

The Change: play the change you want to see in the world by transforming the economy!

The Change is a collaborative game for 2 to 5 players with an approximate duration of 1 hour. During the game, players experience communitarian power, discover various projects based on the five branches of *Transformative economies*, debate their benefits and promote changes to achieve a fairer world. COOPERATE with the rest of the players, DEVELOP the maximum number of *Transformative economies* initiatives and CHANGE the negative effects of our *Current economic system* before it is too late!

THE CHANGE AND THE YITEG PROJECT

The Change is a game promoted by 7 organisations from 4 countries (Spain, Italy, Greece and France) within the Erasmus+ project “YITEG: Youth Impacting *Transformative Economies* through Game-Design”, funded by the European Union. The game has been created collaboratively with local young people committed to promoting *Transformative economies* practices and creating a community of multipliers at a local and European level.

The development and production of the game has followed the values of *Transformative economies*. If you want to know more about the project, visit the website <https://sseds4youth.org/>

We encourage you to use the game as a tool for transformation with a group of people (at school, during board game nights or similar events, with friends, in family, etc.).

The game has additional resources such as the multimedia Map of real *Transformative economies* initiatives and the facilitation Manual to run a complete session on *Transformative economies* and test the game.

Download the facilitation manual here >>>



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COMPONENTS

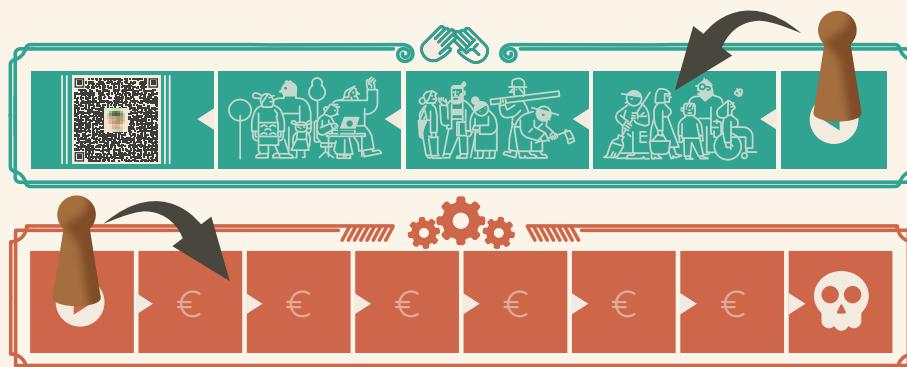
- 1 game board with wheel
- 32 big cards:
 - 28 cards of *Transformative economies initiatives*
 - 4 game summary cards
- 49 small cards:
 - 24 cards of negative effects caused by the *Current economic system*
 - 10 event cards of the *Current economic system*
 - 10 event cards of *Transformative economies*
- 5 junior cards with negative effects of the *Current economic system* (only for the game players between 10 and 16 years old)
- 42 meeples of 6 different colours (*orange, purple, yellow, blue, green and black*)
- 2 wooden pawns
- 1 cloth bag
- 1 game rules

Glossary

Pile of meeples - Communitarian power // *Meeples* - Active people // *Take a meeple from pile* - Involve an active person // *To spin the wheel* - Activate the communitarian power // *Use meeples to acquire a Transformative economies initiatives card* - Mobilise active people to develop *Transformative economies initiatives* // *To keep a Transformative economies initiatives card* - Mobilise new active people to keep the initiative ongoing

OBJECTIVE OF THE GAME

The goal of The Change is to reach the end of the “path of *Transformative economies*” before the wooden pawn reaches the end of the “path of the *Current economic system*”.



To achieve it, players must collaborate to **change 4 negative effects** of our *Current economic system* using the benefits and values of *Transformative economies initiatives*.



Upon reaching the end of the *Transformative economies* path, you can scan the QR code to discover some real *Transformative economies initiatives*.

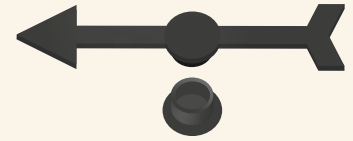
The game offers two extra versions:

- **Junior version** - level adapted for players between 10 and 16 years old.
- **Expert version** - level adapted for players with experience in the game and knowledge about *Transformative economies*.

