



GAME INSTRUCTIONS

AIR AND SPACE
POWER CENTRE



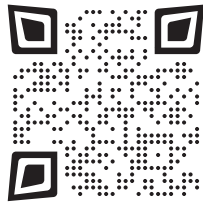


AIR AND SPACE POWER CENTRE

The Royal Australian Air Force's Air and Space Power Centre is the centre of excellence for air and space power thinking focused on Australia's strategic context.

The Air and Space Power Centre develops and facilitates research and communication on the future of air and space power in relation to Australia's strategic interests and capabilities.

The Centre informs policy and decision-making on the role, focus, shape, and use of air power and space power in support of Australia's national interest, and in close cooperation with our neighbours and partners.



AIR AND SPACE POWER IN A BOX

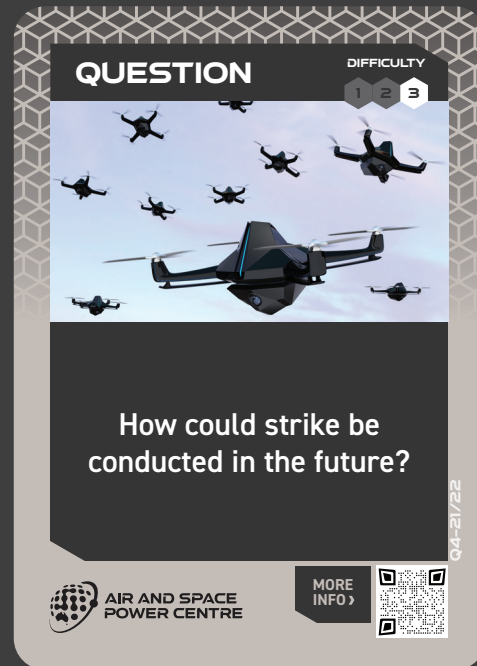
Air and Space Power In a Box facilitates focused conversation on the future of air and space power.

The aim is for players to explore a range of air and space power concepts and issues. Game play builds increasingly complex scenarios and allows players to explore ways to prepare and employ air and space power as part of the joint force.

QR CODE

Each card features a QR code in the lower-right corner.

The QR code provides a link to a website with resources that provide information about the card topic.



SET UP

Air and Space Power In a Box includes a game board and 96 playing cards.

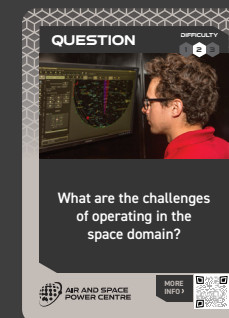
There are 38 Question cards, 18 Effect cards, 22 Environment cards and 18 Context cards. The Question, Effect and Environment card packs also include cards that can be used to write your own Question, Effect or Environment.

Separate cards by category into decks of Question, Effect, Environment and Context cards. Shuffle each card deck and place each card deck face-down on or adjacent to the game board.

As cards are drawn from each deck during game play, place in the relevant section of the game board:

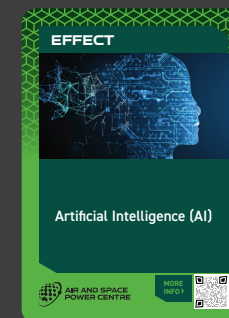
1.

Question cards



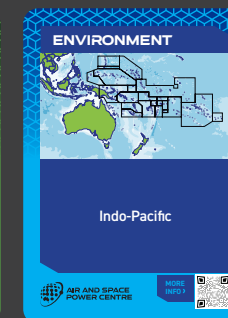
2.

Effect cards



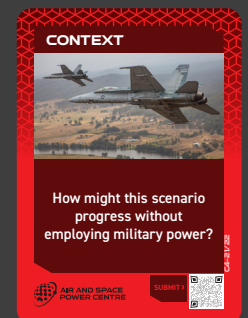
3.

Environment



4.

Context



HOW TO PLAY

Air and Space Power In a Box

is designed for 2-6 players and a playing time of 30-60 minutes. The length of the game depends on how long players would like to engage in the discussion. The game can be played with a facilitator.

Draw a **Question** card, place the card face-up on the **Question** section of the game board. All players discuss the current and future air and space domain implications of the question. The QR Code provides a link to resources on the question topic.

