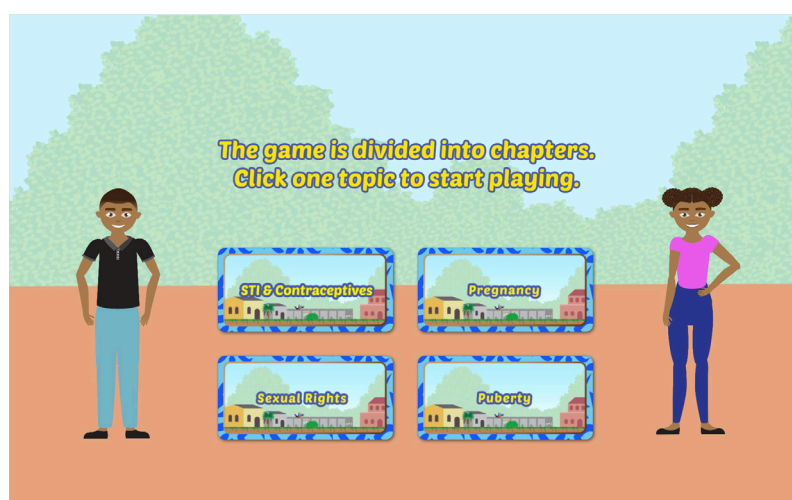# Let's play the Dilemma game!

The Dilemma game is divided into four chapters covering various topics within Sexual and Reproductive Health and Rights. The dilemma game invites users on a journey to Freetown, Sierra Leone where the user can explore the big city's School, Market, Health Clinic, Church and Mosque. Throughout the game, users are met with dilemmas and learning flows, where educational quizzes, storytelling, interactive videos and mini-games will empower, educate and engage users in learning about Sexual Rights, Puberty, Pregnancy, STI's and Contraceptives.

The visual design, the stories, main characters, and guiding characters, as well as the background music, sound effects and the voices of the game, has been co-created in partnership with Save the Children Sierra Leone, Save the Children Denmark, creative and dedicated students of Limkokwing University who teamed up with talented girls and boys from Aberdeen, Murray Town, Connaught, and Cockle Bay community in Freetown, Sierra Leone.

The Dilemma game can be played individually, in a small group, in a youth club, girls/boys club or in a classroom setting. When played in groups, the Dilemma game works as a dialogue tool - empowering users with a language to discuss SRHR amongst each other, and a safe learning space where taboo topics become fun and normalized through games and storytelling.

Table of Content

Learning objectives

Chapter 1: Puberty

Playing the Puberty game-level, users will learn about puberty for both girls and boys. Users will learn about the female reproductive system with a specific focus on body development, the uterus, ovulation and menstruation. Users will also learn about puberty for boys, with a focus on body development, the male reproductive cell and the occurrence of wet dreams and changing voice.

Chapter 2: Pregnancy

This game-level teaches users about how a woman becomes pregnant and how a baby develops; from being a fertilized egg to being a baby ready for birth. Users will also learn about fatherhood and motherhood, and the responsibilities you have as a parent. This game-level also presents users with the consequences of teenage pregnancy, how teenage pregnancy can be fatal to girls and why parenthood is for adults, not children.

Chapter 3: Sexual Rights

This game-level introduces users to the UN Convention on the Rights of the Child. Users learn what children's rights are and how this law protects all children. Users learn about private body parts and that is in every child's right to say no. Through storytelling, users are introduced to 'sugar daddies' and 'sugar mamas' and users learn to reflect on whether free offerings come with(out) expectations.
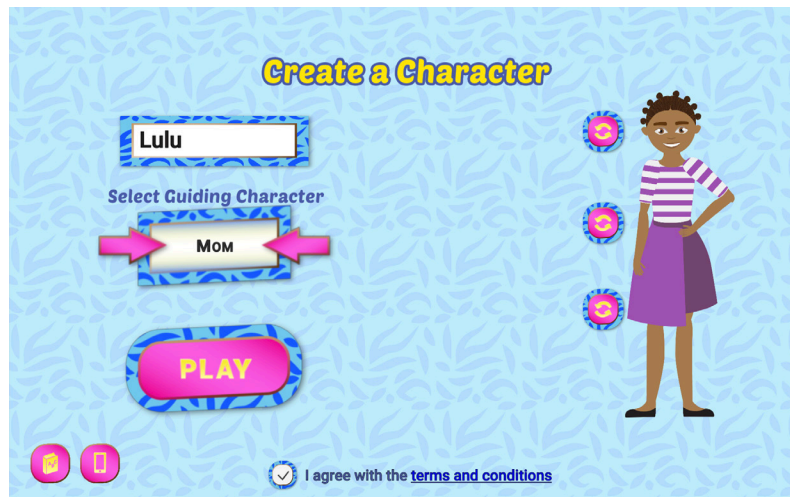

Chapter 4: STI's and Contraceptives

Users are introduced to various STI's and learn about symptoms, treatment methods and the risks that may come with carrying an STI. This game-level introduces users to Gonorrhea, HIV, Chlamydia, Herpes, Syphilis and Hepatitis B through stories shared by men and women. Users are also introduced to contraceptive methods and learn which methods are the safest protection against STI's and pregnancy.

