



The Trading Game That Builds A Better World

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Use this QR code to find updated rules and “peek-sheets” to use during game play.

<https://GameChangers.World/WorldPieces>

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WorldPieces®

The Trading Game That Builds A Better World

Welcome to **WorldPieces®**, where world resources run critically low and lives are at stake. The objective of the game is for every player to ensure their own survival while also working together to save our planet. But is everyone pulling in the same direction? Who can best use their wits and skills to see hidden agendas, negotiate imaginative trades, and collaborate enough to win their game?

The **WorldPieces®** Game grapples with the impact human products have on life on earth. In Phase 1, players explore how everyday products deplete vital resources. In Phase 2, players with different motives negotiate and trade to meet their unique goals, and perhaps, restore enough resources to create a Happy World!

Requirements:

3 to 6 Players, 8+ years old
45 to 75 Minutes

Inside the Box:

- 1 Gameboard
- 1 World Puzzle (2-sided)
(30 pieces, Side A: World Resources, Side B: Happy World)
- 30+ Impact Tokens (black)
- 30+ Healing Rings (green)
- 20 Power Tokens (white)
- 30 Product Cards
- 16 Profile Cards
- 60 Money (20 bills each of 5's, 10's, 20's)
- 2 Dice
- 6 Colored Pawns

Before You Begin

Resource Sectors:

The “word side” of the World Puzzle represents resources we use to make, sell, consume, and dispose of everyday products. For example, when we make cars, we use metals from land and knowledge from science, among other resources. If you think about it, every product uses or affects every resource in some way.

The World Puzzle has 10 Resource Sectors, including natural resources like Water, Air, Land, Plants, Animals, and derived resources like Energy, Health, Knowledge, Rights, Commons. Commons are human-made resources (roads, sanitation systems, energy grids, etc.) that are used by everyone. Each Resource Sector of the World Puzzle is comprised of three puzzle pieces of the same color.

Before playing the game, it's a good idea to assemble the World Puzzle as a group and discuss all of the resources shown. See page 10 for guidance.

Elements of Trade:

EVERY aspect of **WorldPieces®** is up for negotiation and trade. If players run out of money (which is likely), they can trade other game elements to achieve their goals:

Puzzle Pieces represent natural and societal resources used to produce and trade everyday products.

Product Cards represent the goods people create to use and trade with each other.

Impact Tokens represent how production, distribution, consumption, and disposal of products affect world resources. Impact Tokens can also be used to block Product Cards from receiving landing fees.

Healing Rings represent our conscious effort to restore and replenish world resources. Healing Rings can also be used to unblock Product Cards so they can once again receive landing fees.

Power Tokens enable players to activate their special power.

Money allows players to trade value among each other.

Player Profiles:

During the game, each player takes on the particular role shown on their Profile Card, which indicates their special power and their unique path to victory. Some players may want to work together while others may not. Players may choose to reveal their profile at any time, but they must reveal their profile whenever they invoke their special power. Profiles include:

Activist: Your goal is to restore the world as quickly as possible. You win if all 10 sectors are restored. Special Power: Use your power token to command any player(s) to restore one sector and receive all the benefits.

Tycoon: Your goal is building business. You win if you accumulate at least three unblocked triples (product cards of the same color). Special Power: Use your power token to take two product cards from any one or two players to add to your enterprise.

Humanitarian: Your goal is public well-being. You win if at least 8 sectors are restored AND every player has at least \$25. Special Power: Use your power token to take a total of \$50 from up to three players to distribute as you please.

Robber: Your goal is to get money. You win if you accumulate at least \$160. Special Power: Use your power token to claim \$50 from any player(s) attempting to restore a sector.

Healer: Your goal is to solve problems. You win if at least 8 Sectors are restored AND no player has an Impact Token blocking any of their Product Cards. Special Power: Use your power token to receive 3 Healing Rings that you can use at any time to unblock *any* Product Card(s).

Politician: Your goal is to please everyone. You win if the Tycoon and the Humanitarian also reach their goals. Special Power: Use your power token to seize one half of the proceeds from a player who invokes their special power.

