CRAFT MY AGENDA

Overview

Craft My Agenda is a semi-cooperative game where 3 to 6 players try to protect an abstracted territory (map) divided into regions (letters). However, each player is interested in safeguarding specific regions (set of three letters). Players keep their objectives (regions to protect) hidden. By the end of the game, after 10 minutes, one player will be the winner.

The game is played in real time. Players have a set of votes to support solutions or planning for future flooding impacts. Players add soil, plant vegetation, or locate inhabitants according to their agenda (objectives). But each option has different voting costs, represented in the game and crafting mechanisms, as action points. A player can only add a vote to a poll for a specific solution in the crafting decision polls. They must negotiate and ask other players' support for the active polls (crafting decisions track). Once the required votes are obtained (for one of the active polls), the solution is approved and implemented (the respective cube is placed on the map). Every 30 seconds, one flood (blue cube) will occur, and the inhabitants could be in danger (red cubes).

The game can be printed at home (map and cards), requiring additional colored cubes (or any other material that can be staked) and one regular dice, a 30 second hourglass or similar timer. Let's work together against climate change.

Components

Common components for all players:

- 20 x blue cubes (10mm) - water.
- 8 x green cubes (10mm) - vegetation.
- 25 x red cubes (10mm) - cities.
- 15 x yellow cubes (10mm) - soil.
- 1 x printing of the player board.
- 1 x deck of six cards (agenda deck)
- 1 x 30 second hourglass
- 1 x Dice of six sides (D6).

Note: the cubes can be replaced by colored cardboard or any other material (10mmx10mm) with a thickness (>5mm) that allows to differentiate the staked pieces.

Setup

Place the game board in the centre of the table.

Set the timer ready to count the time.

Set the dice near the game board.

Give the quantity of coloured cubes to the players, depending on the number of players in the game, according to the setup table. (A)

Place the 20 blue cubes over the blue flooding table. (B)

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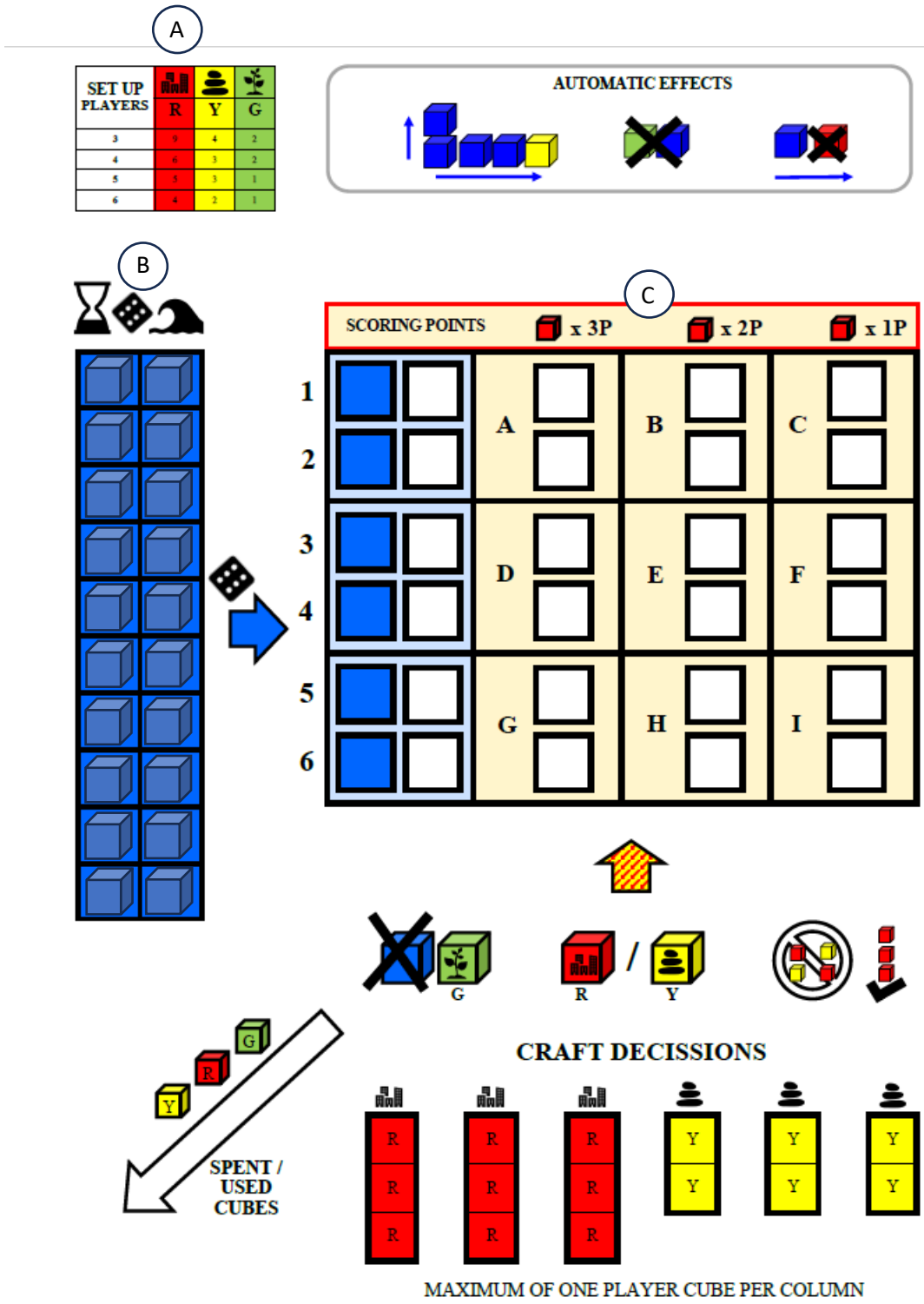