GAME SETUP

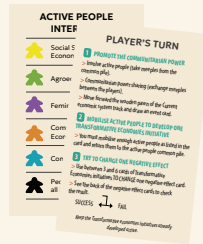
If this is your first time playing

If you are playing for the first time, separate the two plastic arrow pieces. Place the part with the arrow above the hole in the board and attach it to the other plastic piece below the board so that the arrow can spin above the roulette.



Preparing a game session of The Change

- 1 Place the board at the centre of the table. Deal a game summary card to each player.



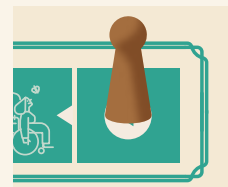
- 2 Shuffle all the "Transformative economies" cards, then divide them equally in 4 decks and leave them on both sides of the game board with the cards face-up. The cards on top of each deck are the initiatives that the players can develop by mobilising the necessary active people. By developing one of these initiatives and removing the card from the pile, a new initiative appears.



- 3 Leave the junior negative event cards in the game box (unless you are playing the junior version of the game. See "Game variant for junior players").



- 5 Place a wooden pawn at the beginning of the path of the Transformative economies and another one at the beginning of the path of the Current economic system.

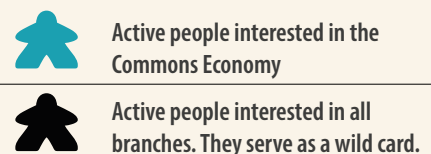
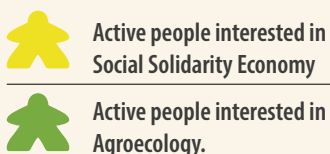


These paths go in opposite directions.

- 4 Shuffle all the "negative effects of our Current economic system" cards, form 4 equally divided decks and put them below the game board with the cards facing-up. These are the negative effects that players have to change. Every time one is changed, a new negative effect appears on the deck so that there are always 4 active cards.



- 6 Place all the coloured meeples in a pile on top of the board. These meeples represent people who are active and interested in some of the branches of Transformative economies and represent the basis of the communitarian power:
- 7 Finally, shuffle the "event cards of our Current economic system" (red colour) and place them in a deck facing down next to the pile of meeples. Do the same with "the event cards of Transformative economies" (green colour), leaving them on the opposite side.



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6

7

7

2

#5

ECO-FEMINIST CENTRE

Multi-use space focused on ecology and care, addressing climate change and rethinking the relationship between humans and nature

#21

SELF-MANAGED COUNTRYSIDE SOCIAL CENTRE

Self-managed social centre with agroecological practices

1

5

2

#4

SOLIDARITY ASSOCIATION FOR WOMEN

Social initiative helping women victims of trafficking to rebuild their lives through mutuality and access to local resources

#20

RENEWABLE ENERGY COOPERATIVE

Cooperative supplier that offers renewable and socially responsible electricity

4

NEGATIVE EFFECTS

Homelessness

NEGATIVE EFFECTS

Industrial farming

NEGATIVE EFFECTS

Hyper-consumerism

NEGATIVE EFFECTS

Exploitative working conditions

At the beginning of the game each player has to choose 2 meeples representing active people in the branches in which they are interested. Players can choose any colour except black.

Example: a player who is very interested in sustainability and food sovereignty will take 2 green meeples (active people in agroecology), while a player interested in feminist and communitarian economies will take one purple meeples and an orange meeples.

Each time one of the wooden pawns moves along its path (*Transformative economies or Current economic system*), the players **must draw the top card from the corresponding pile** and apply its effects.

HOW TO PLAY

The Change is played in turns, starting with the youngest player.

On their turn, the player should perform the following actions in this order:

- 1) Activate the communitarian power
- 2) Mobilise your active people to develop *Transformative economies* initiatives
- 3) Use the values and benefits of the developed *Transformative economies* initiatives to change a negative effect of our *Current economic system*

1. Activate the communitarian power

The player spins the wheel and depending on where the arrow stops, the player does one of the following actions:

The player involves active people interested in some branches of *Transformative economies* by taking the meeples of the corresponding colour and adding them to their pile.