Set Up

(5 - 15 Minutes)

1. Open the game board onto a flat surface. Assemble the World Puzzle word-side-up on top of the “Sad World” picture at the center of the game board.
2. Separate the black Impact Tokens from the green Healing Rings. Deal out 30 black Impact Tokens to all the players. If there are four players, two players will receive an extra token. Set aside the green Healing Rings for later.
3. Distribute money and a Power Token to each player. For 6 players, allot \$50 each. For 5 players, allot \$55 each. For 4 players, allot \$60 each.
4. Shuffle the Product Cards and place them in a stack face down next to the game board.
5. Ask each player to select a pawn and place it on any space on the board they choose.
6. Compile and deal the deck of Profile Cards as follows:
 - For 6 players - Activist (2), Tycoon (2), Robber (1), Healer (1); OR one of each card.
 - For 5 players - Activist (2), Tycoon (1), Robber (1), Healer (1); OR any five cards.
 - For 4 players - Activist (2), Tycoon (1), Robber (1); OR any four cards.

Shuffle and deal one Profile Card to each player, face up (less difficult) or face down (more difficult) as desired.

Phase 1: Diminishing Resources

(20 - 30 Minutes)

In Phase 1, players explore how vital resources are used to make everyday products. Piece by piece, they remove resources from the World Puzzle as they discuss how products affect resources when they are made, moved, used, or discarded.

In turns, starting with the eldest player, ask each player to:

1. **Place** any number of their black **Impact Tokens** onto the center of the board. If a player is out of Impact Tokens, then they are out of turns in Phase 1.
2. **Draw Product Cards**, equal to the number of Impact Tokens placed, from the top of the deck and place them face up in front of themselves. Consider how making, moving, using, or disposing the products use any of the resources of the World Puzzle.
3. **Remove Puzzle Pieces** equal to the number of Product Cards drawn. Choose pieces from *different* resource sectors of the World Puzzle if possible. Place the puzzle pieces word-side-up near the Product Cards. Discuss briefly how one of the products drawn affects at least one of the resource pieces removed.

For example, if a player draws the Jacket card and removes a piece of the Animal sector, they might say: "When we make Jackets, we use leather taken from cows." Or, if a player draws the Car card and removes a piece of the Land sector, they might say: "When we make roads for cars, we use lots of Land."

Important: There are no "right" answers during this phase of the game. The goal is to discuss as a group the many ways everyday products affect the resources that sustain life on earth.

Note: The color of resources on the World Puzzle are not correlated to the colors of the Product Cards. Every product affects every resource at some point in its life cycle, whether directly or indirectly.

Phase 2: Restoring Resources

(20 - 30 Minutes)

In Phase 2, business begins. Read out loud the profiles listed on page 4. Ask each player to carefully review their Profile Card to make sure they know their unique goal, path to victory, and special power. Clockwise in turns, starting with the youngest player, ask each player to:

1. Roll the dice and advance their pawn the number of spaces rolled.
2. Pay landing fees to the holder of the product landed upon:
 - Double fees if the owner has all three Product Cards of the same color (a triple), and no card within the triple is blocked.
 - Zero fees if the Product Card is blocked by an Impact Token. Product cards must be unblocked prior to landing in order to collect a landing fee.
 - If landing fees can't be paid in money, players may negotiate to pay with puzzle pieces, tokens, product cards, or healing rings.
3. *Optional Step:* Engage with other players to exchange Product Cards, Power Tokens, Healing Rings, Resource Pieces or Money to advance their goals.
4. *Optional Step:* Negotiate with other players to assemble all three puzzle pieces of a Resource Sector. Once assembled, restore the sector by placing it word-side-down (revealing part of the Happy World) onto the board. Partial sectors or multiple sectors may not be restored within a single turn.

After restoring a sector, for each puzzle piece contributed, ask the contributing player(s) to:

- Remove a black Impact Token from the board and place it immediately on any Product Card of any player. Once placed, that Impact Token *blocks* that Product Card from earning landing fees until it is unblocked by a Healing Ring.
- Receive a green Healing Ring and use it any time to unblock any Product Card. Once used, remove both the Healing Ring and its captured Impact Token from the game.

Power Tokens:

Players may use their Power Tokens to invoke their special power at any time. Players must reveal their Profile Card upon using their special power.

- Each Power Token can be used only once. Once used, it must be removed from the game.
- If a player rolls doubles, they can receive an additional Power Token. However, no player may hold more than two Power Tokens at a time. Players may use one Power Token at a time.
- If a player with two Power Tokens rolls doubles, they may either take no action or “gift” a Power Token to any other player who has less than two Power Tokens.