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Shuffle the agenda deck and give a face-down card to each player. Only that player can see the card during the game, hiding it from other players.

These are the agenda cards:

You score Zones:	You score Zones:	You score Zones:	You score Zones:	You score Zones:	You score Zones:
A F H	B D I	C E G	C D H	A E I	B F G

D

After each player gets their card, remove other spare cards (when playing less than six players) . They are not used in the game.

Goal of the game and the win condition

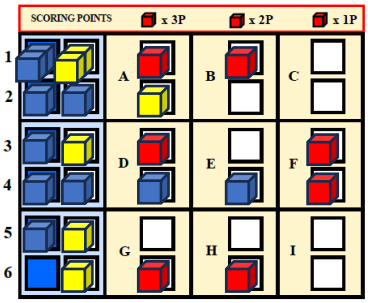
The game ends when the last blue cube (water) is removed from the flooding table and added to the map. B Then, it is time to do the scoring for each player. One player will win the game. If there is a tie, the player with the most remaining cubes wins the game. Still, if the tied players have the same number of remaining cubes, they share victory.

The agenda card sets the score for each player. Some players may share some of the goals, but the overall set of combinations is different. Each card defines 3 of the nine possible zones to score at the end game. Players score according to the location of the red cubes (cities). Players will only score the zones defined in their own agenda card. D

Each red cube (city) scores according to the columns where it stands (near the see their score more because it is difficult to protect) for the players having a card with that letter:

- A, D, and G score 3 per red cube (city).
- B, E, and H score 2 per red cube (city). C
- C, F, and I score 1 per red cube (city).

Scoring example according to card A-F-G:



End game example.

