

PODIUM

BOARD GAME RULEBOOK



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Glossary of Terms

Period

A game turn.

Plan

A card suggesting the action of the Period.

Podium

The first player, who places the Podium Plan.

Podium Plan

The first player's Plan.

Funds

The resources available to each player.

Events

Cards representing random occurrences which introduce unpredictability and threaten the players' Policies.

Policy

A player's role, supporting one of the groups of SDGs, and the general goals of the game.

Policy Track & Trackers

The track which indicates the potential status of each Policy, and the Trackers used to indicate the exact current status of each Policy.

Contents

Glossary of Terms.....	1
Period.....	1
Plan.....	1
Podium.....	1
Podium Plan.....	1
Funds.....	1
Events.....	1
Policy.....	1
Policy Track & Markers.....	1
Introduction	3
The game in a Nutshell.....	4
Game Components.....	5
Policy Cards.....	5
Event Cards.....	5
Game Board.....	5
Funds.....	6
Main Rules.....	7
Setup.....	7
Periods.....	7
Preparation.....	7
Plan Proposal.....	8
Debate and investing.....	8
Implementation.....	9
Events.....	10

Introduction

The role-playing board game of Competences for Education on Sustainable Development aims to aid the learner understand the concepts of sustainable development, learn to recognize via examples the 17 Sustainable Development Goals (SDGs) and their potential effects.

In this cooperative game, the players assume the roles of groups of policy makers, and each group tries to forward varied different agendas of the 17SDGs, supporting their claims and working with the other policy maker groups to decide on the priorities and resource allocation for each “period”, through discussion and persuasion. During the course of the game, random Events will affect the players’ efforts and slow their progress.

At the end of the game, the players will score points and check the success of their efforts and the achievement of each Goal. Either the players will collectively succeed in achieving to forward the agenda of all policies, or collectively fail!

For the purposes of the game, the SDGs have been split into five categories, each category matching a Policy, as shown below:

- Partnership (Goal 17)
- Peace (Goal 16)
- People (Goals 1,2,3,4,5)
- Planet (Goals 6,12,13,14,15)
- Prosperity (Goals 7,8,9,10,11)

The game in a Nutshell

At the start of the game, the players will each select to support one major Policy. They will receive starting Funds, and starting cards of their Policy. Additionally, they will set the Policy Markers on the starting locations of the Policy Track based on the difficulty level they wish to play.

The game is divided in Periods. At the start of each Period, each player will gain Funds and draw new Plans. During each Period, one player will have the Podium and suggest a Podium Plan, and the other players will have the opportunity to suggest alternate Plans and all will vie to Fund their Plans. After all players had had the opportunity to suggest Plans, they will negotiate with each other, until all players have expressed their opinion and then they will invest in the Podium Plan and the other Plans, by placing Funds on the Plan of their choosing. The Plans with the most Funds will become active and will be resolved and/or discarded, and all other Plans will remain for future Periods.

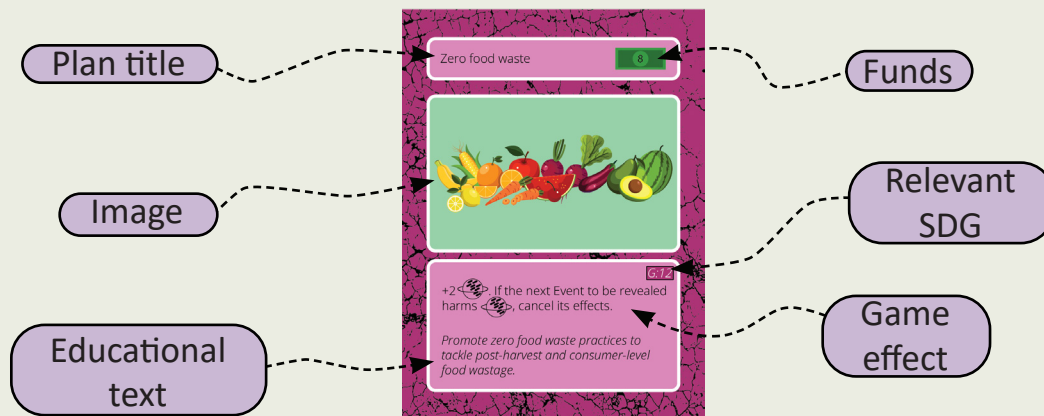
After resolving the Plans, they will reveal the top card from the Event deck, and apply its effects immediately.

After 10 Periods, the game will end, and the players will check their achieved progress, determining their Policy Completion.