Let's play!

First, create your character. Choose a gender and personalize your character by changing his/her clothes and hair. Give your character a name, and select the guiding character that you wish help and advice from throughout the game:
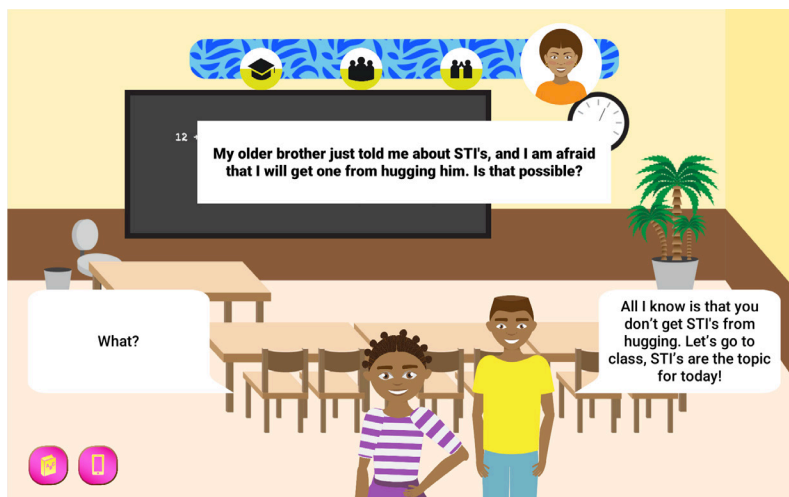

Welcome to Freetown!
Introduction screens will inform users about the gameplay, teaching users how to play and introducing the different situations that users will encounter while playing:

Playing on a tablet? Use your finger to drag the map around to explore different locations in your community, such as Home, Neighbourhood, School, Market, and Health Clinic. These locations hold various dilemmas and learning flows on different SRHR topics. Click any location marked with a "?" to get started:

You will be faced with different dilemmas throughout the game. Depending on the choices you make, your decision in the dilemmas will affect your future in a good or bad way. This teaches users that decisions can have consequences and that decisions might affect several factors in life.

The top bar shows your guiding character and your three Values:
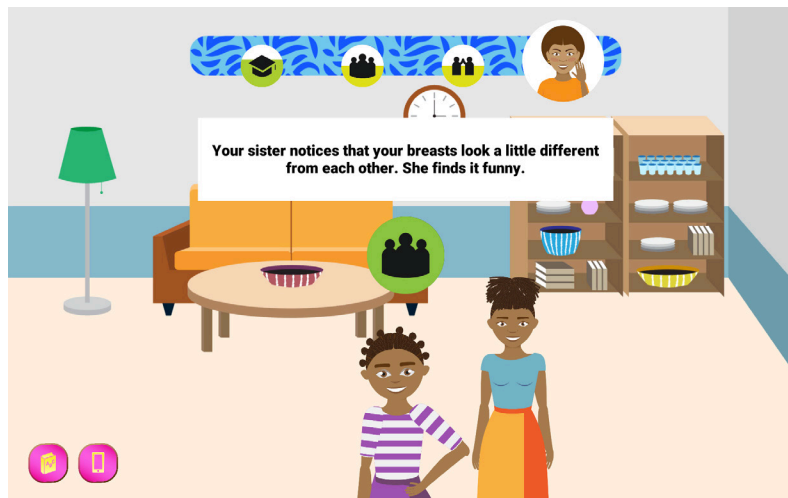- *Education*
- *Family*
- *Friends*

Your Values will increase (green) or decrease (red) depending on which choices you make. To win the game you must have 1 fully green Value.

Example: If you make a decision to skip school, this will affect your education why your Education Value will decrease:
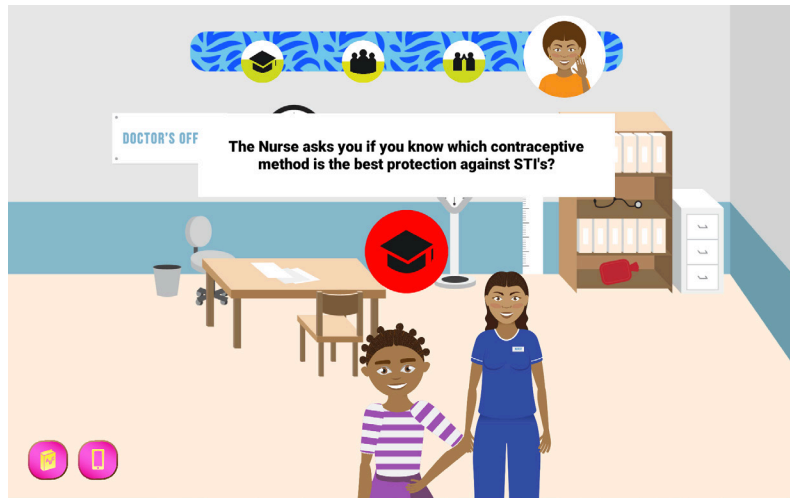

