Rulebook

COMMUNITY GAME

YOUNG PEOPLE CHANGING THE WORLD

PEPAR
PLAY. ENGAGE. PARTICIPATE.

SETTINGS AND STORY

You are a group of young people living in The Community. Together, you will be facing various situations that appear in your surroundings and trying to make the best possible impact!

Members of your youth group will assist you in those tasks by using their abilities. Be prepared for some "Reality Checks" that can sometimes interfere with your plans, exactly like in the real life. It may get challenging, but don't give up!

Are you ready to make the change?

DESCRIPTION

Your goal is to maximize the Community Wellbeing.

The game is played over five rounds. Every round, you are acting upon situations by spending resources of your group and using special abilities of the members of your team.

Every round, you can invest resources in the Community Involvement by protesting, donating or petitioning. Engaged community will then assist you and provide you with more resources in the future. Having an involved community will also make the Community Wellbeing higher in the long run.

SETUP

1. Set up the board consisting of the Community Involvement chart, Long-term Effect track, Resources track and the Community Wellbeing.

2. Put tracker cubes on the following places:

   $ 3 green cubes on:
   - number 5 of Resource tracker (money),
   - number 5 of Long-term Effect (money),
   - starting point of Donation.

3 blue cubes on:
- number 5 of Resource tracker (network),
- number 5 of Long-term Effect (network),
- starting point of Petition.

3 red cubes on:
- number 5 of Resource tracker (time),
- number 5 of Long-term Effect (time),
- starting point of Protest.

1 white cube at the Community Wellbeing track on value 5 - starting point.

3 Shuffle the situation cards, draw eight situations (without looking at them) and place them next to the board face-down. Return the other situations to the box.

4 Shuffle the four Major situation cards, draw one without looking at it and put it next to the Situation deck also face-down.

5 Shuffle the Reality Check deck and place it next to the Situations face-down.

6 Put the Activity Log next to the board and get a pen.

7 Get Helper cards and put them in front of each player.

8 Draw three characters that will form your team. You can use mulligan rule once: choose to replace 1 chosen character with random one from the box.

ELEMENTS OF THE STORY

RESOURCES

There are three types of resources:

TIME	NETWORK	MONEY

At any moment you can exchange any three resources for one of another kind.

During the game, you can gain resources:

- Immediately: This means that you gain resources immediately on the resource track.
- As a Long-term Effect: You move up the long-term effect track, no resources are gained immediately, this only affects your next rounds!

Resources cannot be transferred to the next round, so you'd probably prefer to spend everything you have in each round.

COMMUNITY WELLBEING

Indicated by this symbol 😊

It shows how well the members of your Community are doing. This element is the key deciding factor in the game. All actions you do should lead to getting the Community Wellbeing higher.

COMMUNITY INVOLVEMENT

During the game, you can spend different resources on the Community Involvement. The starting point is zero for every form of involvement.

You have three different paths with bonuses:

PROTEST
spend 3 🕐 to move one row up

PETITION
spend 3 🌐 to move one row up

DONATION
spend 3 💲 to move one row up

By moving up on different levels, you can gain long-term bonuses or receive an additional point on the Community Wellbeing.

