

Game Rules

Futurate is a cards game which allows you to debate over the various possible futures. Play this with your friends and family to tap into the limitless possibilities in the year 2050.

For 4 or more players (Ages 12 and above)

CHOOSING A MODERATOR

Every player rolls the die. Player with the highest number on the die becomes the moderator.

STARTING A GAME ROUND

The Moderator chooses an artefact card. The artefact cards cannot be repeated in the subsequent rounds. The Moderator then chooses the two people they want to see debating on the chosen artefact. They hand out the for and against cards to the chosen debaters. The decision of who debates for and who debates against the artefact is made by the Moderator.

DEBATE STRATEGIES AND ASSUMPTIONS

Now, the two debating players must draw one strategy and one assumption card each. After seeing the cards, they will then put them upside down. The assumption card will have assumption (about future) on which they have to base their arguments. The strategy cards will have debating strategies which they have to employ while debating. The strategies are to add a fun element to the debate so don't get offended by them!

DEBATING

The Moderator turns over the 3 minute sand-timer and the debate starts. The player in favor of the artefact begins by making a short opening statement, followed by a short opening statement by the player in against.

The Moderator has the important task of making sure both debating players get more or less the same amount of time to speak. The debating players must always respect the Moderator.

When there are approximately 30 seconds left, the moderator will ask both the debating players to make their closing statement. The player in against will make the last closing statement.

REVEALING STRATEGIES AND ASSUMPTIONS

When the debate is over, both players must reveal their strategy and assumption. If it is discovered that a debating player completely ignored their strategy or assumption, the Moderator can choose to disqualify them.

VOTING

Now all players, including the Moderator (but not the debating players of course), select one of their voting cards and place it face down in front of them. When everyone has made their choice, cards are revealed one by one.

Note: The game only contains 4 voting cards, more cards can be made on a piece of paper depending on the number of players.

ENDING A GAME ROUND

The player with the most number of votes wins the round and automatically becomes the Moderator for the next round. The losing player is disqualified from debating in subsequent rounds; however they can still remain in the game as a voter.

NEXT ROUNDS AND GAME END

In the next round, the Moderator selects two players for the debate and the cycle continues. Eventually there will be only one player left standing and they will be the debating champion. All the artefacts that are voted in favor of in the debating rounds become a part of the future in 2050.

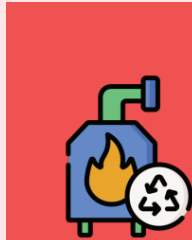
Game Contents

- 1 Instructions Manual

- 1 Sand Timer

- 1 Die

15 Artefact Cards



Incinerator

A machine converts trash into electricity.

Problems it addresses:
Poor Waste Management,
Pollution, Scarcity

10 Strategy Cards

Strategy

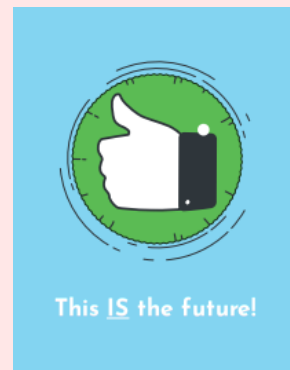
Always be polite!

10 Assumption Cards

Assumption

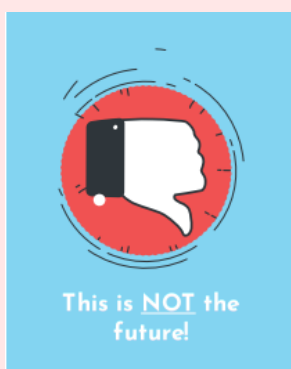
There is no hope!

1 Favor Card



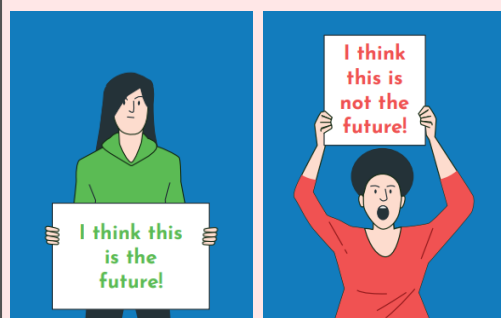
This IS the future!

1 Against Card



This is NOT the future!

4 Voting Cards (2 favor and 2 against)



I think this
is the
future!

I think
this is
not the
future!