Saint Louis. The Game.

Instructions for players

The board is divided into two layers of fields (rounds). The external layer */Round 1/* is where players identify the problem; the internal layer */Round 3/* is where players will have their solutions challenged in order to make them most realistic and sustainable.

At the center of the board is a map of the city divided into 8 areas. There are 40 fields (including starting point) on the external layer of the board – one area with four fields and seven with five fields. Each field has its zone name, number and monetary value.
Internal board consists of *28 fields* with the challenges' IDs, where 4 of them are marked with *"?"* – these are surprise questions form the moderator.

Players throw two dice in turns. Team with the highest total starts the game from the rocket field at the external layer of the board.

1ST ROUND

1. Players roll the dice and move to the fields accordingly to the rolled number. Each field is assigned to a particular area of the city.

2. Players decide whether in a given area they are able to identify a problem related to the topic of the consultations. If so, they mark the field on the board with a sticker, write down the number of the field on the solution form and fill in the description of the identified problem. The team earns money from the moderator for the chosen field only if 2/3 of other teams at the table agree that the identified problem is relevant and real in the area. If not, then the player who comes up with the "wrong" problem has to pay the penalty price (monetary value of the field).

    When there are 3 teams at the table, one identifies the problem, second one agrees and the third one disagrees that the problem is real, then the moderator has to decide if the identified problem is relevant.

3. If players stand on the field already taken by some other team, they lose their turn.

4. If players stand on another field in the area they've already been to (identified a problem), they decide whether there is another problem in this area that they want to take care of. If not, then they lose their turn and another team rolls the dice.

5. There is always a possibility, that one city area could be omitted by all of the teams, because of the randomness of the dice rolling. If that happens, moderator announces that all of the teams at the table can work on one problem definition together, which will allow them to earn 4$ each. (*Round 3, point 6*)

Time of the round: approximately 30 or 40 minutes – only one lap around the board.

2ND ROUND

1. Moderators present players with Sample World Solutions Cards, which they can access at any time during the round.

2. Teams supplement identified problems with their solutions. They can come up with their own ideas or use the solutions from Sample World Solutions Cards and modify them (or not) according to their needs.

Time: 30 minutes.

3RD ROUND

1. Moderator informs players that they have to prepare their solutions for implementation and sums up the amount of money each team has after Round 1. The starting cost of implementation for each solution is 20$.

2. Third round takes place at the internal layer of the board (starting from the rocket field). Each field is marked with a challenge's ID. Players roll the die (only one in this round), and moderator reads out the challenge corresponding to the field they are on. If they land on the "?" field, the moderator gives players a surprise challenge which should be prepared in advance.

3. Team chooses one of their solutions which appears to be most adequate to the challenge at hand and then write down their response to the challenge on the solution card of their choice.

4. Each solved challenge decreases the implementation cost of the solution by 2$. Given that the starting implementation cost of any solution is 20$, four (maximum) solved challenges would decrease the cost to 12$.

5. It's almost impossible for one team to implement all of their solutions. Players can, however, create a partnership with other teams to implement solutions a single team can't afford. More supporters means more points. Players should write down the partnerships on their solution cards to make it easier to count the final points.

   Example:
   · *Team A has 24$ and implements one of their own solutions for 18$, but is left with other solution worth 16$, which it can't afford, because they only have 6$ left.*
   · *Team B has 30$ and implements one of their own solutions for 20$. Team B has now 10$ left.*
   · *Team A and Team B create a partnership and pay together for the implementation of Team A's solution worth 16$.*

6. Whole table can also create a partnership to fill and implement the solution for the problem identified together as a result of the situation described in the 1ST ROUND, point 5.

Time: 40 minutes. Only one lap around the board.

Who wins?

1. Each of the team's implemented solutions is worth *20 points.*

2. Each of the implemented solutions with partnership is worth 20 points plus:

   1 partnership +4 points
   2 partnerships +8 points
   3 partnerships +12 points

   Each of the teams who supported another player with the partnership gets 20 additional points.

   So if the team managed to create one partnership:
   team gets 24 points,
   partner gets 20 points;
   If the team managed to create two partnerships:
   team gets 28 points,
   partner no. 1 gets 20 points,
   partner no.2 gets 20 points.
   Pattern is the same with 3 partnerships.

   If there is going to be more than one partnership, then potential partners have to decide among themselves the amount of money they want to give to needing team. There are no additional points for the higher amount of money.

3. Responses for challenges are also additionally pointed. Each challenge is worth 2 points only for implemented solutions. As follows:

   Implemented solution with 2 challenge responses = 20p + (2p+2p),
   Implemented solution with 2 challenge responses with one partnership
   = 20p + (2p+2p) + 4p

4. Money left are counted as single points (1$=1point).

5. At the table: wins the team that has the highest number of points.

6. Among the tables: wins the table which has the highest number of points acquired from implementing the solutions (challenges points and money which were not used by teams aren't counted then). So, if there were 5 solutions implemented individually by teams and 4 solutions implemented in partnerships, then the points for the entire table equal:

   5 x 20p (individual solutions) + 4 x 12p (solutions wih partnerships)

   If there was a situation as described in 1ST Round, point 6, then this solution, if implemented, is worth 20 points for the whole table.

   5 x 20p + 4 x 12p + 20p (whole table's solution).