You score Zones:
A F H

Score according to card A-F-G:

3x1 (A) + 2x1 (H) + 1x2 (F) = 7 points

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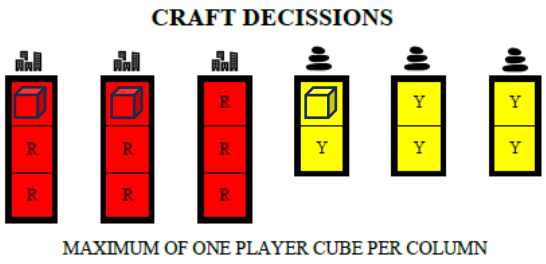
Gameplay Sequence

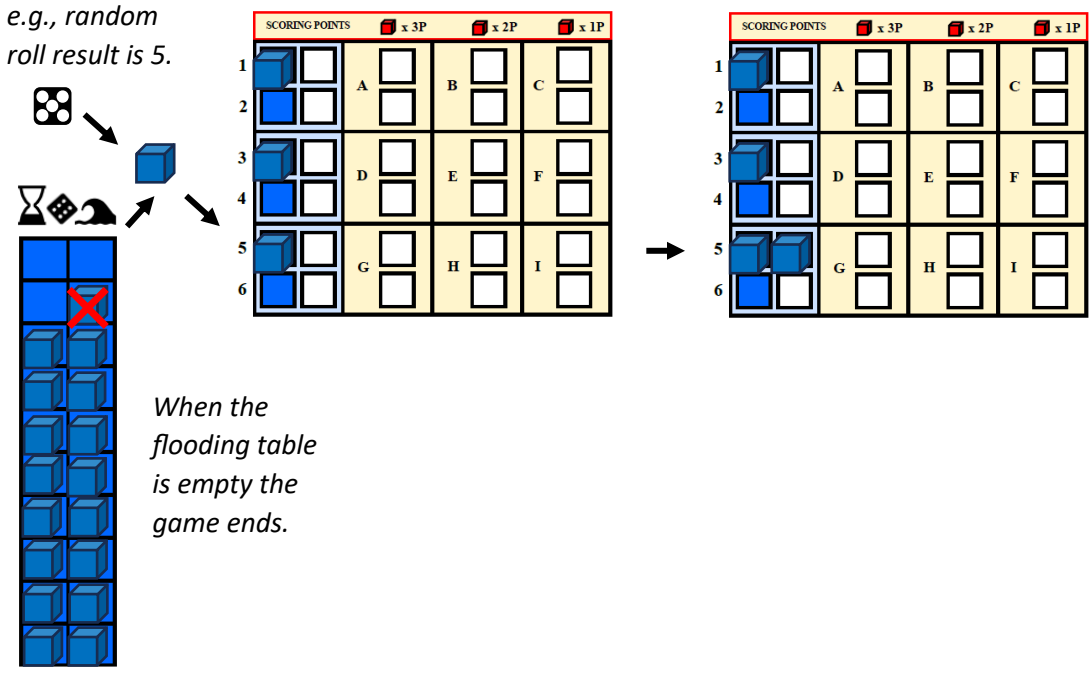
As in most semi-collaborative games, players will work together to some extent to score the most points. But at the end of the game, there will be a winner. The game is played in real-time, and there will be a flooding every 30 seconds until the game is over (no more blue cubes to add to the map). Anytime during the game, players can add one of their cubes to the craft decisions tracks.



Players cannot add more than one cube per track and must discuss with another player the place where the decision will be placed on the map. When the track is poll full (e.g., 3 red cubes; 2 yellow cubes), players can remove all the cubes in the track and add one of those cubes to the map.

The effects of water over the board and the other cubes

The game will have a duration of 10 minutes. Every 30 seconds one of the players (or the game facilitator) will roll a D6 die (standard six faces/pips die). The die roll determines where the flooding will occur. The flooding is represented by the accumulation of blue cubes (water). Each turn, whenever a water (blue cube) is added to the board, it is placed in the row from left to right, next to other cubes if a blue cube already exists there.



