



Manual

“Your Decisions will change the world”

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Les Scouts Tunisiens

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Introduction

It's the 17th december 2010, and the Arab Spring has just begun. You are in Tunisia, and each patrol is a community in Tunisia. You will go through a process of evolvement in your communities. Throughout this game, you will have to decide and discuss various topics, that will have influence on your community. You will go through four different stages. In which you will need to earn Spirits to buy resources, that will help evolve your community. You can earn Spirits in the following ways:

- You can send your community's smartest people to the quiz stall. At the quiz stall they will be tested on their knowledge about anything from fish to the moon.
- You can also send your community's sneakiest journalist to the media stall, where they can tell all their best stories, and by that earn Spirits.
- You can also choose to send your community's best poet to the poetry stall. Here they have a chance tell the poetry-master their best poems.
- Or you can use your community's fastest runners to collect water into your water bank for more Spirits.
- You can send your fittest people to the fitness stall, where you can work hard and earn Spirits

The game is built up by two periods. There is the production period and the break period. There is a number of things you can do to evolve your community in the two different periods. In the production period music will be playing, and in the break period it will be awkwardly quiet.

In the production period:

- You can run for water.
- You can buy resources from the different stalls.
- You can tell your poems at the poetry stall.
- You can quiz at the quiz stall.
- And you can tell your stories at the media stall.
- You can work out in the fitness stall

In the break period:

- You HAVE to go to the gaming hall stall, to roll the dice, which will also have an effect on your community.
- You can buy buildings at the building stall.
- You can evolve to the next stage at the evolving stall.
- You can still tell your poems at the poetry stall.
- You can still quiz at the quiz stall.
- You can still tell your stories at the media stall.

You will evolve to the next stage, when your community has bought 3 different buildings. You buy buildings in the building stall, next to the evolving stall. Besides buying 3 different buildings you will have to complete a task and also discuss a problematic topic handed to you at the evolving stall at the beginning of the previous stage. The task and the topic for the first stage will be handed to you, when the game begins. Once you move forward to the next stage, you can't go back.

All materials for the game and stations:

The use of it:	Materials:
Music for marking the production period	Mobile speaker, available to speak up all of the game area
Building bricks*	Paper, Scissor, Colour Printer and laminator
Resource bricks*	Paper, Scissor, Colour Printer and laminator
The money - Spirits*	Paper, Scissor, Colour Printer and laminator
Team rules*	Paper, Colour Printer and laminator
Signs for the different stations*	Paper, Colour Printer and laminator
Water buckets in booth areas	2 x 90 liters buckets
Water buckets for the teams	amount of teams x 20 liters buckets
Assignment in 1. age	20 wood bricks in 15x10 cm.
Assignment in 3. Age	Paper and Printer
Assignment in 4. age	sisal (very thin rope) approx. 10 meters
Team flags	amount of teams x different colored fabric (10x60cm.) amount of teams x wood sticks (2x120 cm.)
Team identification	6 x 6 pieces of different colored fabrics (6 pieces for each team) 5x100 cm.
Tables for the different stations	5 tables, and tape
Quiz stall*	Trivial pursuit questions or other questions
Sport stall	perhaps things for different exercises like tractor wheels, barrels, ropes etc.
Dice stall	at least 2 dices, and control scheme
Evolving stall	Control scheme and 1 dice
Cups for water collecting	Cups in different sizes (large and small) and also cups with holes in them (at least two of each pr. team)
Banner	Remember to hang up the Banner for everyone to see.

*has already been made ready for you to use at Houens Odde in the activity box for Demos Cratos.

Set-up

The set-up of the game:

