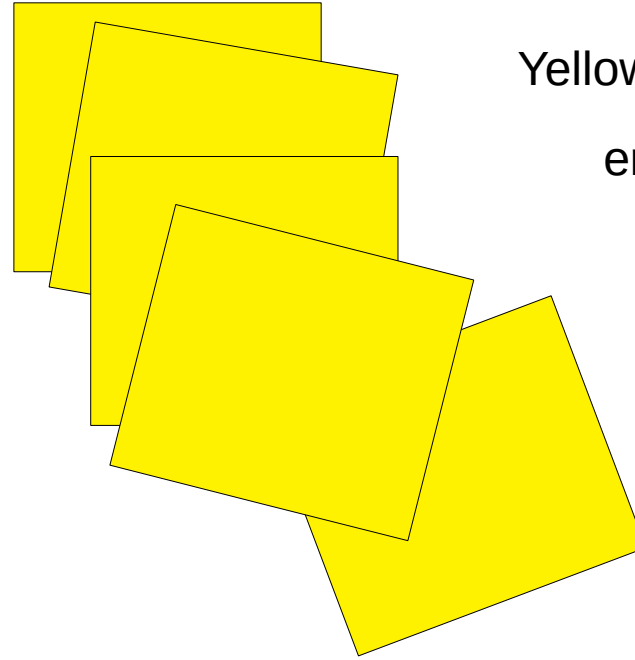# Collaborative Game

Goal for a group : to stay alive
(no more than 5 stress points)

Goal for the collective : avoid planet collapse
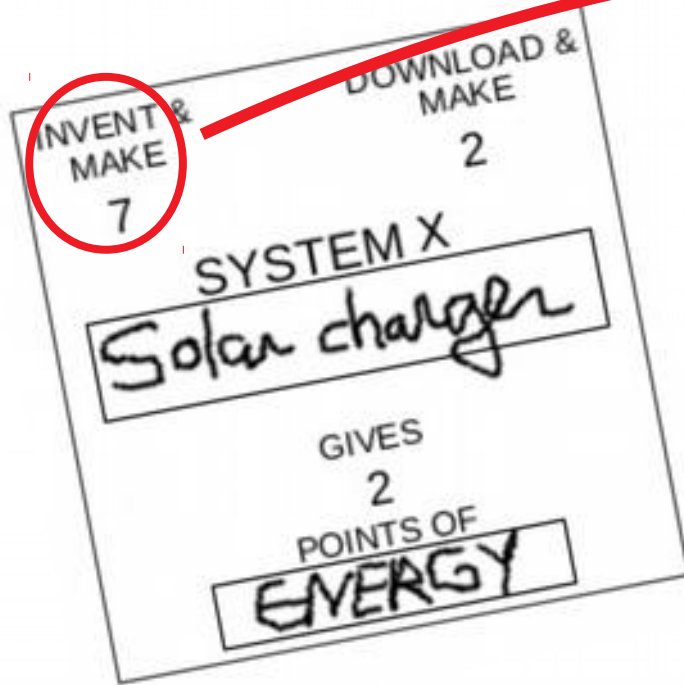(no more than ?? Points)

10 rounds
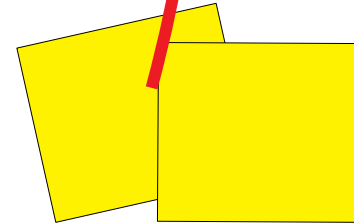
1. Through the dice to get ENERGY

