



**Join The World (Version 1.0)** Translate By: Mary Righetto

### **EQUIPMENT\***

- A Billboard
- Ten Pawns Green Resources (**Environmental Sustainability**)
- Six pawns Blue Resources (**Economy**)
- Ten Pawns Red Resources (**Social Aspects**).
- Twelve White Pawns (Hope)
- One Pawn Progress (superior in dimension compare to the others) Current Society
- One Pawn Progress (superior in dimension compare to the others) Free Society
- 40 Cards Free Society (light)
- 40 Cards Current Society (dark)

\* Colors may change according to what you have at home to use as pawns

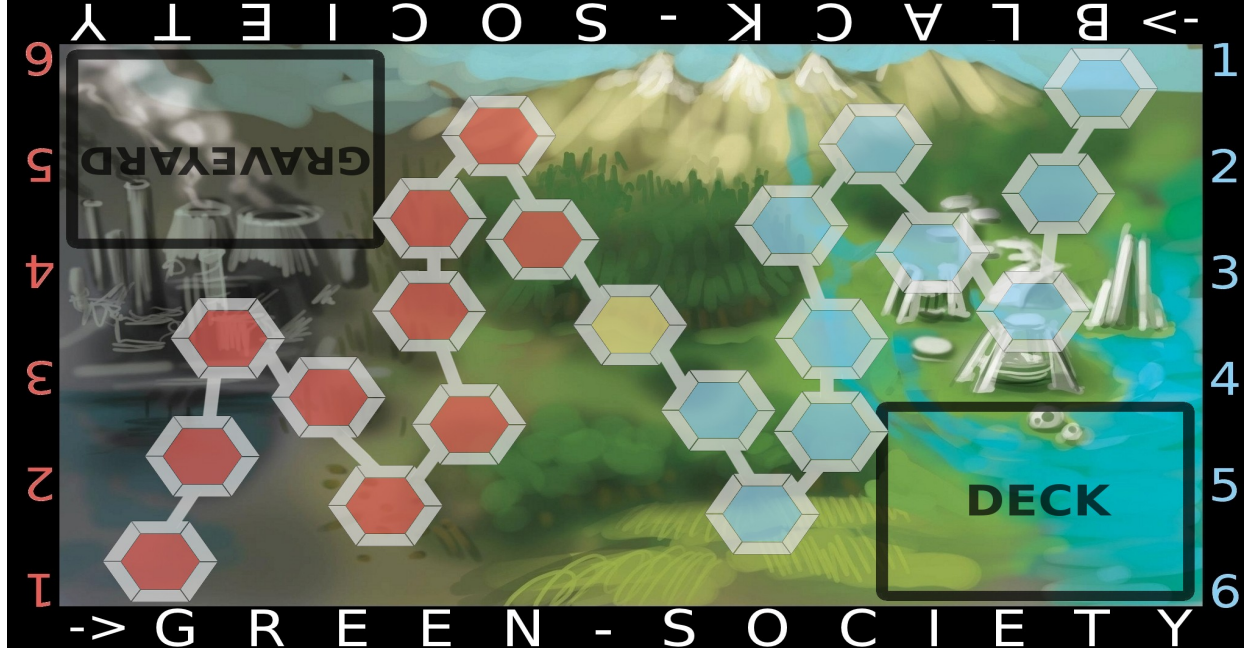
The cards are characterized by a digit called **Factor of Development** that can be **positive** or **negative** (side image) and by a color marker indicating the **Category** that is the color of the pawns to be positioned above the card, taking them from the game.



### **HOW TO ARRANGE THE TABLE AND PREPARATION AND GOALS OF THE GAME**

Place the deck of 80 cards, after mixing, in the space provided '**DECK**'.

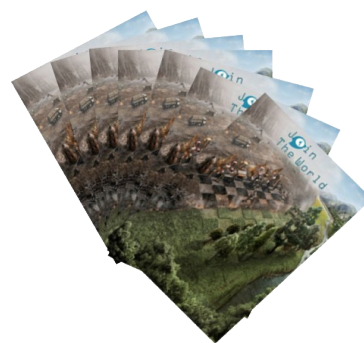
In the space '**GRAVEYARD**' will be placed all the discarded cards during the game.



Decide who should perform the first action, establish a dialogue between the players and prepare to save the world from decay!

Download and print the game billboard and place both societies' pawns at the center, in the **YELLOW** colored box.

Each player will begin the game with **SEVEN** cards available



Each player will reserve a space, between himself and the billboard, for his own **Laboratory of Ideas** where he **MUST** have three positive cards of different colors (at each turn the player can play only **ONE** card) and their resources (the color pawns) which number is equal to the number on the card (in the example below we should put above each card, respectively: 3 green pawns, 5 red pawns e 3 blue pawns).



In case there are fewer resources available to the number on the card the player will have to "settle" for such

resources. If there are no resources of a specific color, the color corresponding to that card will not be played until the "availability" of new resources. When a player manages to accumulate 3 cards in his **Laboratory** a positive card present in your hand can be played on the board at the cost of **ONE** pawn **Environmental Sustainability**, **ONE** pawn **Economy** and **ONE** pawn **Social Aspects**. When a card in your **Laboratory** ends the resources, it is eliminated from the game.

It can happen that a player does NOT have **Cards Resources Positive** immediately:

In that case he will be forced to play a negative card (like the one here on the right), thereby increasing the points **Resignation** in the billboard.

Once played, the **Negative** card is eliminated from the game (ending in **GRAVEYARD** space face down).



The game ends when:

1. The pawn Free Society or the one Current Society arrives at the end of its route.
2. In case the deck runs out, the society with the highest (progress pawn) score wins.

## EXECUTION

- Mix the cards, put them in **DECK** box, in the billboard, and alternately each player takes **SEVEN** cards.
- Play a **Resource Card** + (positive) to start developing a **Technology** or to analyze a **Current of Thought** in the **Laboratory of Ideas** if there aren't other cards of the same color, this is because you have to analyze all the **Aspects of the Society** and give credibility to the people. In the game, the resource card takes many pieces of the same color equal to its value if available or those that remain.
- Use two resources of a card in your own **Laboratory of Ideas** to fish or draw a card:

During the game, it can happen that a player with collaborative spirit exclaims "**Who needs to draw?**" in most cases the previous player had warned the team not to possess positive cards in hand and does not have resources in the laboratory

- Use three resources, one per color, to play a positive card in hand on the billboard and then inform people about a particular technology or philosophy of thought. At this point the player has achieved credibility and has proven to have analyzed well the **Social Aspects, Economy and Environmental Sustainability**. The **Free Society** increases his own "hope" (**white pawns**, to put on the **LIGHT BLUE** numbers) of many points as the value of the card played. If the **Hope Value** reaches six, the **Free Spciety** pawn moves one **LIGHT BLUE** box and the white pawns are removed.
- Play a **Card - (minus)** on the billboard, the society's dogmas are respected and undisputed, the **Current Society** increases the "resignation" (**white pawns**, to put on **RED** numbers) of many points as the value of the card played. If the **Resignation Value** reaches six, the **Current Society** pawn moves one **RED** box and the white pawns are removed.
- If the player has no cards in hand he misses the turn.