



# Abhi ya Khabi? v1.0

A light strategy game of decision-making for the pursuit of happiness!



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## GAME GUIDEBOOK

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## CONTENTS:

1 Game Board  
40 Event Cards  
4 Pawns  
1 Dice  
1 Smile scoreboard  
Item certificates

## SETTING UP THE GAME:



1. Open the game board and place it in the center of the table.
2. Shuffle the event cards and place them in the card's case next to the game board.
3. Place 2 to 4 pawns on the **START** on the game board.
4. Each player should take 25 coins to start the game.

## HOW TO PLAY:

To start, each player should roll the dice to see who goes first. The player who rolls the highest number will take the first turn, and then the turn passes clockwise.

When rolling the dice, you will get a number between 1 and 6. If you get the number 1, 2, or 3, you must move your pawn, in any single direction, the number of spaces indicated by the dice. If you roll a 4, 5, or 6, *do not move your pawn*, instead draw a **CHANCE** card. You must take the action prescribed on the **CHANCE** card. One turn consists of a single dice roll, and either moving the pawn on the game board or drawing a **CHANCE** card. A player's turn is finished when he has rolled the dice for that turn and completed the actions required either by the **CHANCE** card or by the board item where his pawn has arrived to.

The game board spaces will have a mix of **ESSENTIALS** items, entertainment items, education items, employment items, and others. When your pawn lands on a game board space, you must decide if you want to invest your **COINS** to collect that item. Investing in an item will give you a set number of **SMILES**.

Each player will only get 15 turns to complete the game. The winner is the player who has collected at least 2 of the 4 **ESSENTIALS** items and has a minimum of 5 coins. In case there are more than one players who have met these standards, the player with the most **SMILES** will be considered the winner.

If a player reaches 30 smiles at any point in the game, he or she is automatically declared the winner and the game is over.

## The Dice and Moves

The 6 faces of the dice display the following options:

- ☐ 3 die faces display the numbers 1, 2 or 3. By getting number 1, you can move your pawn one adjacent space on the game board in any direction. If you roll a 2, you will be entitled 2 spaces in a single direction, and if you roll a 3, you can move your pawn 3 spaces in that turn. All pawn movements must follow the path lines drawn in the game board. After all of your moves are complete, you will then have the option to invest in the board item on that space.
- ☐ If you roll a 4, 5, or 6 in your turn, do not move your pawn. Instead, you must draw a **CHANCE** Card and complete the action prescribed on it.
- ☐ If you move your pawn to a board item where another player already has his pawn, you *strike* the second player's pawn, moving it to any of the "Chance" board spaces. The second player must draw a **CHANCE** card and complete the action written on it.

