



Game Rule

Players are introduced to a diverse set of narratives. Each of these narratives describes a conflict scenario. From the perspective of their chosen character, players have to correctly identify the conflicting parties' needs in order to find a solution that is mutually satisfactory to both sides.

Number of players: 4 – 9 people

Duration: 20 – 45 minutes

Objective: Each player takes on a different role/character with the aim of identifying the underlying needs of the two conflict parties (A and B). At the same time, players have to find a solution to the conflict that is mutually acceptable to both A and B.

Winner

The winner is the player with the highest number of hearts. To score hearts, players have to;

- 1) Delve deeply into the question of what A and B need;
- 2) Correctly identify A and B's needs that lie at the heart of the conflict;
- 3) Come up with a solution to the conflict that is mutually satisfactory to both the conflict parties. Bonus hearts are awarded to players whose proposals reflect the kind of solution one would expect their character to make. (i.e. a security-focused proposal would be more typical of a military officer.)

Components

1. 15 narrative sets split into 3 levels with 5 narrative sets per level. Each narrative set contains;
 - 1.1. Main narrative Card
 - 1.2. Party A narrative Card
 - 1.3. Party B narrative Card
2. 10 character cards and 5 blank character* cards (*should players wish to propose their own additional characters)
3. 2 sets of needs cards, one set for A and one set for B. Each set has 22 needs cards, totaling 44 cards

4. 6 types of special power cards totaling 18 cards
5. 12 types of exploration cards totaling 34 cards
6. 9 sets of “how to play” cards for each player
7. 2 heart scorecards
8. 1 peace board (scoreboard)
9. 3 sets of 14 character pawns (for A, B and other characters) to place on the scoreboard, 42 pieces in total
10. 50 hearts
11. 1 hourglass
12. 1 notebook

Game Setup

1. All players together choose a narrative. Each narrative set contains 3 cards;
 - 1.1. Main narrative Card (all players read this card except for the “Facts” section at the bottom)
 - 1.2. Party A narrative card (Only the player in the role of Party A may see this card)
 - 1.3. Party B narrative card (Only the player in the role of Party B may see this card)
2. Once a narrative chosen, the game is set up as follows;
 - 2.1. Players choose appropriate characters to “join” the narrative according to the number of players minus two (who will take on the role of Party A and B). These characters make up the play pile.
 - 2.2. If there are not enough appropriate characters for the number of players, players can propose a new character, indicating who this character is and the way in which this character can score additional points when proposing solutions (i.e. what type of solutions would this character be likely to make). If everyone agrees to accept the proposed character, then a blank character card (which will be used to represent this character) is included in the play pile.
3. Each player chooses the character he/she wants to play or randomly picks a character card from the play pile.
4. Players who take on the role of Parties A and B (the conflict parties) are given;
 - 4.1. Their respective narrative card.
 - 4.2. A heart scorecard as well as the other players’ character pawns.
 - 4.3. A set of needs cards from which they must choose the “need” card which they think best fits their character’s personal narrative (Do not allow other players to see this card).
 - 4.4. A “how to play” card, put it in front of them and then place their character card and need card as directed by the arrows on their player card. The need card must be placed face down so other players cannot see them.
5. Players, other than Party A and B;
 - 5.1. Randomly draw 2 special power cards from the pile.

- 5.2. Take a “how to play” card, put it in front of them and then place their character card and special power cards as directed by the arrows on their player card. The special power cards must be placed face down so other players cannot see them.
6. The peace board is placed in the middle.
7. Five exploration cards are drawn and placed face-up in the middle of the peace board. The rest of the deck is put face-down and to the side.

How to Play

The game is divided into 4 stages: 1) Exploration (searching for the parties’ concerns and identifying the needs); 2) Generating Solutions (ideas for resolving the conflict); 3) Discovery (A and B reveal their needs and evaluate proposals) and 4) Score Counting and Wrap Up

Stage 1: Exploration

This stage consists of needs searching rounds and need identification round. All players, except A and B, take turns using the exploration cards to explore the narratives behind the conflict with a view to identifying the core needs of A and B. During this stage, A and B answer the questions in a manner that is consistent with their narrative.