When you have made a decision that positively affects one or more of your Values, you will see a pop-up celebrating your choice:
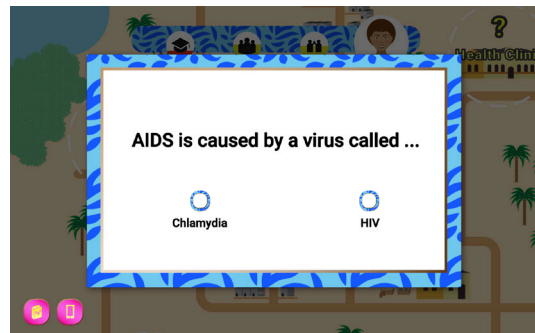
When you have made a decision that negatively affects one or more of your Values, you will notice that your Values are decreasing:
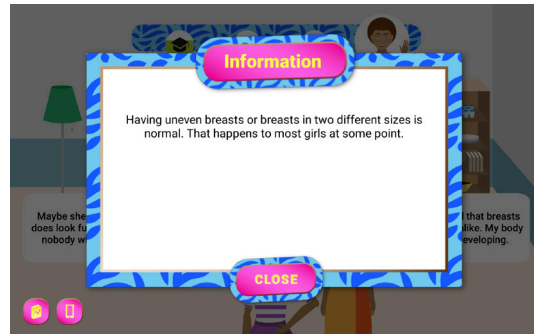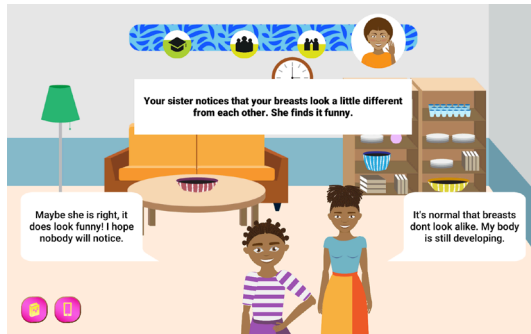

If you have made too many bad decisions, one or more of your Values might have turned red and start shaking. This is your opportunity to re-fill one of your Values - click the Value to take a quiz.
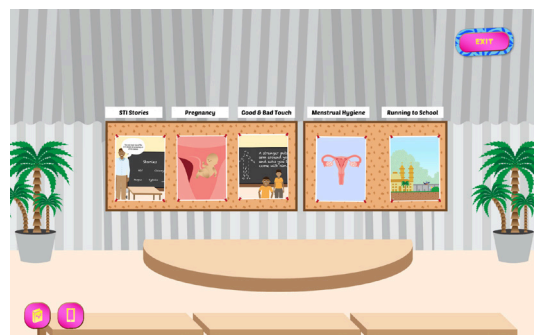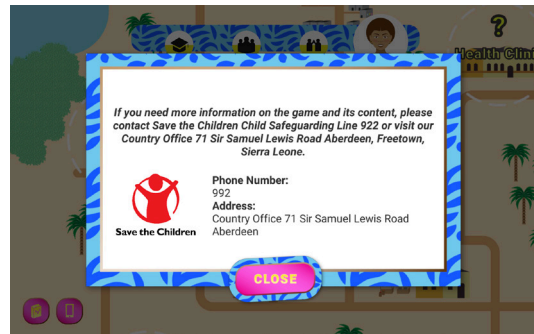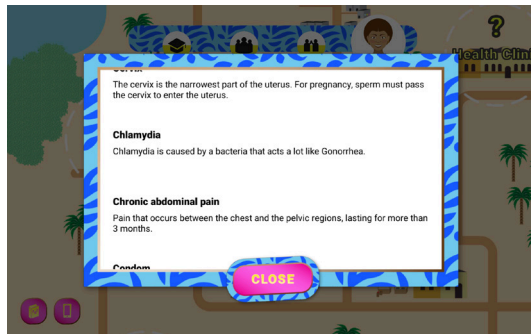
In some dilemmas, it may be very difficult to know which decision to go with. But you are not alone! You always have the option of asking your Guiding character for help and for more information that may help you make a decision. You can trust your Guiding character, he/she wants you to succeed!