CHARACTERS

Each character has different abilities that can contribute to your cause. You can use characters at any time of the game without any limitations. Characters always enter the game ready - with the side of the character saying "ready".
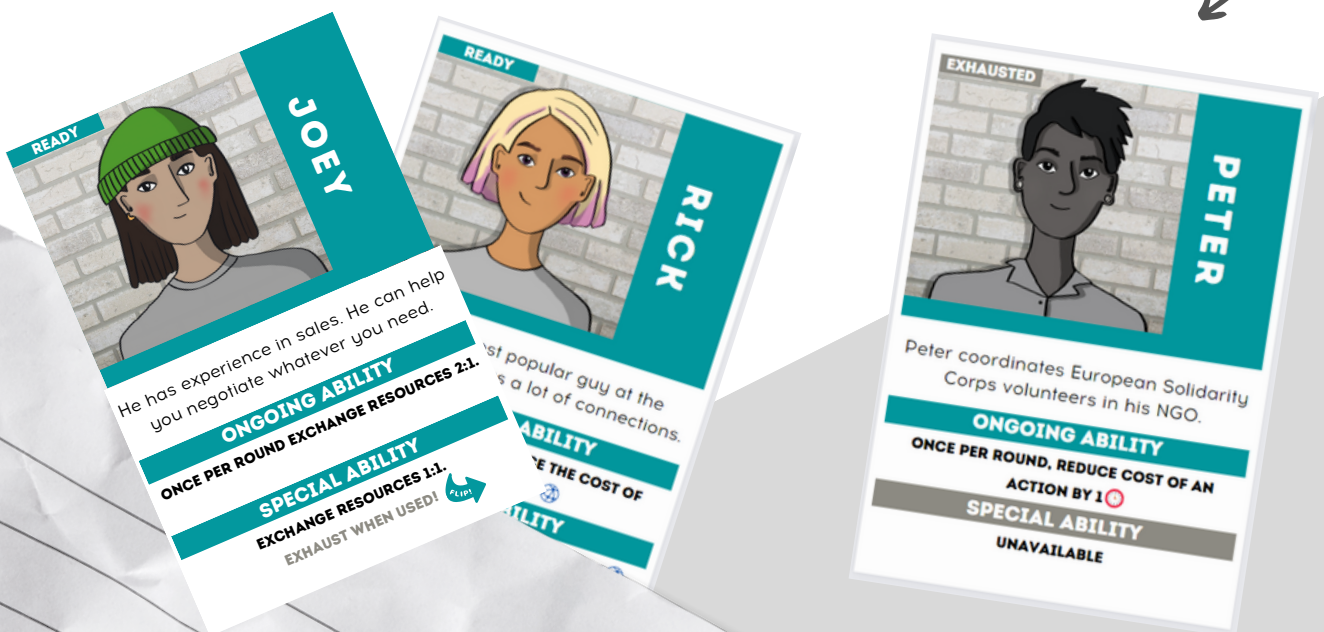
ONGOING ABILITY

This ability is always available.
Suggestion: if you use a "once per round" ability, you can rotate the Character 90 degrees to indicate it has already been used this round and renew it at the start of next round.

SPECIAL ABILITY

When you use this ability, characters get exhausted - flip the Character card to its "exhausted" side. Characters stay like this unless you find a way to ready them. Even when characters are exhausted, they can still use their ongoing ability, exhausting only affects the special ability.

JOEY
READY
He has experience in sales. He can help you negotiate whatever you need.
ONGOING ABILITY
ONCE PER ROUND EXCHANGE RESOURCES 2:1.
SPECIAL ABILITY
EXCHANGE RESOURCES 1:1.
FLIP!
EXHAUST WHEN USED!

RICK
READY
...st popular guy at the ...s a lot of connections.
...ABILITY
...E THE COST OF
...ILITY

PETER
EXHAUSTED
Peter coordinates European Solidarity Corps volunteers in his NGO.
ONGOING ABILITY
ONCE PER ROUND, REDUCE COST OF AN ACTION BY 1 ⊙
SPECIAL ABILITY
UNAVAILABLE