Need Searching Round

1. On their turn, players pick an exploration card either from the face-up deck or from the face-down deck and follow the instructions on the card. When completed, the player receives heart(s). (If 3 face-up cards in a row are the same, put all face-up cards together with the rest of the deck, shuffle it, and draw five new exploration cards to be placed face-up in the middle of the peace board.)
2. Players can choose to use their special power cards at any time except when the special power card indicates that it can only be used during a players turn.
3. After the first player finishes his/her turn, the next player follows and so on until all the players have taken their turn.
4. The exploration round ends either when all players have completed 3 turns, or when one of the players is ready to guess the parties’ needs and all other players agree the needs identification round can begin.

Needs Identification Round

5. Begin by guessing A’s needs. Each player can choose whether they want to guess or not. Players can only guess once. Players do not need to guess in any particular order. The same rules apply for guessing B’s needs. The first player who guesses A or B’s needs correctly will receive 5 hearts.
6. If no one correctly guesses their needs, A and B will reveal them to the other players.
7. A and B then place their needs card on the peace board for all to see.

Stage 2: Generating Solutions

1. All the players, except for A and B have to propose a solution to the conflict. The first player to propose a solution receives 2 hearts and the second player receives 1 heart. If any of the players propose a solution that the majority of players deem is in keeping with their character, they will receive an extra heart.
2. A and B then score each of the proposals put forward by placing the respective character pawn on a figure between 1 to 5 on the heart scorecard's scale. A score of 1 means the solution meets their need the least and a score of 5 means that it meets their need the most. Scores must not be revealed until all the players have put forward their proposals.

Stage 3: Discovery

1. A and B reveal their respective narrative cards.
2. A and B reveal the scores they have given on their heart scorecard, explain the reasons for their scores and then suggest what solution they would have preferred.
3. Other players reflect on the game and whether the way A and B's communicated was in keeping with their respective narratives.
4. All players read the facts written at the bottom of the main narrative card.

Stage 4: Score Counting and Wrap Up

The winner is the player with the most number of hearts. Scores are combined from 2 parts.

1. Peace board;
 - Each player places their character pawn on the part of the peace board that corresponds to the score given by A and B for their proposal. For example, if A gives a proposal 4 points and B gives that same proposal 5 points then that players receives +10 as shown on that section of the peace board.
2. Hearts collected during the game;
 - 1 heart is equal to 1 point.

How players collect hearts

- Players can receive either 1, 2, or 3 hearts
 - When they play an exploration card.
- Players can receive 5 hearts
 - If they correctly identify the needs of Party A or B.
- Players can receive 2 hearts
 - If they are the first player to offer a solution.
- Players receive 1 heart
 - If they are the second player to offer a solution, or

- If they offer a solution that is consistent with their character's position/perspective.

Background

The idea for Peace-so-cracy came out of the Friedrich Naumann Foundation's journey to promote civic education in Thailand's different provinces. The team discussed experiences from attending a course conducted by King Prajadhipok's Institute called "Promotion of Peaceful Society." Specifically, they considered how they could raise awareness of society's diversity and at the same time foster the understanding that conflict is an integral part of democratic society. The team decided to develop an educational tool on conflict management and peaceful co-existence, hence the name of the game - **Peaceful Society in Democracy**.

The Office of Peace and Governance of King Prajadhipok's Institute and the Friedrich Naumann Foundation have a common mission to promote democracy, good governance and peace. This common mission prompted the collaborative efforts to develop this board game for use as an educational tool.

For over a year, the team worked to produce a number of different conflict scenarios, eventually settling on 15 conflict scenarios that could occur at the family level, community level, or at the international level. The scenarios tackle a wide range of issues on themes that include environment, society, culture, economics, public health and security. The team hopes that Peace-So-Cracy will partly contribute to building more peaceful societies in a democratic system.

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