Game Components

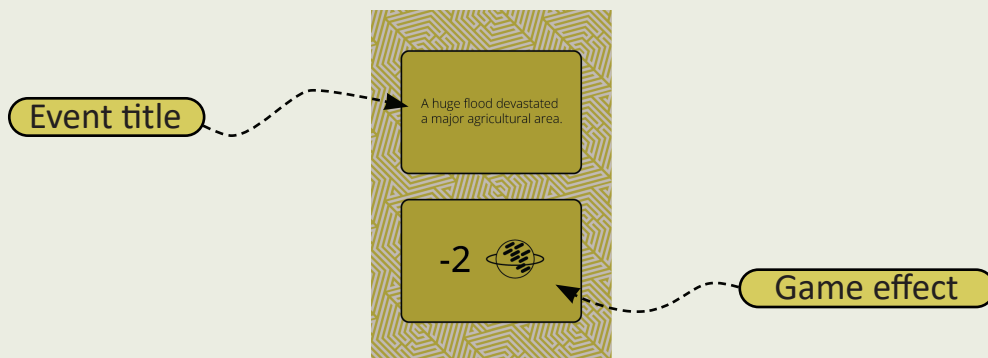
Plan Cards

5 sets of 20 cards each that determine the player Policy-related actions



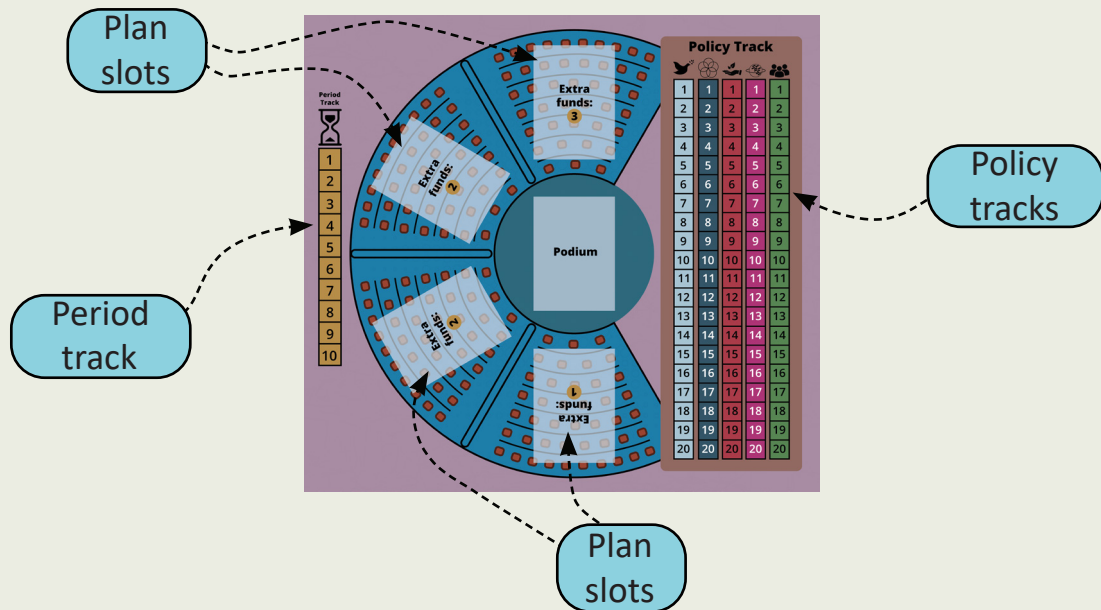
Event Cards

1 set of 20 cards that thwart the players' actions.



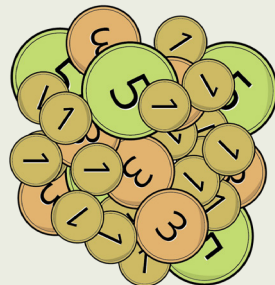
Game Board

Cardboard location to place the Plans, and includes the Policy Tracks and the Period Tracker.



Funds

The currency of the game, used to pay for Plans. 30 tokens counting as 1 Fund, 12 tokens counting as 3 Funds and 6 tokens counting as 5 Funds.



Markers

5 Policy markers and 1 Time marker, used to indicate the current position on the track.



Main Rules

Setup

1. Place the game board in the middle of the table
2. Each Policy is assigned to a player randomly. Place the respective deck in front of that player
3. Place all Funds in a pool next to the board
4. Place all Policy trackers on the “5” slot of their Track, and the Period tracker next to its track.