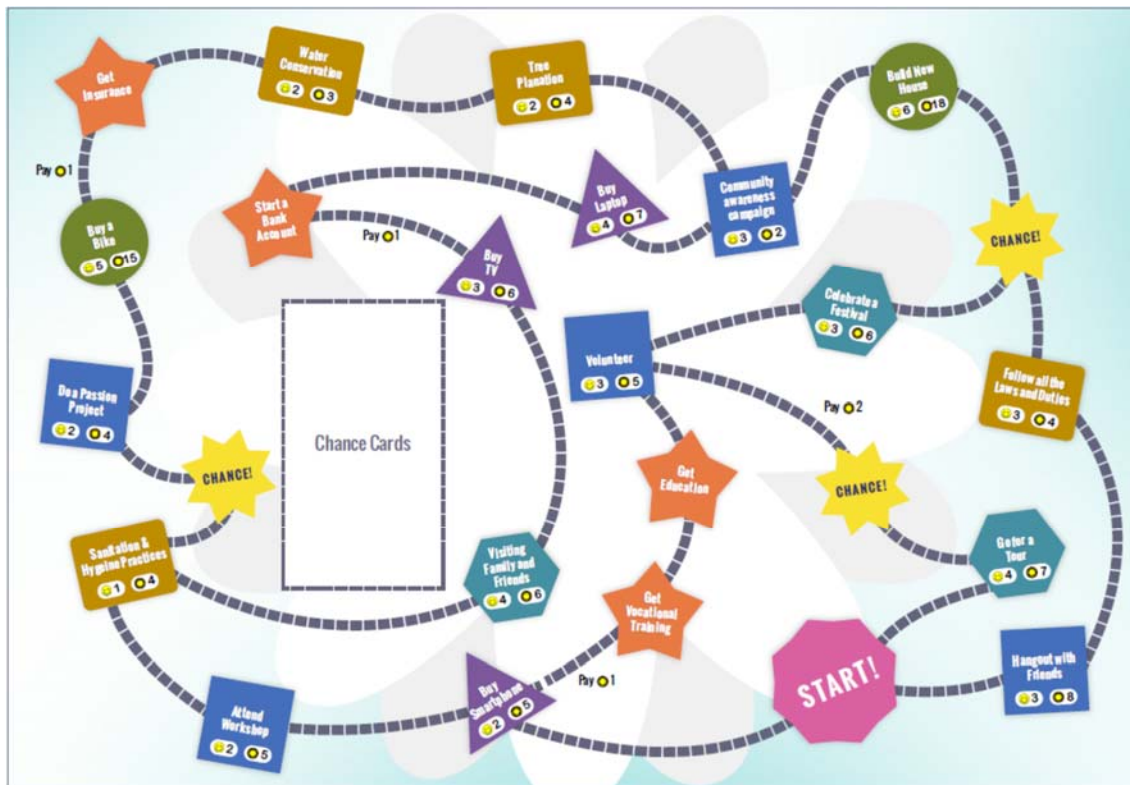
## Chance Cards

There are 5 different types of chance cards and, therefore, five different things can happen:

1. **Invest Cards** with which the player invests a specific number of coins for a specific purpose and gets a specific number of smiles in return. For instance, the player invests one coin to sponsor a child's education and he gets 2 smiles for his action.
  2. **Bonus Cards** give the player a specific number of either coins or smiles for having done a positive action. For instance, he can get two coins for helping an elderly person or get two smiles for creating his own kitchen garden.
  3. **Trap Cards** make the player fall into a trap which causes the loss of a specific number of coins and smiles. For instance, the player loses two coins and two smiles due to hospital fees.
    - a. Players can avoid a Trap Card consequence by collecting **GOOD PRACTICES** and **ESSENTIALS** cards which can be bought from certain board spaces. The trap card will tell you which good practices or essentials you need to save you from this consequence. Good practice and essential cards can be used more than once.
  4. **Choice Cards** offer the player the possibility of choosing between getting a specific number of either coins or smiles for free. For instance, choosing between either getting five coins or two smiles.
  5. **Steal Cards** entitle the player to steal a specific number of either coins or smiles from other players.
- ☐ NOTE: both Trap and Steal cards must be used compulsory in the round when they are drawn. However, Invest, Bonus and Choice cards can be kept by the player and be used in later rounds.

## Board Items:

By advancing through the game board, your pawn moves from one board item to other board items. Each board item works similarly to how Invest Cards work. For instance, players can get to board items such as "Volunteering", "Family Tour" or "Build a new House". Each board item requires players to make an investment in terms of coins, and will get a reward in terms of smiles.



Board Items also include four **ESSENTIALS** items that cost a certain number of coins or smiles. You must have at least 2 of these items before the end of 15 turns to win the game. There are also 3 CHANCE spaces, and if your pawn lands here, you must collect a **CHANCE** card.

[ESSENTIAL items include: Bank Account, Insurance, Education, and Vocational Training]

[Good practices include: Water conservation, Tree planting, Following all laws and duties, and Sanitation and Hygiene Practices]

### Disqualification:

Any player can be disqualified during the game play if they do any of the following:

1. If their total SMILES count is less than —20 on the Smile Board.
2. If they lose all of their COINS.

### Smiles:

**SMILES** are a measure of the amount of happiness you have gained during the game. For each decision you make in your turn, you are either rewarded with **SMILES** or lose them. **SMILES** for each player are counted on the **SMILE BOARD** by moving the colored pins (corresponding to each player's pawn color) to the number of overall **SMILES** that player has collected.

In case there is a tie between players at the end of 15 turns, the number of SMILES will determine the winner of the game.

### Coins:

COINS are the currency of the AYK game. Each player starts with 25 coins, and must have at least 5 by the end of 15 turns to win the game. Each decision you make in the game will cost you a certain number of coins, and in return you will either gain or lose SMILES. You can earn more coins from some of the CHANCE cards.

### Community engagement guidelines for the facilitator:

1. **Orientation:** Introduce the concepts used in the game to the participants such as decision-making, smiles(happiness), money and realted concepts. Ask the participants to give examples of how decisions affect the long terms outcomes.
2. **Gameplay:** Explain the rules of the game and clear any doubt the participants might have. Please ask questions to ensure that they are well-versed in the rules by the end of this session. Play the game with the participants.
3. **Brainstroming:** Ask the participants to identify the items that are most relevent to them and how it affects their daily life. Ask them to list those things down and assign smiles and money to each of those. Partcipants can discuss and decide the final list of items to be put on the blank gameboard.
4. **Game design & playtesting:** If there isn't any game rules that the participants would like to change then start they can commence the play.
5. **Discussion and feedback:** Ask the participants to facilitate the gameplay with the new content and have discussions about the decisions and quality of life with the players playing the new game created by the participants of the workshop.