

Le Grand Jeu

elegantly simple in its design, remarkably complex in its mechanics

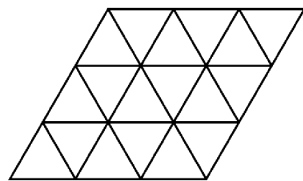
@ Dark Matter Games
Venice May 2017

**Le Grand Jeu does not have a moralistic message to deliver,
does not impose any alignment to the players and
does not provide clear victory rules.
Like in real life!**

**Le Grand Jeu is a future-thinking game
that allows to set a situation
where different conditions are simulated and concepts emerge from doing
where players are peers and all languages intermix
.... and stories emerge**

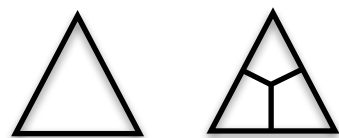
THE PHYSICAL WORLD

THE BOARD



The Grid: The playing surface consists of a diamond shaped board.

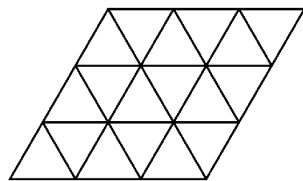
THE LAND



Your land that you place on The Board, on or off the grid, and on which you can build

THE CITY

VENICE



Each round the master launch a dice to establish tourist affluence.

THE LAGUNA

Water, waterways, smaller islands are resources?

THE MAINLAND

Who really controls Venice?

CONNECTIONS

What is connected and what is not?

WORK LIVE DIE

WORK

Invent a work and let the master decide how successful it will be in making you rich

THE POLITICS

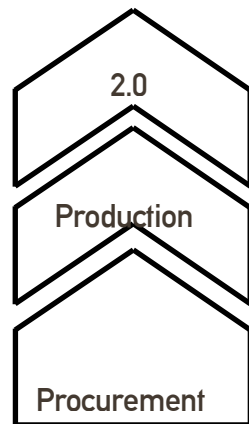
Assembly and introduction of new rules

KNOWLEDGE

Model new inventions

THE FUNCTIONAL WORLD

THE ELEMENTS



Elements are organised on 3 levels: procurement, production, 2.0.

Element can be combined in lines of production, individually or cooperatively or under any other form of agreement

THE SHADOW



Blacks and whites: the currency of the game translating wide concepts like white: money, cryptocurrency, resources, knowledge, etc.; black: pollution, loss of biodiversity, bad karma, depletion of resources, raise of entropy, etc.

THE FORTUNE



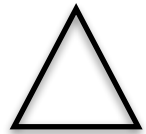
A 6-sided die: to rule probability, chance and distribution

The Wheel of Fortune: including events, invent, enjoy and destroy

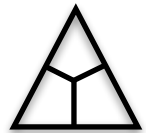
GET READY

THE TABLE

THE LAND

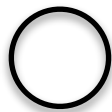


TERRITORIES YOU CONTROL



GRID ?

THE SHADOW



THE FORTUNE



THE RULES

WINS WHO ...

IF A PLAYER DIE...

MAX AMOUNT OF BLACKS...

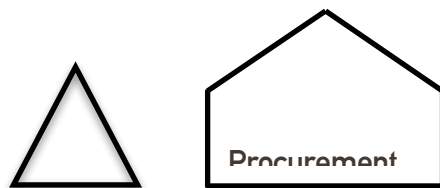
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STEP 1

SURVIVE



INVEST



TRY the FORTUNE

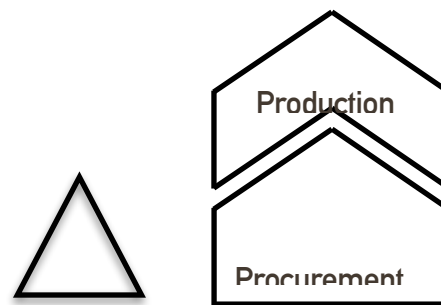


STEP 2

SURVIVE



INVEST



TRY the FORTUNE

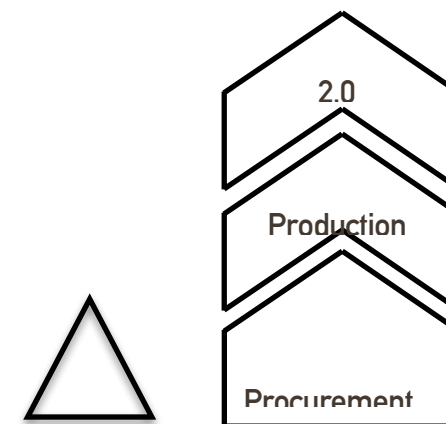


STEP 3

SURVIVE

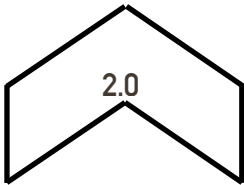
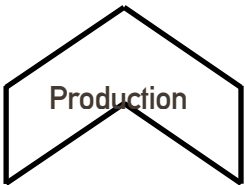
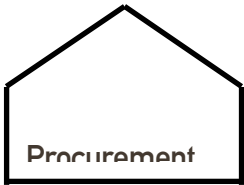


