

Green Revolution Simulation Guide for Volunteers

Gameplay

Every team is a family growing wheat. Sell wheat to earn money with which to buy tools, seeds, fertilizer, etc. to grow more wheat the next year. New western seeds and technologies sound promising, but weather, crop prices, and other factors may affect your crop output. Teams track spending and consumption using a worksheet.

Win Condition

The family (team) with the most money and assets at the end of the game is the winner. Besides cash, assets include land, tubewells, and oxen. Seeds and fertilizer do not count. Assets are valued at their initial price (\$300 for land, \$1,000 for tubewells, \$1,000 for oxen) no matter what price was paid for them.

Volunteer Roles

Volunteers draw Fate cards for families at the start of each year and act as Market agents for buying wheat and selling products. The beginning of the simulation (Year 1) will be heavily guided by the presenter; listen for your cue to act. As there are multiple Volunteers and multiple groups each Volunteer can look after a few teams so gameplay can go more smoothly. Volunteers will also hand out starting items for each team and collect them at the end of the workshop.

Sequence of Play - Volunteers

Phase 1 - Start of Year (Pre-Harvest)

1. Weather, Wheat Price, and Village Event are declared by the presenter.
2. (Year 2+ only) Volunteers roll a die for each family to determine if a Family Fate card is drawn.
3. Teams fill out their worksheets.

Phase 2 – Harvest Season

4. Teams calculate harvest seasons earnings.
5. Teams will sell their wheat to the Market. Volunteers will go to each team and “purchase” the wheat (give them money based on their calculated earnings).
6. If a family goes hungry you can sell them wheat at the Market price (take money from them).

Phase 3 – Planting and Tending Season

7. Volunteers conduct transactions with teams (seeds, fertilizers, land, oxen, etc.).
8. When all teams have finished with the Market, or if time is up, then the year ends and Phase 1 for the next year begins.

Repeat all steps a total of 5 times, or as time permits.

Family Events

Volunteers will go to each team and roll one die to determine if a fate card is drawn:

- 1: *Pest Attack!* (Family loses half of the year's crop)
- 2 - 3: *New Baby!* (Add one child to the family)
- 4 - 6: *BLANK* (no event).

The family keeps the card drawn until the next year. During Phase 1 of the next year, Volunteers will take the card back and roll the die again for each family.

Family Fate Cards per Volunteer:

- 3x *Pest Attack!*
- 4x *New Baby!*

After all families have been visited by Volunteers, the next Phase can begin.

Market

Volunteers will buy wheat from and sell land, HYC seeds, fertilizer, tubewells, and oxen to teams. Wheat purchasing happens before sales of other products, during harvest season. Only after all teams have sold (or bought) wheat may other transactions commence, when presenter announces Phase 3.

Products Sold by the Market

Product	Price
Fertilizer	\$40 per level per acre
HYC Seeds	\$40 per acre
Tubewell	\$1,000 (irrigates 10 acres)
Ox	\$1,000 (doubles productivity)
Land	\$300 per acre

Market Cards per Volunteer:

- 5x *Land*
- 10x *High Fertilizer* (aka Level 1)
- 10x *Low Fertilizer* (aka Level 2)
- 10x *HYC* (High Yield Cultivar Seeds)
- 2x *Tubewell*
- 3x *Ox*

Starting Items per Family (Team)

- Household Card
- Land (amount stated on Household Card)
- Wheat Yield Chart
- Household Score Sheet
- \$500: 3x \$100, 5x \$20, 6x \$10, 6x \$5, 10x \$1
- Pen