The Community Center is a location on the map that you can always visit! From the Community Center, you are able to play all the educational minigames and watch all the educational videos from the Chapter you are currently playing:

In the left corner of the map, you will find the Dictionary and the Help button. The Dictionary can help you understand any Sexual and Reproductive Health and Rights term and provide you with more information on SRHR topics.

The Help button provides you with contact info of Save the Children Sierra Leone, in case you have any questions about the game and its content.
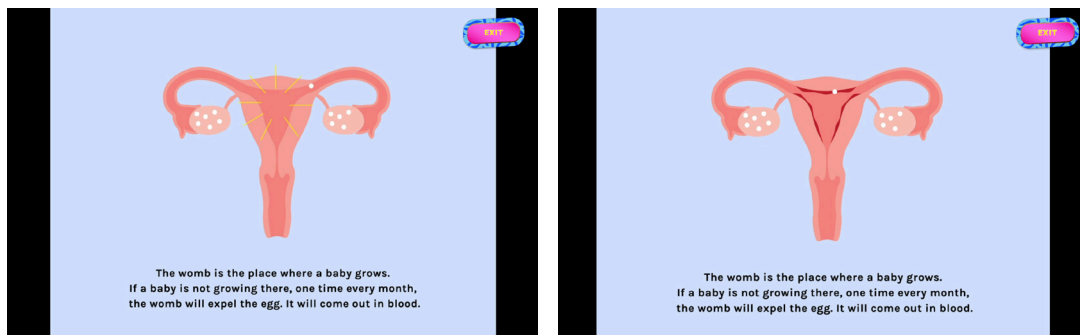
Learning Flows

A learning flow is a group of educational dilemmas leading up to a flow of more concentrated learning on a specific SRHR topic.

Some learning flows, such as Pregnancy and Menstruation, takes the user to the Health clinic. This teaches users where to go - also outside the game, in real life - if they question whether they might be pregnant. No matter which decision the user will make in a dilemma leading up to a learning flow, the user will proceed to the learning flow.
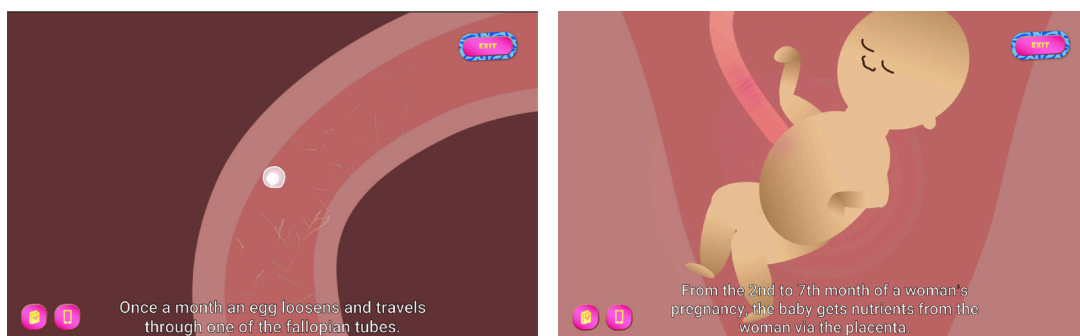
Learning Flow 1: Menstruation
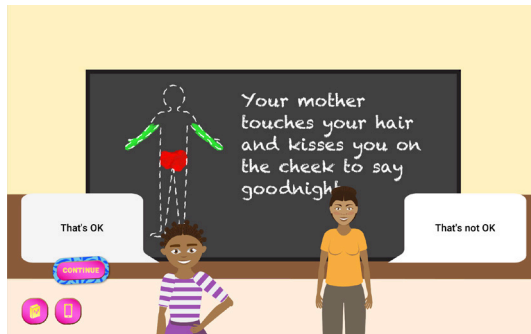A video teaching users about menstruation and the female reproductive system:

Learning Flow 2: Pregnancy
A minigame that takes place in the uterus. You play the egg roaming around, exploring the uterus space. During the Pregnancy minigame, the user will learn how a baby develops during pregnancy; from being a fertilized egg till being ready for birth:

Learning Flow 3: Sexual Rights

A minigame inviting the users to reflect on what good touches and bad touches are. This minigame takes place at school. Through visuals and storytelling, the users are presented with various scenarios involving family members, peers and strangers.

Learning Flow 4: STI's

An interactive minigame where the user is presented to various stories told by women and men who have experienced STI's. The minigame teaches the users about STI symptoms and treatment methods, followed by a quiz to detect the users learning progress.

Learning Flow 5: Don't miss school

The running game is a simple and fun minigame where you are running to school and must overcome some obstacles on the way. Click to jump!

After playing, you can share your high score on Whatsapp and Facebook to battle your friends!