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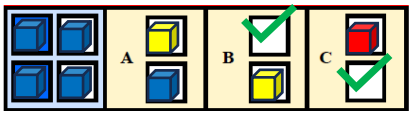
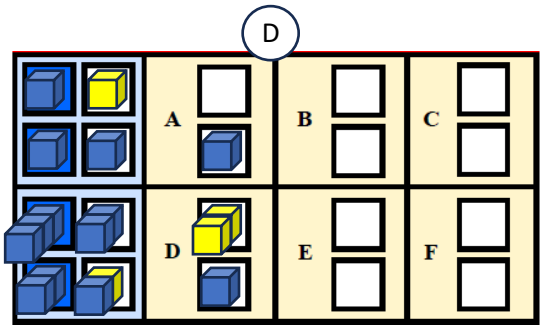
Placing a red cube on the map represents a city (cannot place red cubes above other red cubes). The player can only add a red cube to a free space (white background). No other cubes should be there (including red cubes). In the example below, the spaces where placing a red cube is allowed are marked with a green check symbol.



Placing yellow cubes represents building soil protections that can sustain water (blue cubes) from flooding regions on the map. The yellow cubes contain the blue cubes, but if water continues to flood in the same line, it will accumulate and can flood the regions. See the examples below per line.



1 yellow cube is containing the blue.

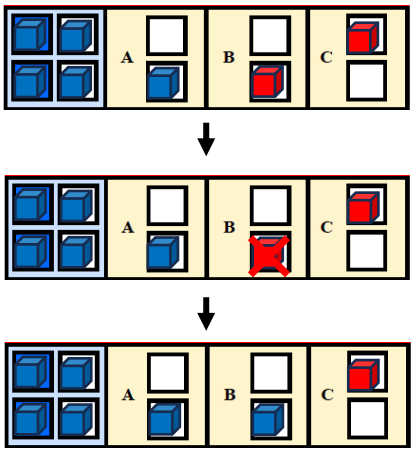
3 Blue cubes are flooding the row freely.

2 yellows cubes are containing the 5 blue cubes.

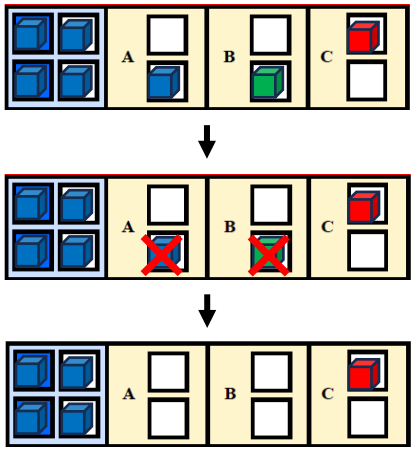
1 yellow cube was overrun by the 4 blue cubes.

If a blue cube is added to a place where soil exists (adjacent to it in the same row), the blue cube is staked over the existing cubes in a second level of blue cubes (from left to right). This mechanic represents the accumulation of water and the ability of the soil to function as a protective wall. D

If a blue cube is placed in a space where a red cube (city) exists, the red cube is replaced by the blue cube. Then, the city is destroyed and removed from the map.



Placing a green cube (vegetation) will absorb water (blue cubes). Both cubes are removed from the map.



Special rules and common doubts

The flooding effects are horizontal, by row (this is a model simplification).

Only blue and yellow cubes can be staked.

It might happen that in the end game, some player still has some of their decision votes (cubes).

Do not forget to remove the cubes placed in the decision craft track (poll track) after it is full/completed. Use one of these cubes and add it to the map to represent the decision (city/soil).

Green cubes are added directly to the map. The green cubes (vegetation) are the only option that does not require collaboration to be played on the map.

Never reveal your agenda card during the gameplay. Reveal the agenda cards only during end-game scoring.

Each player has the same chance to win the game. Each agenda card has a letter to score 3, 2 and 1 point per city in a region. There will be some players that will score in the same regions. Do not forget to count if you have multiple cities. No region (A to I) can have more than two cities at any time. One player can score a maximum of 12 points (2x3+2x2+2x1)

The summary of special cases and automatic effects appear on the game board in the box “automatic effects”.