SITUATIONS

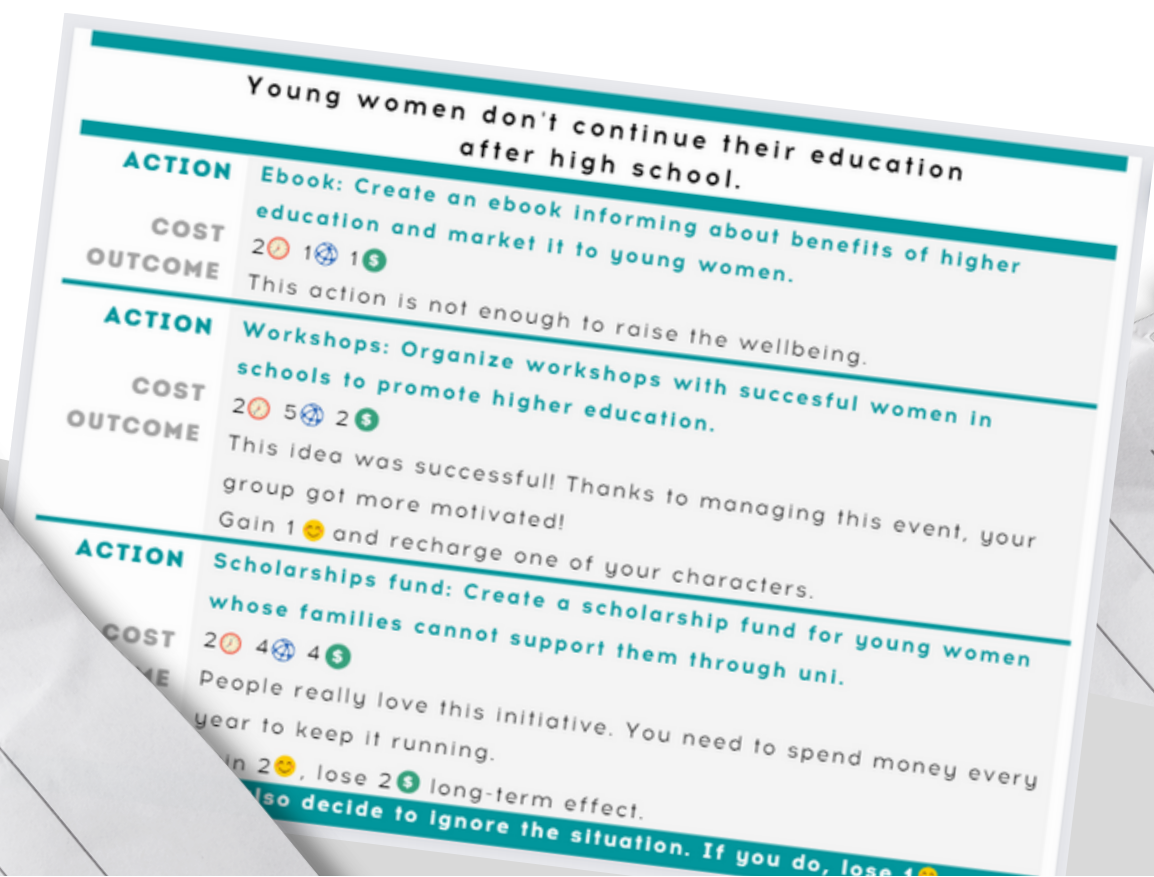Each round you face two situations that happen in your Community.

After choosing a situation to act on, draw a Reality Check, which will influence the conditions you are having.

PAY COSTS:

- Deduct the amount of resources on the resource track as indicated on the Situation.
- Exhaust 1 character, if the Situation cost says so.

GAIN OUTCOMES:

- Raise the Community Wellbeing, if the Situation outcome says so.
- Ready a character, if the Situation outcome says so.
- Gain (or lose) long-term effect as indicated in the Situation outcome.

Young women don't continue their education after high school.

ACTION	Ebook: Create an ebook informing about benefits of higher education and market it to young women.
COST	2🕐 1🌐 1💲
OUTCOME	This action is not enough to raise the wellbeing.

ACTION	Workshops: Organize workshops with succesful women in schools to promote higher education.
COST	2🕐 5🌐 2💲
OUTCOME	This idea was successful! Thanks to managing this event, your group got more motivated! Gain 1 😊 and recharge one of your characters.

ACTION	Scholarships fund: Create a scholarship fund for young women whose families cannot support them through uni.
COST	2🕐 4🌐 4💲
OUTCOME	People really love this initiative. You need to spend money every year to keep it running. ...n 2😊, lose 2💲 long-term effect.

...lso decide to ignore the situation. If you do, lose ...

MAJOR SITUATIONS

This situation happens in round five. It works as a situation card, a Reality Check is also applied.

REALITY CHECK

Every time after you choose a situation to act on, draw one card from the Reality Check deck. Reality Checks have positive and negative consequences. You have to implement them in the current round according to the text on the Reality Check. If you choose to ignore the problem, Reality Check is not applied; you don't get any bonus or negative effect.

You can decide on the action AFTER you see what the Reality Check says.

ACTIVITY LOG

After every round, note your progress in the Activity Log. It will help you track situations that you are facing and actions you take.

In the Involvement section, sometimes you will need to squeeze more lines (for example if you choose to protest and donate in the same round as shown below).