Yellow post-its
=
energy

2. Spend Energy

To invent a SYSTEM

2. Spend Energy

To duplicate (download and make) a SYSTEM

3. Documenting
Document a SYSTEM you invented

Example :
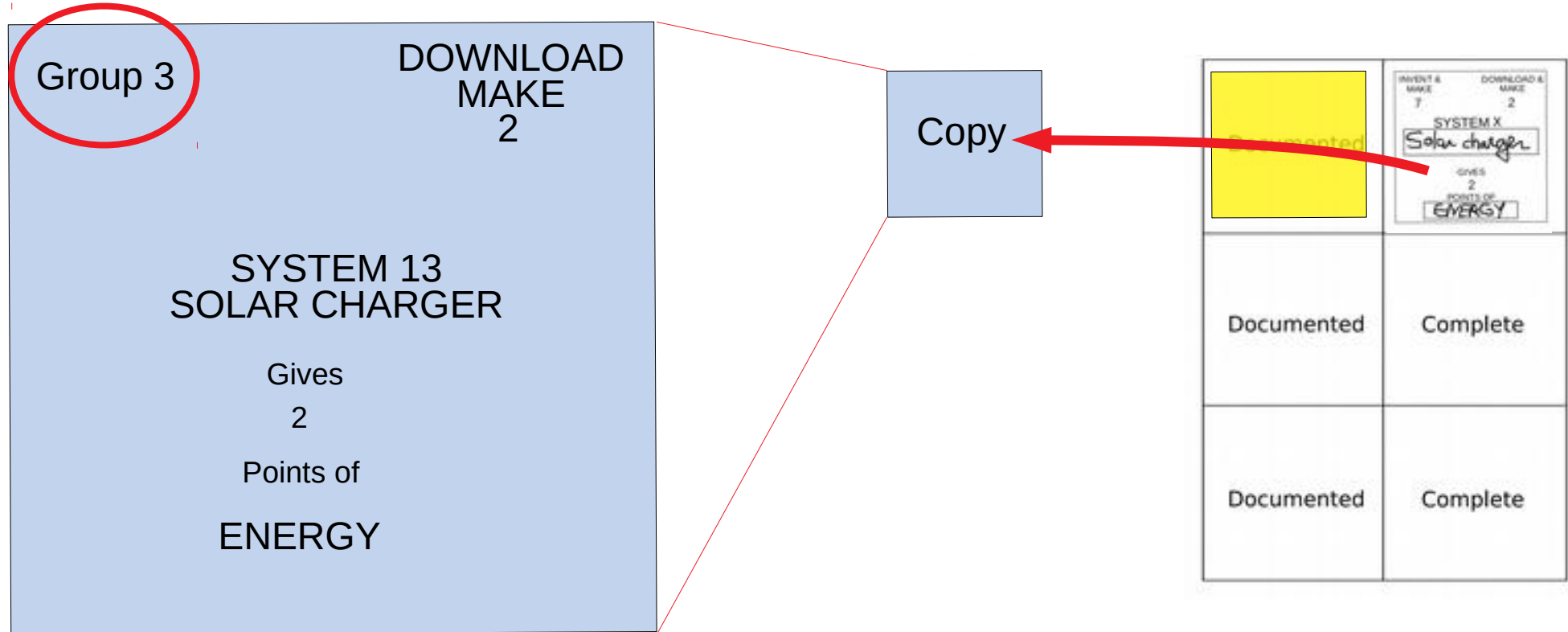
3. Documenting

3. Documenting
Send your "Data agent"
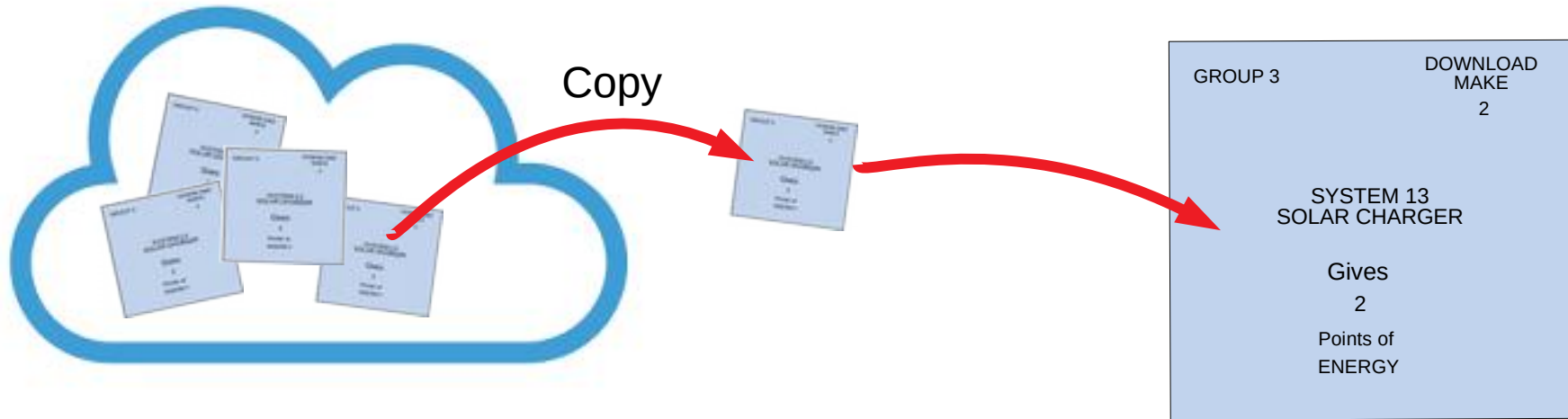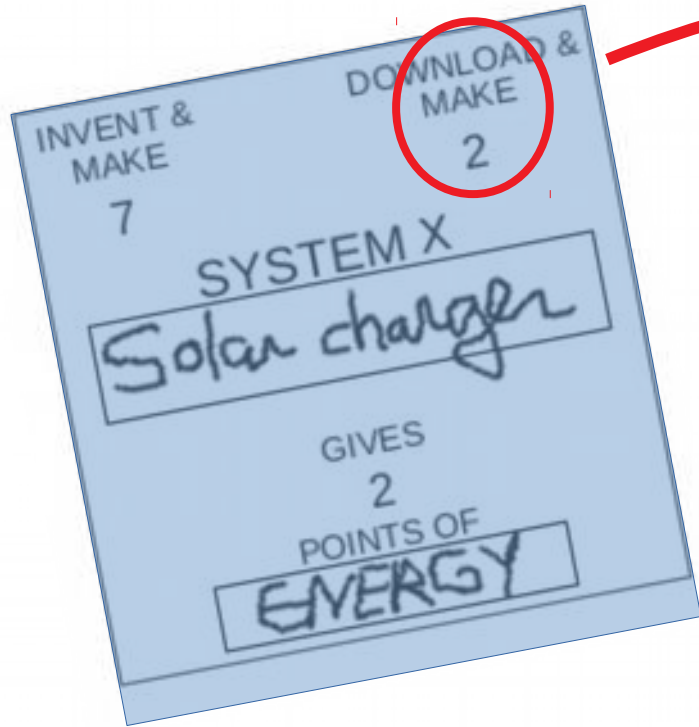
Copy

