 Safeonweb.be Tips and possibility to report internet threats. www.safeonweb.be
 CLB / PMS School support services (psychological and social counselling). www.clbonline.be	 Télé-Accueil / Awel Free and anonymous helpline for young people. 103 www.awel.be	 Youth Welfare Services (OCMW / CPAS) Social support for young people and families. www.mi-ls.be



**14. In Belgium, teenagers were able to influence the country's laws:
Starting in 2022, young people aged 16 and older have the right to vote.
This shows that teenagers' opinions truly matter.
Imagine you were tasked with developing new safety rules for online games.**

What laws or restrictions would you propose to protect teenagers from:

- dangerous tasks,**
- manipulation,**
- personal data collection,**
- and real-life pressure?**

Think about it:

- what tasks should be banned,**
- who should be responsible for game safety,**
- and what should adults pay attention to?**

15. What new things did you learn about Belgium?

And what surprised you?

Today we explored Brussels through games, culture, youth life, and the hidden side of the digital world.

We discovered how online games can influence behavior, collect information, and sometimes blur the line between entertainment and manipulation.

We also learned more about Belgium, its people, institutions, and the role young people can play in protecting themselves and others in the digital age.

We hope this game helped you see both cities and games differently — with curiosity, critical thinking, and teamwork.

Thank you for being part of AntiLimbo. 💙💛