Periods

The game is played for 10 Periods. During each Period, the players will go through the following phases:

1. Preparation
2. Plan Proposal
3. Debate and Investing
4. Implementation

Phase 1. Preparation

At the beginning of the Preparation phase, each player takes 5 Funds from the pool and draws 1 Plan card from their Policy's deck (during the first game Period, instead take 8 Funds and 3 Plans). Any players having more than 5 cards in their hand, return any excess cards to the bottom of their deck.

Phase 2. Plan Proposal

The active player chooses a Plan card and places it on the Podium slot of the board, paying (by placing the Funds on the played Plan) half the required Funds, rounded down. Each other player, in clockwise order, chooses to pass or place a Plan on the next available slot on the board, paying half the required Funds rounded down, and discarding any Extra Funds required by the slot.

- When paying for a Plan, place the Funds on the Plan card
- Funds discarded as a cost for a slot are returned to the pool

Once all players have had a chance to place a Plan or pass, proceed to the Debate and Investing Phase.

Phase 3. Debate and Investing

Starting with the Podium and following clockwise order, each player who has an active Plan may choose to convince the other players to vote for their plan. Each player may read their played Plan's title and relevance text, and explain why they think this Plan should be funded (they each should take a maximum of 1' for this process). Once this is done, players may freely discuss between them and declare their intentions to vote for any specific Plan, and also offer favors to attract votes to the Plan they wish (i.e. promise a future voting in favor of those who support them, for example, "Vote for the Peace Plan I played now with 2 Funds, and I will vote for your next Prosperity Plan on the next Period with at least 3 Funds").

Once the Debate is over, the players (starting with the one next to the Podium) may pass or place any number of Funds on any Plans (including the Podium Plan) from those in their possession. Unless at least one Plan has been Funded or the player has no remaining Funds, they may not pass.

- Players who pass may no longer participate in the Investing process.
- Plans may have more Funds than required to be Funded.
- Players may not pass if they still have Funds and no Plans have been Funded.

Once all players have Passed, proceed to Implementation.

Phase 4. Implementation

The Funded Plan with the most Funds is immediately resolved. In case of ties, the tied Plan clockwise closest to the Podium (fewer additional Funds cost slot) is immediately resolved. Players follow its effects, which more commonly are to increase a Policy's marker value on the Track, and discard the card (place face-down next to the board in a pile), or if the card offers protection against Event cards, they leave it next to the discarded Plans pile, face-up as a reminder, until its trigger is resolved.

- When a card is discarded it is placed on a common discard pile for all Policies, face down.
- If the Plan to be resolved offers protection against a kind of Event, or any other effect to be resolved in the future, leave it face up next to the discarded Plans until it is resolved.

Afterwards, all other Funded Plans are discarded without being resolved, and their respective Policies gain +1 to their marker value on the Track. Players may collectively discard 2 extra Funds to instead resolve its effects, or 1 extra Fund if that card belongs to Partnership or Peace.

- The Funded Plans are discarded and their relevant Policy gains +1.
- Players may instead discard 2 extra Funds to resolve the card's effects, or 1 if the Plan belongs to Partnership or Peace.

Once this is done, the Podium player chooses a Plan on the board (if any), takes a Fund from the pool and places it on that Plan. All Plans are shifted in clockwise order so that they cover the closest slots to the Podium (except the Podium), and the Podium passes to the next player in clockwise order, so that a new Period may start. In case this is the 10th Period, instead check for Policy Success.

4.1 Policy Success

If, during the end of any Period, the players have reached the Goal in all Policy tracks, they may choose to end the game. However, at the end of the 10th Period the game ends compulsorily, and the players compare their respective Policy's marker's location on the Track. If they have surpassed their Goal according to the difficulty rating, their policy is Successful.

Before checking their respective Policy Success, players increase their marker's position if any of the following apply:

- The players will choose the Policy player who they deem as best negotiator, and will gain +1 to that Policy.
- The players check if the discarded Plans belong to all 17 SDGs, and if so each Policy gains +5. Do not check the next conditions.
- For each set of 3 discarded Partnership or Peace Plans, that Policy gains +2 respectively.
- For each set of 5 different discarded SDGs of their Policy, People, Prosperity or Planet gain +2 respectively.

The Goal of the game is decided at the beginning:

- Easy: 10
- Medium: 15
- Hard: 20
- Custom: any set by the group

4.2 Events

At the end of each Period, draw and resolve an Event card. If an event card would reduce a Policy to below 1, it reduces it to 1 instead.



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