Game Ends When:

- One or more players achieve the goal stated on their Profile Card, OR
- Everyone agrees their work is done ;-).

Variations:

Adjust for young players (< 8): To play with young children, remove Impact Tokens or Power Tokens from the game. Give each player an Activist card and \$100 to start. In Phase 2, read only the Activist profile and skip all instructions involving tokens.

Add strategy to Phase 1: Restrict each player to placing only one or two Impact Tokens and drawing only one or two Product Cards. Allow other players to counterclaim the Product Cards drawn. In this case, the drawing player and the first challenger each roll a dice. The highest roller places the Impact Token(s) and claims the Product Card(s) drawn, then completes the turn. Play continues from the original roller, but skips the usurping roller.

Speed it up Phase 1: Place 30 Impact Tokens at the center of the board. Shuffle and deal all of the Product Cards and puzzle pieces randomly among the players.

Choose one product on the board and discuss as a group how that product directly or indirectly uses *each* of the 10 resources. Be imaginative. Think about the resources required to make, move, use, and dispose of that particular during its entire lifecycle.

Consider the *ripple effects* and possible missed opportunities. If Land is used, how are Plants affected? If plants are used, how are Animals affected? After several minutes of discussion, proceed to Phase 2.

Pre-Game Discussion

The products we use every day – clothes, houses, cars, phones – do not magically appear. They are made from the vital resources that support life on earth. Before playing the game, take some time to think about the resources shown on the World Puzzle, how they are used, and how they are linked to each other.

Water consists of oceans, lakes, wells, rivers, canals, waterfalls, tap water, sewage water, and other forms of water. Each of these kinds of water are used to make, transport, use, or dispose of products.

Air consists of gases like oxygen, nitrogen, and argon, among others. It also contains solids like dust, pollen, and soot. Wind is the movement of air.

Land consists of minerals, metals, rocks, and hydrocarbons like oil and gas. Land can take the form of fields, mountains, valleys, forests, deserts, jungles, glaciers, caves, etc.

Plants include trees, herbs, bushes, grasses, vines, ferns, and mosses.

Animals include non-plant organisms that move, eat, and reproduce. In this game, animals include fish and other aquatic creatures.

Energy is power that can produce light, heat, electricity, and motion. Energy can be produced by burning fuels like oil or gas, harnessing the movement of wind or water, transforming sunlight, or controlling chemical reactions.

Health is the state of our physical, mental, social, and emotional well-being. Our health allows us to make things.

Knowledge is familiarity, awareness, or understanding of information and skill acquired through experience or education.

Rights include the moral or legal power of all humans to pursue their own health, education, prosperity, creative expression, and spiritual beliefs. Plants and animals also have rights as participants in the web of life.

Commons are things made by humans and shared by all people. Examples of commons include public parks, roads, libraries, hospitals, schools, and government institutions.

Post-Game Discussion

- How was playing WorldPieces® different from playing other trading games?
- What was it like to play a particular role during the game?
- How do your personal behaviors affect our planet?
- What do the puzzle pieces represent in the real world?
- What do Impact Tokens represent in the real world?
- Why did players need to work together to restore the puzzle?

Ideas for Real-World Action

- Pick an item in your closet or drawer. What resources were needed to create it, deliver it, use it, or throw it away?
- Can you think of ways that same item might use fewer resources?
- How could we make sure those resources are restored?
- Are there things you buy that you don't really want or need?
- Are there things you throw away that could be reused? How?
- How could you encourage a company to use fewer resources, or perhaps, invest in restoring the resources it uses?
- What are some ways we might share resources instead of claiming them for ourselves?
- What are some ways we might share products instead of keeping them for ourselves?

About GameChangers

An education nonprofit, GameChangers is committed to building awareness, inspiring inquiry, and empowering people to co-create societal solutions that serve our greater good. Our games and workshops motivate participants to explore causal connections, assess unintended outcomes, balance diverse interests, steward resources, and grapple together with complex challenges like climate change, scarcity, and social unrest.

GameChangers designs and delivers hands-on experiences that naturally develop holistic mental models, long-term thinking, cooperative learning, cultural competence, and STEM skills. All of our programs are easy to access, integrate, and scale within existing social studies, economics, and science curricula.