Once the group has discussed the **Question** card, draw an **Effect** card. Place the **Effect** card on the **Effect** section of the game board and discuss how this effect in the air and space domain relates to the **Question** card. The QR Code provides a link to resources on the effect topic.

Once the group has discussed the **Effect** card, draw an **Environment** card and place this on the **Environment** section of the game board.

The **Environment** card has now built a scenario to be discussed together with the **Question** and **Effect** cards. Discuss this scenario in the air and space domains. The QR Code provides a link to resources on the environment topic.

Players determine the discussion points the scenario presents. The aim is for players to have an informative discussion.

Context challenge

For an additional challenge, introduce a context variation to the scenario. Draw a **Context** card and place this on the **Context** section of the game board. Continue discussing the scenario in relation to this context.

The game is completed when the players agree that the implications of the scenario with reference to the current and future air and space domains have been discussed.

To commence a new game scenario, repeat the game process, commencing with drawing a **Question** card.

DIFFICULTY LEVEL

Each **Question card in Air and Space Power In a Box has a difficulty level, which indicates the complexity of the question.**

The difficulty level is shown in the top-right corner of each card. The difficulty level allows for varied levels of knowledge among players and different lengths of discussion.



Level 1

—
Introduce terminology and concepts to facilitate exploratory discussion.



Level 2

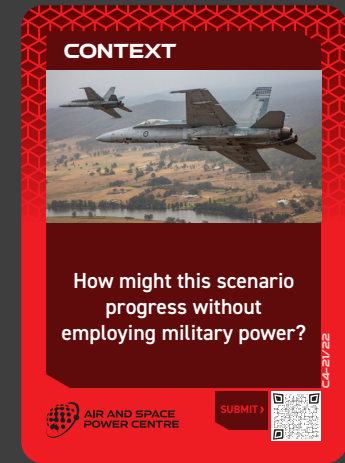
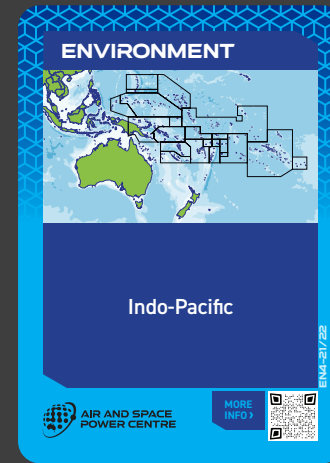
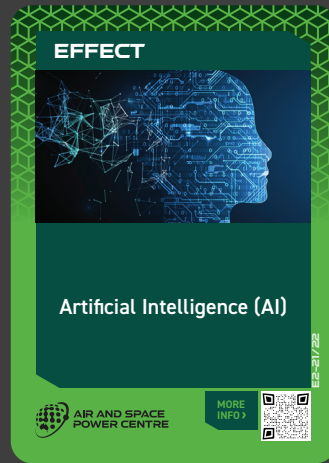
—
Apply air and space power terminology and knowledge to more advanced discussion.



Level 3

—
Incorporate high-level concepts to facilitate complex discussion.

HOW TO PLAY - EXAMPLE



Select a **Question** card and discuss as a group

- › What is the space domain?
- › What are some of the challenges of maintaining ongoing activities in space?
- › What capabilities currently operate in the space domain? What could? What are some of the challenges of maintaining ongoing activities in space?
- › How may the capabilities evolve in the future?
- › What technologies could drive future space capabilities?

Select an **Effect** card

- The **Effect** card is discussed in relation to the **Question** card and starts to build a scenario. Discuss the scenario in the group.
- › How might AI affect space capabilities and operations?
 - › How much autonomy should be given to AI?
 - › What ethical considerations could be raised by using AI in military space activity?

Select an **Environment** card

- › How could space conflict and AI affect the Indo-Pacific region?
- › What might integration of space and AI capabilities in non-military areas mean for the Indo-Pacific region?
- › What space-based capabilities could benefit activities in the Indo-Pacific region?

Select a **Context** card

- › Who should own the intellectual property for AI and technology?
- › Could a conflict in the space domain be won without employing space-based assets?

CONTRIBUTE!

Did your discussions while playing Air and Space Power In a Box raise issues that you'd like to see addressed in the air power and space power context?

Did you use the 'Write your own question' cards?

If so, we'd love to hear from you.

Please send your ideas and questions to the Royal Australian Air Force's Air and Space Power Centre.

Contact details can be found via the Air and Space Power Centre QR Code.

