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# Uhuru

The Wicked Game

The game plays out in UHURU - a fictional African country and starts in 2015 – the year in which the SDGs were introduced. Each round the game advances with three years. After round 3 there is a mid-term review and caucus meeting and after six rounds when the year 2030 is reached the game ends. It is time to assess to what extent the SDGs have been reached and who benefitted the most from actions taken.

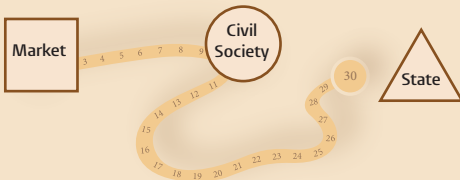
## TO PLAY

### Characters:

All six players receive a character card. The character determines their **Sector** as well as their **Mission**. Sectors and missions consist of two players. Sector members do not share the same mission. The players put their character cards on the game board, on the indicated zone with the same color as their avatar. The players also add their sector and mission next to their avatar name.

### Sectors:

The **sectors** represent the Market, Civil Society and State and its pool of resources. Sector teams **start the game with 20 sector resources each**.



Your **sector** informs what action cards you decide to play during the game to gain new resources for your sector. If your sector resources are low, you may not be able to play an action card that will strengthen your sector and/or advance your mission.

If a situation arises in which there are **not enough resources** for any player to present an action card in a round, the country has become a **failed state** and the game ends.

### Missions:

Your **Mission** informs what action cards you decide to play during the game to win points for your mission.



## ROUND 1 & 2 | 10 min per round

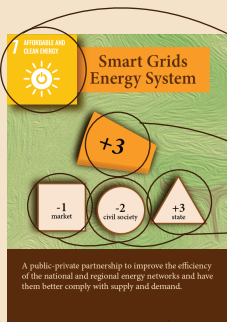
Players take turns playing one of their 11 **Action cards**. Please take **5 minutes to carefully read your action cards** and check which action cards suit your character best, **before the start of round 1**.

Action cards are linked to a **Sustainable Development Goal (SDG)**. When you play the card, put the card next to the SDG icon on the board.

The amount of **Mission points** you'll be awarded for the SDG by playing the card. Add these to the mission score counter.

The amount of **Sector resources** needed to play the card. The card may only be played if all sectors can afford it. Add and subtract the indicated resources to the sector score counter.

When playing the action card **explain** what will happen and **why this is important** for you as a character and/or for the country as a whole.



## ROUND 3 | 10 min

At the start of each player's turn, an **Opportunity card** is made available. The player takes a minute to reflect on the card and chooses to **invest in the opportunity card**, or to play an **Action card**. Bought opportunity cards are put on the game board for everyone to see. If not played, the opportunity card is put back to the bottom of the deck. To do so hold Shift while adding the card.



### Opportunity cards

Invest **sector resources** to gain competitive bonuses and ways to get ahead in your **mission**.

## MID-TERM REVIEW & CAUCUS | 15 min

After the third round, discuss the state of your country as it is. Think about the choices you made and the situation it created in your country, specifically whether :

- 1) people, planet or prosperity is favoured above the other missions
- 2) all three sectors are equally enabled
- 3) and most SDGs are addressed

## ROUND 4 | 10 min

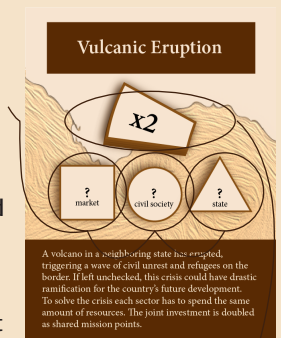
All players play an **Action card**, whilst reaping the gains of opportunities invested in during Round 3.

## ROUND 5 | 10 min

At the beginning of round five, a **Crisis card** is put into play. Take a minute to reflect on the crisis, what does this mean for your country?

To solve the crisis, each sector has to **spend and equal amount of Sector resources** in one round.

If the crisis is resolved, the **joint investment is doubled** as shared mission points.



## ROUND 6 | 10 min

All players play an **Action card**.

## WIN THE WICKED GAME

The **player** who has the most Mission Points and Sector Resources is the country winner.

The **country** with the highest Shared Mission Points and SDGs addressed is the continental winner.