The player involves 2 active people interested in all branches of *Transformative economies* taking 2 black meeples from the common pile.



The player involves 2 active people (any colour except black meeples) and initiates a moment of exchange among players of communitarian power. Players can exchange or give each other meeples of their choice, with the aim to have the best possible combination of active people to develop a *Transformative economies* initiative (see next rules section).

The player must move the wooden pawn one space in the *Current economic system* path, draw an event card from the *Current economic system*, and apply its effect. You have to be careful, because if the wooden pawn reaches the end of the path, you lose the game!

2. Mobilise your active people to develop *Transformative economies* initiatives

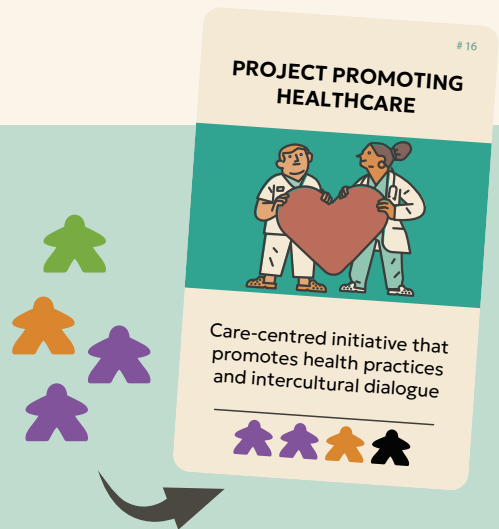
After spinning the roulette, the active player can mobilise their active people to develop a *Transformative economies* initiative. To do this, **the player takes a *Transformative economies* initiative card and moves as many meeples as the card indicates** and returns them to the central pile (since the meeples are now represented at the bottom of the card). When the card shows black coloured meeples (active people interested in any branch), players can mobilise any kind of meeples.

After developing the *Transformative economies* card, the active player must place it just below the 4 negative effect cards piles without assigning it to any of them. **These *Transformative economies* cards are common to all players.**

If the active player does not have enough meeples or they have different interests than those indicated on the 4 *Transformative economies* card piles, the player cannot mobilise them to develop one *Transformative economies* initiative. So it is very important that when the roulette shows the “communitarian power exchange” image, players plan well how they want to distribute the available active people. Only initiatives that are visible on top of each of the 4 *Transformative economies* initiatives card piles can be developed.

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Example: At this point in the game, Jade has 5 meeples: 2 representing active people interested in Feminist economy, 2 in Communitarian economy and 1 in Agroecology. By agreeing with the rest of the players, Jade decides to mobilise 4 meeples to develop the “PROJECT PROMOTING HEALTHCARE” initiative and returns them to the communitarian power pile (2 purple, 1 orange, and 1 green in place of the black meeple indicated on the card). Then Jade places the initiative card below the negative effect cards of the *Current economic system*. By doing so, a new initiative appears. The developed card “PROJECT PROMOTING HEALTHCARE” is common to all players and can be used later to try to change some of the negative effects of the *Current economic system*.



3. Use the values and benefits of Transformative economies initiatives developed to change a negative effect of the Current economic system