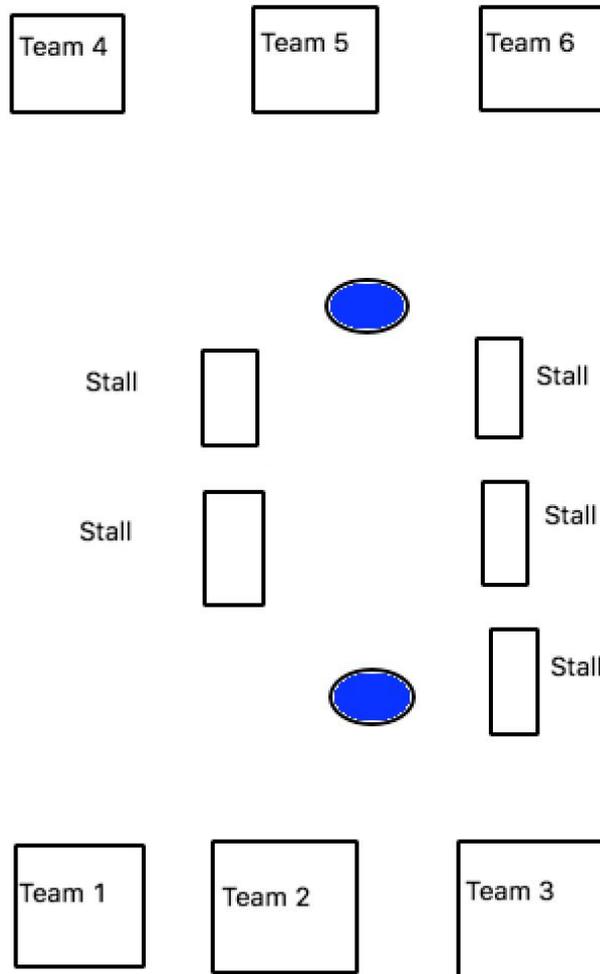
In the Center, where the stalls are placed:

In the middle of the game, you will need to place five tables, these are the different stalls. Some tables will have more than one stall. The center is where the game is controlled and it's also from here the music is played. In the center large water containers will be placed so the participants can run for water.

The teams:

Every team has a **flag** and for keeping an eye on them, a **scarf** too. Every team has their own water **bucket** to store collected water, and they also have the **team rules**.

Example of setup:



Rules

Your background	You run a community during the Arab Spring in Tunisia. Your community needs to be well-functioning and has an understanding for debating and democracy.
To win	Throughout this activity, participation will earn your community Spirits, that will help you to develop your community, the community with most points and consistent assignment solutions will be the winners.
Before playing	Discuss how you want to develop the your society.
What to remember	<p>The game is divided into two periods: Production period with music. Break period with no music.</p> <p>Furthermore there are four general stages: The Globalization stage – make transaction line (the sand is too hot to walk on) and it's not possible to buy resources without completing this task. The stage of Challenges – solve the problem of your community - get the assignment at the dice stall. Stage of Organizations – create your own political organization Participation stage– co-operate in the given assignment</p> <p>Details not to be forgotten: To complete a stage you need to buy at least 3 of the 5 different buildings in the evolving stage and also solve the challenge that belongs to the stage and you have discussed the problematic topic that was handed to you. When you decide to move to the next stage, it is not possible to buy buildings in the previous stage.</p>
Earn Spirits	<p>Water - The more water you get the more Spirits you earn.</p> <p>Poetry stall - Tell your poems</p> <p>Quiz stall - Answer questions</p> <p>Media stall - Find good stories. Make them and sell them to the publisher.</p> <p>Fitness stall - be fit and earn Spirits</p>
Production period (Music)	<p>Run for water</p> <p>Buy resources from the different stations</p> <p>Poetry stall</p> <p>Quiz stall</p> <p>Media stall</p> <p>Fitness stall</p>

Break period (Silence)	You HAVE to roll the dice at the gaming hall stall Buy buildings at the building stall Move to the next stage at the evolving stall Poetry stall Quiz stall Media stall			
Dice station rules	1 - Your land has dried out - you lose one cup 2 - The miners are working faster - you get a piece of Iron 3 - The monsoon is coming - Change to a large cup 4 - There has been a huge sandstorm - two persons are stuck in their houses and can therefore not help you until the next period starts. 5 - The harvest this year has been terrible - therefore you lose all your cups. 6 - There has been civil war in the country. The bullets are flying around your ears and hit your cups - Swap your cups to cups with holes in them.			
Notice:	Play well, no form of cheating is respected, play by the rules and have fun ;)			
	Stage 1	Stage 2	Stage 3	Stage 4
Education	Primary School Cost 1 W, 1 G Score 6	High School Cost 2 W, 1 G Score 15	University Cost 2 W, 2 G Score 14	Science center Cost 1 BP, 2 G Score 16
Health	Doctor Cost 1 W, 1 F Score 7	Health center Cost 2 W, 1 F Score 8	Hospital Cost 2 W, 2 F Score 13	Wellness centre Cost 1 I, 2 F Score 17
Finance	Booth Cost 1 W, 1 G Score 11	Medina Cost 2 G Score 10	Supermarket Cost 1 W, 1 G Score 15	Shopping center Cost 2 W, 3 G Score 18
Infrastructure	Road Cost 1 W, 1 F Score 6	Railway Cost 2 W, 1 F Score 10	Harbour Cost 2 W, 1 G Score 12	Airport Cost 1 BP, 1 I, 1 F Score 19
Culture	Culture house Cost 1 W, 1 F, 1 G Score 15	Museum Cost 2 W, 1 F Score 20	Theatre Cost 1 S, 2 G Score 30	Festival Cost 1 S, 1 I, 1 BP Score 50

Prices

W = Wood	price: 4
G = Grain	price: 3
F = Fish	price: 4
I = Iron	price: 5
S = Stone	price: 4
BP = Bio Plastic	price: 6

Score: Is the score of the building.

