



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 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 tells a story about humans, economics, and our impact on planet earth. In Phase 1, players disassemble the World Puzzle as they claim resources to make products we use every day. In Phase 2, players with different motives collaborate, negotiate, and trade to meet their unique goals, restore resources, and perhaps, reassemble the puzzle into 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 Markers

Before You Begin

Resource Sectors:

The “word side” of the World Puzzle represents resources we use to make, sell, consume, or dispose of everyday products. For example, when we make cars, we likely use land and energy, among other resources.

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 sector of the World Puzzle is comprised of three Resource Pieces of the same color.

Elements of Trade:

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

Resource Pieces represent natural and societal resources used to produce and trade goods and services.

Product Cards represent the goods people create to live 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 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 extort \$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 at least 8 sectors are restored AND both 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)

WorldPieces® offers various levels of complexity. Young beginners can play without using any tokens or rings. The deck of Profile Cards can also be adjusted to make the game more or less challenging (see steps 6 and 7 below). Have fun exploring the options!

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. Assign one or more players to manage money, tokens, and rings. Distribute \$50 and one Power Token to each player. For young beginners, distribute \$100 to each player and no Power Token.
3. Shuffle the Product Cards and place them in a stack face down next to the game board.
4. 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, then two players will receive an extra token. Set aside the green Healing Rings for later. Skip this step for young beginners.
5. Ask each player to select a Colored Marker and place it on any space on the board they choose.
6. Adjust the deck of Profile Cards as follows:
 - For young beginners, limit the deck to six Activist Cards.
 - For somewhat experienced players, limit the deck to six cards, including Activist (2), Tycoon (2), Robber (1), Healer (1).
 - For experienced players, limit the deck to six cards, including Activist (1), Humanitarian (1), Robber (1), Tycoon (1), Healer (1), and Politician (1).
 - For advanced players, compile the deck however you like ;-)
7. Once the deck of Profile Cards is adjusted for complexity, shuffle and deal one Profile Card to each player, face up (less challenging) or face down (more challenging) as desired.

Phase 1: Diminishing Resources

(20 - 30 Minutes)

In Phase 1, players claim world resources in order to make, sell, or use products. In turns, starting with the eldest player, ask each player to:

1. **Draw Two Product Cards** from the top of the deck and place them face up in front of themselves. Consider how making, selling, using, or disposing the products affect the resources of the World Puzzle.

Option: Add strategy. Allow other players to counterclaim Product Cards. In this case, the drawing player and the first challenger each roll a dice. The highest roller claims the two cards and completes the turn. Play continues from the original roller, but skips the usurping roller.

2. **Select Two Resource Pieces** from two *different* (if possible) sectors of the World Puzzle and place them word-side up next to the Product Cards. Discuss briefly how one of the products selected use and/or affect at least one of the resource pieces selected.

For example, if a player selects the Jacket card and the Spaghetti card, they might choose resource pieces from the Plants and Land sectors. (There are no *right* answers. All choices can work.) Then, they might say: "When I make Jackets, I use thread made from Plant fibers." Or, they might say: "When I eat Spaghetti, I consume grains grown on the Land."

3. Once Product Cards and related Resource Pieces are claimed, the claiming player stacks **two** black **Impact Tokens** onto the center of the board. When a player runs out of Impact Tokens, they can no longer claim Product Cards. Continue in turns until all Product Cards and Resource Pieces are distributed and only the "Sad World" remains, along with a stack of 30 Impact Tokens. Skip this step for young beginners.

Option: Speed it up! Shuffle and deal all of the Product Cards and Resource Pieces among the players. Stack 30 impact tokens at the center of the board. Choose one product on the board and discuss as a group how making, selling, using, and disposing that product affects each of the 10 Resource Sectors. Be imaginative. Think about the resources used in each phase of that product's life cycle. Consider ripple effects. If Land is used, how are Plants affected? Proceed to Phase 2.

Phase 2: Restoring Resources

(20 - 30 Minutes)

In Phase 2, business begins. Read out loud the profiles listed on page 4. For young beginners, read only the Activist profile. 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 marker the number of spaces rolled.
2. Pay landing fees to the owner 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.
3. *Optional Step:* Negotiate with other players to exchange Product Cards, Power Tokens, Healing Rings, Resource Pieces or Money to advance their goals.
4. *Optional Step:* Restore a single Resource Sector by collaborating or negotiating with other players to assemble the three Resource Pieces of that sector. Partial sectors or multiple sectors may not be assembled within a single turn.

Once assembled, place the sector word-side-down (revealing part of the Happy World) onto the board. If using tokens, for each Resource Piece contributed, ask the contributing player(s) to:

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

Beginners need only roll, move, pay, and restore Resource Sectors. No tokens or rings are necessary.

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.
- 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 ;-).

About GameChangers

GameChangers builds environmental consciousness, social responsibility, and economic acuity through the magic of play. Our games and workshops inspire participants to explore connections, balance diverse interests, steward resources, and grapple together with complex challenges like climate change, scarcity, and social unrest.

As an education nonprofit, we create hands-on experiences that naturally develop holistic and long-term thinking, cooperative learning, social-emotional acuity, and STEM skills. All of our programs are easy to access, integrate, and scale within existing social studies, economics, and science curricula.