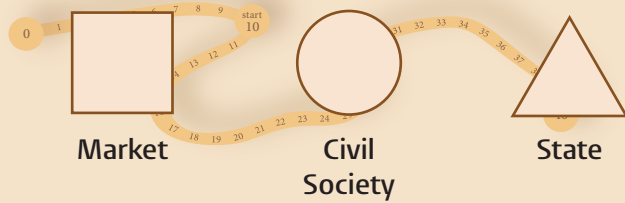


Uhuru

Can your country acquire enough resources to support your Social Development mission?

All six players receive a character card. These cards determine the **Sector** teams:



Each sector team represents a sector of the country and part of its pool of resources. Sector teams start the game with 10 sector resources each.

Sectors consist of two players. Each sector member chooses a **Mission**:



Sector members can not share the same mission. Every mission should have two players.

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

Mission points determine who wins the game.

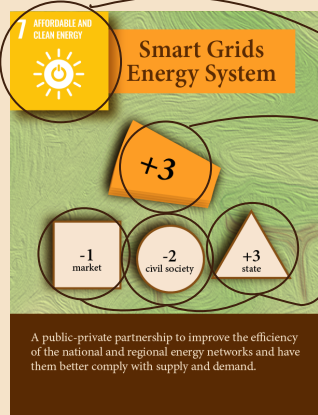
Sector resources represent your ability to act on opportunities and crises.

If your sector resources are low, you may not be able to play action cards to help your mission.



FIRST ROUND

Players take turns playing one of their 11 **Action cards**.



Action cards

Action cards belong to a **Social Development Goal (SDG)**.

The amount of **Mission points** you'll be awarded for the SDG by playing the card.

The amount of **Sector resources** needed to play the card. The card may only be played if all sectors can afford it.

Sometimes you have to play against your interest to benefit the country.

SECOND ROUND

Players take turns playing **Action cards**. Three new **Opportunity cards** are available every turn after the first round.



Opportunity cards

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

THIRD ROUND

Players take turns playing **Action cards** and **Opportunity cards**. After the third round, a representative of each group of players presents their country to the whole class, based on which SDGs have been played and which are missing.

Think about what the **Action cards on your board mean**; maybe you played a lot of cards to develop education and fight hunger, but paid less attention to sustainable energy and the environment? **Discuss!**

FOURTH ROUND

At the beginning of round four, a **Crisis card** is put into play. To solve the crisis, play a "power round" of investment to meet the requirements on the Crisis card with as little negotiation as possible!

Each sector has to **spend 15 Sector resources** in one round, which may take some selfless investment from your fellow players. If the crisis is only partially resolved, the sectors that met the crisis goals still earn their third of the reward.

FIFTH AND SIXTH ROUNDS

Keep playing **Action cards** and competing for **Opportunity cards**.

WIN THE WICKED GAME

The two players whose **Mission** has the most points on the **Social Development Goals Wheel** are declared the winners.

Played the wicked game in class?

The **country** with the most amount of mission points on the **SDG Wheel** is the class winner!



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