GROUP 3

DOWNLOAD
MAKE
2
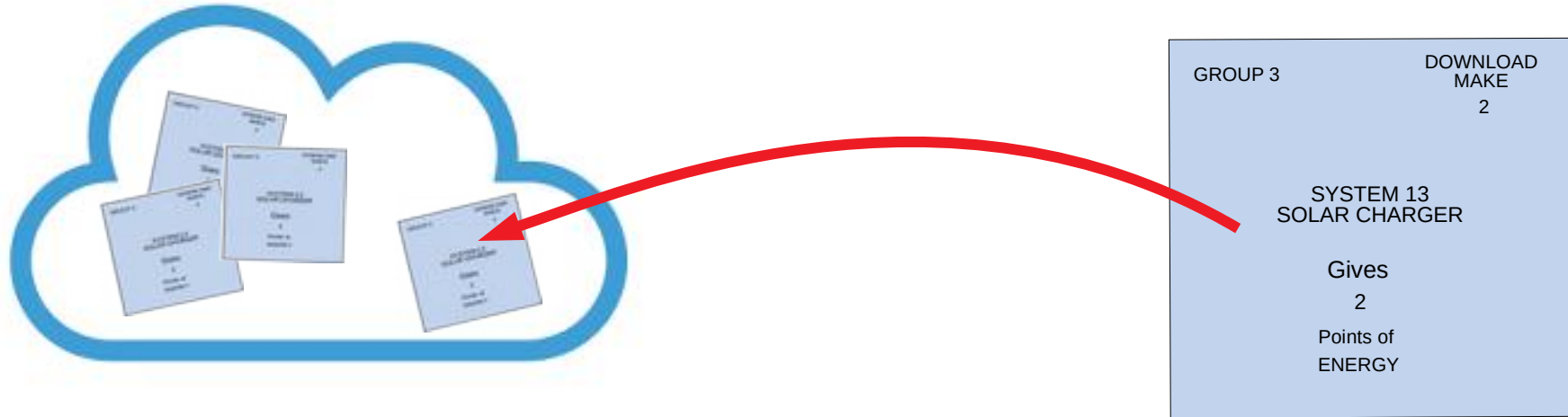
SYSTEM 13
SOLAR CHARGER

Gives

2

Points of
ENERGY

2. Spend Energy

To duplicate (download and make) a SYSTEM
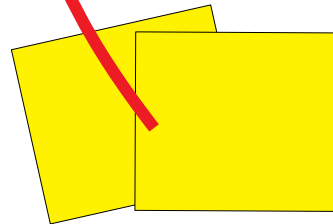
We go around
and check