INVEST



TRY the FORTUNE

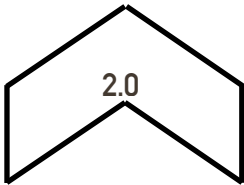
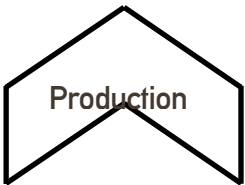
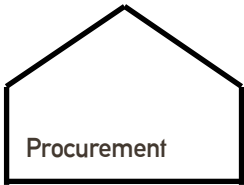




COST

YIELD

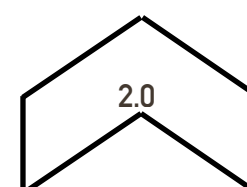
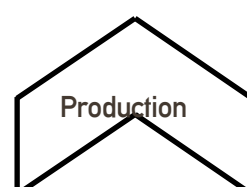
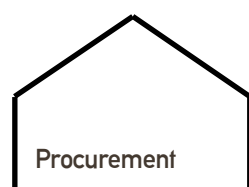
Well					<div><div></div><div></div><div></div><div></div></div>	<div><div></div></div>
Water tank					<div><div></div></div>	<div><div></div></div>
	water	Vegetable garden			<div><div></div><div></div><div></div></div>	<div><div></div><div></div></div>
	water	Wood			<div><div></div><div></div><div></div><div></div><div></div></div>	<div><div></div></div>
	water	Orchard/Vineyard			<div><div></div><div></div><div></div><div></div><div></div></div>	<div><div></div><div></div></div>
	water/energy	Cereal cultivation			<div><div></div><div></div><div></div></div>	<div><div></div></div>
				Irigation	<div><div></div><div></div></div>	50%
			orchard	Greenhouse	6 <div><div></div></div> 3 <div><div></div></div>	150%
			greenhouse	Hydroculture	<div><div></div><div></div></div>	<div><div></div><div></div><div></div></div>
			hydro+fish	Aquaponics	<div><div></div><div></div><div></div><div></div></div>	300%
			vegetable,orchard,cereal	Composter (humus)	<div><div></div></div>	<div><div></div><div></div><div></div></div>
			cereal/energy	Mills	15 <div><div></div></div> 5 <div><div></div></div>	200%
			viney/cereal/energy	Brewery/Cellar	8 <div><div></div></div> 3 <div><div></div></div>	300%



COST

YIELD

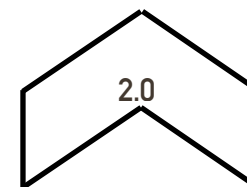
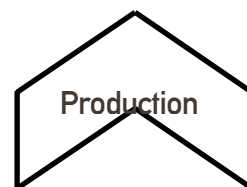
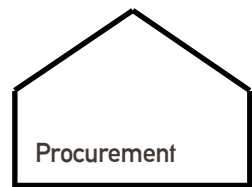
Photovoltaic					<div><div></div><div></div><div></div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div><div></div><div></div></div>
Fossil fuel plant					<div><div></div><div></div><div></div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div><div></div><div></div></div>
	wood	Biomass plant			<div><div></div><div></div><div></div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div><div></div><div></div></div>
	dam	Hydroelectric			15 <div><div></div><div></div><div></div><div></div><div></div><div></div></div> 3 <div><div></div><div></div><div></div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div> <div><div></div></div>
				Combined Heat+Power	<div><div></div><div></div><div></div><div></div><div></div><div></div></div>	50%



COST

YIELD

Small Boat						
Transport boat						
		Gondola				
		grocery		Taxi		
Shop						
				Supermarket		
Maintenance Shop						
		Electric installations				
				Digital fabrication		



ART/
Entertainm
ent

COST

YIELD

Property						
		Art Gallery				
		Streetfood				
		Entertainment				
		Bacaro				
				Ristorante		
Rental						
		Art Gallery				
		Temporary Art Show				
		Streetfood				
Studio						
		Artisan shop				

for researchers

What

Collect perspectives and
ideas about

Topics

the Grid

sustainable systems/solutions

Process

individual perspective/background/role

collective perspective/dialogue

tension between individual and collective

How

Question pre-post
Stop motion video
(Track the process)

How to

make it: quick, playful, brand

transparent tool to elicit & collect stories & dialogues
on
21st century reality (connected and inspired by nature)
to
collectively design the future