Water prices: 1 cup of water = 1,5-2 spirits.

Activities/stations

Name:	Building stall / Evolving stall
Staff needed:	2 -3
Description:	This stall sells building cards, and resources (Fish) Controls the rules, and makes new if it's necessary. This activity has computers, or control scheme to control the game.
How to:	1-2 persons are ready to sell. In every break all the teams come running to buy buildings, and advance to the next age. When they have completed the first task it's possible to buy resource cards. The staff have to make sure it's the right amount of money and resources, and control the levels, which each team reach.
Materials:	Building cards Price list Resource card - Fish Papers and pen /Control cards Table and signs.

Name:	Gaming hall stall
Staff needed:	1
Description:	Gaming hall is the stall that makes sure that accidents and lucky pounces still are a part of the community. Every break the teams come up and roll the dice, Write it in a scheme, and tell them what to do, according to the rules, and explain it.
How to:	One person stands with the scheme and writes it down when each team role the dice. And tell them what to do.
Materials:	1 dice (1-6) Resource card - Wood Counting scheme and pen Table and signs

Name:	Quiz stall
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Staff needed:	1
Description:	In the Quiz stall, all the gambling people have the possibility to play games and win a lot of money, or lose just as much. Game: Quiz
How to:	One person has a serious amount of different questions to quiz about
Materials:	Questions (Trivial pursuit) or homemade questions Table - Signs Resource card - Iron

Name:	Fitness stall
Staff needed:	1
Description:	This is a stall for the Physical games and activities. It works just like the Quiz stall just with physical games instead of quiz games.
How to:	One person take care of the games, and gives the winner some Spirits.
Materials:	Materials for the different games. Table - Signs Resource card - Grain

Name:	Media stall / Poetry stall
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Staff needed:	2 -3
Description:	This station buys good stories about the society and countries. Buy and sell, maybe another one wants to add some more to the stories. Or seriously deep and brilliant poems.
How to:	The person in charge values the story or the poems after their own opinion.
Materials:	Papers and pens Schemes/Formulas to make ideas. Table - Signs. Resource card - Bio Plastic, Stone.

Assignments in the ages

I. Age of Globalization:

In the first age you have to make a travel road, before you can buy any resources, and get points. With these pieces you all have to walk a certain distance without touching the ground. If you touch the ground you have to start again from the start. When you reach the center then you can run back with the wood pieces.

The rules are:

- touch the ground and you start over
- If you reach the center you can take the wood pieces in your hand and walk back to your area.
- It's only the person walking on wood pieces who isn't aloud to touch the ground.

II. Age of Challenge:

In this age there is a challenge, and they are decided by the dice.

Roles of the dice:

- **1 means:** Farming - it's been a very dry season and your fields have dried out. This means that you cannot collect water during the next production period.
- **2 means:** Tourism - A lot of english tourists have started to visit your community, but you can only speak french and arabic so you have to learn english, so during the next production period you can only earn Spirits in the fitness stall (where you don't talk).
- **3 means:** Your community is hit by a dangerous disease, it takes down 3 persons in your team. They can't leave the flag before you have told your best idea on how to get rid of the disease in the media stall.
- **4 means:** The lack of poems in your country, has made a lot of people unhappy and therefor you have to fix it, you cannot earn Spirits at any other station until you have written and told 3 amazing poems at the poetry stall.
- **5 means:** Financial crisis!, You lost a lot of money and therefore everything is twice as expensive **until** you buy a building.
- **6 means:** Bad infrastructure - your community is struggling, and all of you have to have your feet tied so you only move 30-40 cm. at a time during the next production period.

III. Age of Organization:

Make your own organization!, every organization would be rated by the masters in the end. Be creative - innovative and the god cause.

Points will be given from 1-20.

Scheme for this is called: "design your own organization".

IV. Age of Participation:

This is where you are going to do a lot of groupwork together.

Assignments and different activities:

The activity (picture at the right) is called "spider web", and the goal is to get all of the members through the web without touching the rope, or walking around to the other side of the web.

And at least 6 holes have to be there, because every time one member goes through the web the hole closes.

Thank you for playing



If you have any comments or suggestions don't hesitate to send them to

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