4. Fulfilling needs

Systems completed fulfill needs

4. The "music sheet"
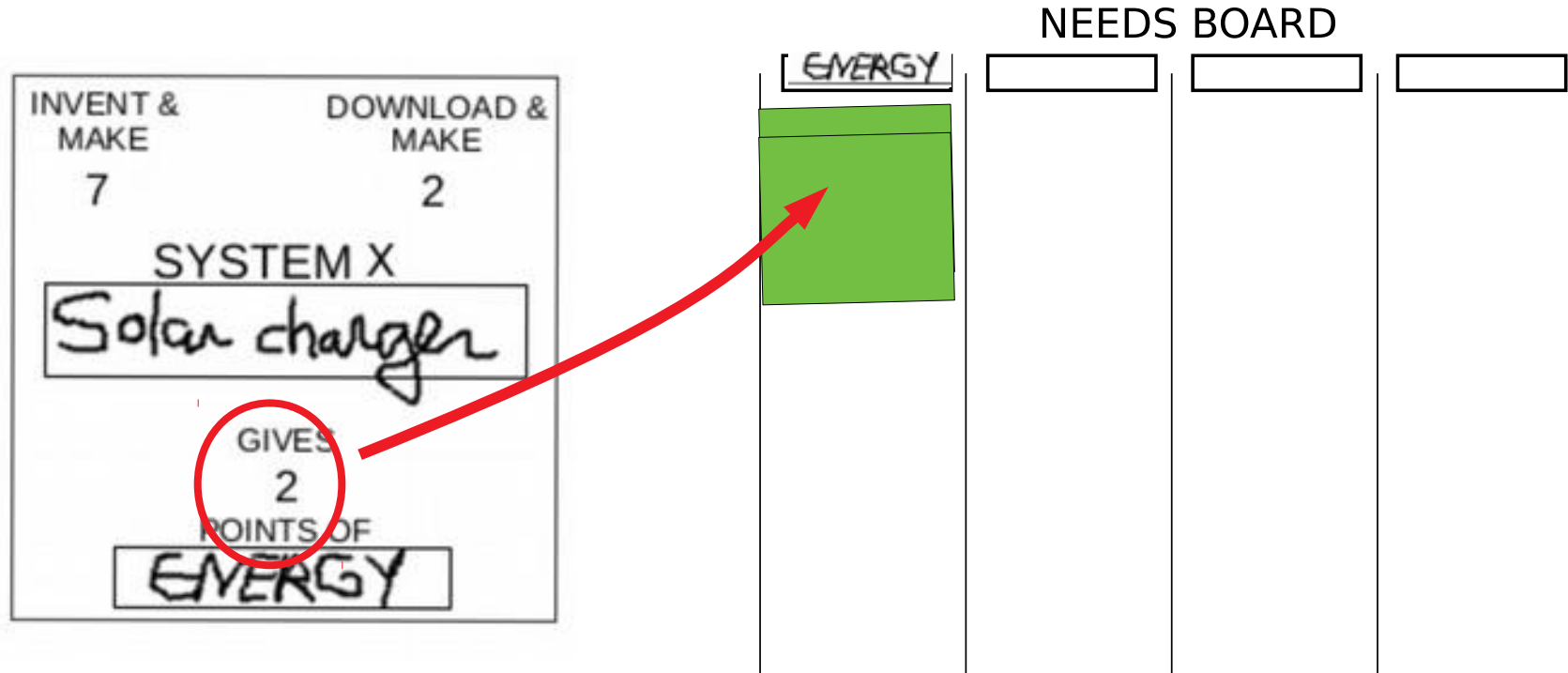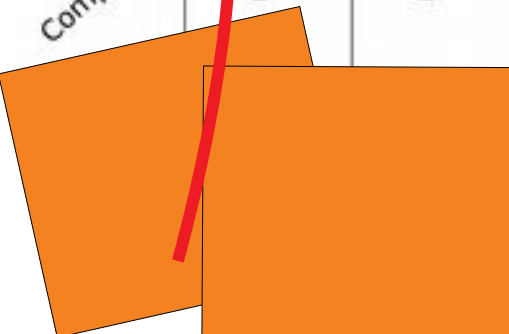
"Notes" (Needs) must be played on time !

rounds	1	2	3	4	5	6	7	8	9	10
ENERGY		A 2		A 3		A 5		A 6		A 7
B			B 3			B 5			B 7	B 7
C				C 3				C 6		C 7
D					D 4					D 7

4. Fulfilling needs

Pay to invent.
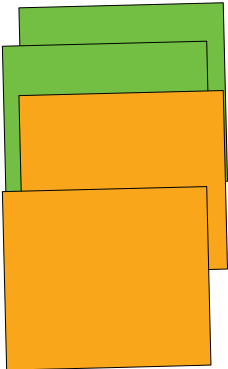
4. Fulfilling needs

Pay to fulfill needs (only this round)

NEEDS BOARD

ENERGY

1 need point not covered = 1 stress point
>5 stress points = Group collapse

1 money point used = 1 planet harm point
Planet collapse (everybody looses) after XX points