ACTIVITY LOG

ROUND	SITUATION	ACTION / FORM OF INVOLVEMENT / FORM OF BONUS	WELL-BEING	🕐	🌐	💲
			5	5	5	5
		-	4			4
START	-	IGNORE	7	4		
	FAST FOOD	COMMUNITY GARDEN			5	
	AIR QUALITY	DONATION + 1				4
1	INVOLVEMENT	-		8		
		FAIR		9		5
	BONUS	WORKSHOPS			6	
	YOUTH UNEMPLOYMENT	DONATION +1 PROTEST +1				
2	MENTAL HEALTH	READY 2 CHARACTERS				
	INVOLVEMENT					
	BONUS					
3	INVOLVEMENT					
	BONUS					

GAMEPLAY

You all decide how to react to situations that happen in your Community. You can also use your resources to raise the involvement of your Community by protesting, petitioning and donating.

How does the round work?

REVEALING SITUATIONS FOR THIS ROUND:
Draw 2 situation cards, read them out loud and discuss the possible actions. Choose one to act on as the first.

TAKING AN ACTION ON THE FIRST SITUATION:
Pick the first situation. Draw a Reality Check card, which affects all actions except ignoring. Pick an action to take.

USING RESOURCES:
Deduct resources on the Resource Track.

COMMUNITY WELLBEING:
Adapt the Community Wellbeing track. Gain the bonus written on the track, if applicable.

GAMEPLAY

TAKING AN ACTION ON THE SECOND SITUATION:
Draw a Reality Check card, which affects all actions except ignoring the situation. Pick an action to take.

USING RESOURCES:
Deduct resources on the Resource Track.

COMMUNITY WELLBEING:
Adapt the Community Wellbeing track. Gain the bonus written on the track, if applicable.

COMMUNITY INVOLVEMENT:
Use leftover resources for Community Involvement – protest, petition, donation. Gain Long-term Effect / Community Wellbeing bonus, if applicable.

FILL IN ACTIVITY LOG:
Add the situations, actions and community involvement in the Activity Log.

NEW ROUND:
Set resources on the same level as long-term effect and reveal 2 new situations for new round (except for round 1, when you reveal only 1 major situation).

FINAL SCORING

Before counting the final score, don't forget to count also sustainability bonus: 1 wellbeing for having at least 2 characters ready and 1 wellbeing for reaching at least level 8 in all long-term effects.

FINAL SCORING	RESULT
O	The community is very unhappy, you probably had very bad conditions.
1-5	The problems are persisting, but don't be upset, without you, it would have been worse.
5-1O	Your effort is appreciated, your community is still much happier than they were before you started!
11-15	Great job! Your community is amazed by what you have done for them.
16-19	Wonderful job! You met the high standard of your communityand they are doing great!
2O+	You are a master of youth participation! We wish you good luck in applying it in real life!

FAQ

Can I use multiple characters at once?
Yes, there are no time restrictions for characters.

Can I take multiple actions for a situation?
Yes, there is no limit apart from your resources.

Can I advance multiple times per round in the Community Involvement?
Yes, there is no limit.

If a game effect allows me to ready a character, can I use the character immediately?
Yes, but not retrospectively (for example, if the bonus was gained for choosing an action, you cannot get back the resources once spent for this action). But you can for example use a character to gain discount, ready the character with Liz's ability and use the same character for the same issue, which gives you their special ability twice.

Do I have to fill in the Activity Log?
No, but it is very helpful for debriefing and for tracking the progress, in case an outside force would move your cubes.

DEBRIEFING

After the game discuss in your team:

How did you feel during the game?

Can you see any connections between your personal/community life and the game?

What was the biggest challenge during the game?

What helped you to cooperate as a team (both the characters and you as players)? Was your team sustainable?

Pick one situation from the game and discuss what you could realistically do in your local community about it.

Do you have other issues in your own community that you haven't encountered during the game? How could you solve them?

This game has been developed within the "PEPAR - Play, Engage, Participate." Strategic Partnership project in the youth field. ID: KA2O5-CFAAA1CE.

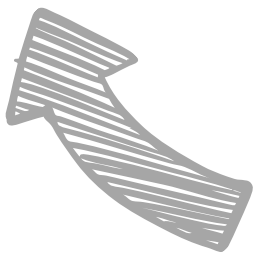## PROJECT PARTNERS:

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CEFIG International (Czechia)

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