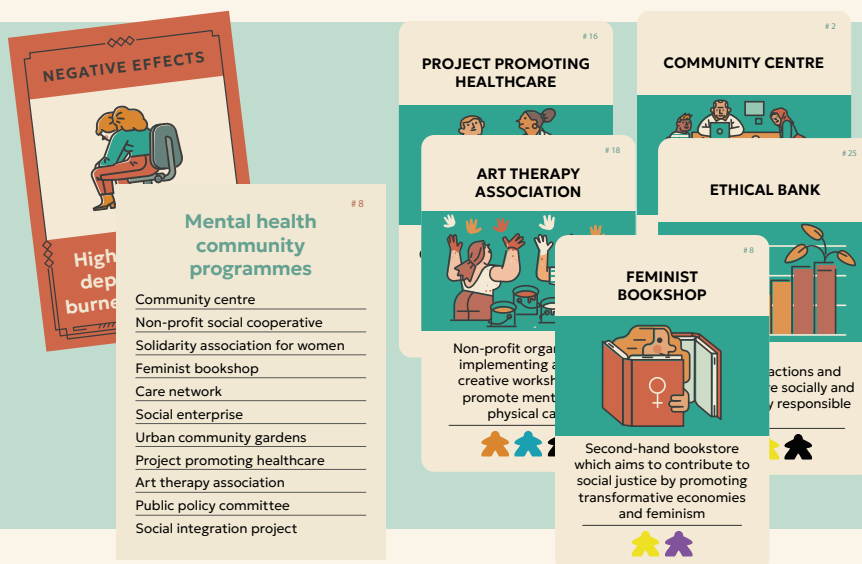
The active player can **propose to the others to try to change one of the negative effects** of the *Current economic system*. To do so, all players must select, in a collaborative and consensual way, between 3 and 6 *Transformative economies* initiative cards that they had previously developed and associate them with the negative effect that they want to change.

Flip the selected negative effect card to reveal the list of *Transformative economies* cards that, with their action and values, provoke its change.



>>>> **If 3 or more cards selected by the players appear in the list:**

Great, **you managed to change the negative effect!** The players discard that negative effect card and move the wooden pawn one space in the path of the *Transformative economies*.

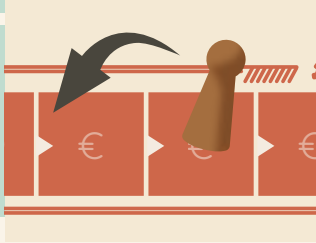
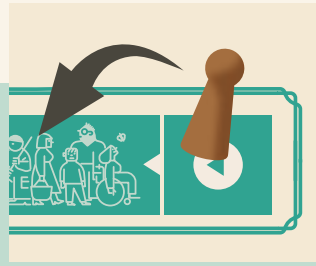


Example: At this point in the game, María, Félix and Silvia decide to use the PROJECT PROMOTING HEALTHCARE, COMMUNITY CENTRE, FEMINIST BOOKSHOP, ART THERAPY ASSOCIATION and ETHICAL BANK cards developed in previous turns to try to change the HIGH NUMBER OF DEPRESSED AND BURNED OUT PEOPLE negative effect card.

To do so, they place them next to the negative effect card and flip it to see the list of measures that can change it. In this case, the change is successful because at least 3 of the selected initiatives appear on the back of the negative effect card.

After successfully changing one effect of the *Current economic system*, the active player **draws a Transformative economies event card** (green cards) and applies its effect. These cards propose a common action to all the players. If they achieve it, the active player can involve 2 meeples from the common pile and move the wooden pawn of the *Current economic system* one space back.

As it is María's turn, she moves the wooden pawn one space and draws an event card of *Transformative economies*.

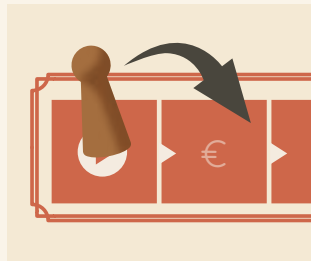


If they manage to overcome the challenge of the event, María can involve 2 active people of the communitarian power pile (take 2 meeples of any colour from the common pile) and move back the wooden pawn one space in the *Current economic system* path.



>>>> If there are less than 3 cards selected by the players in the list of the card with the negative effect of the *Current economic system*:

The action has not been successful enough and the negative effect remains. Players must leave the card on the table and move the wooden pawn one space forward in the *Current economic system* path. The active player must draw an event card from the *Current economic system* pile (red event cards) and apply its effect. These cards allow players to activate people based on their actual daily practices.



4. Keeping active the *Transformative economies* initiatives

Once used, *Transformative economies* initiatives cards must be discarded, unless players mobilise new active people who share one of the card's meeples colours in order to keep them.

To do so, any player can return one of their meeples matching one of the colours on the card they want to keep to the communitarian power (meeples common pile). Once this is done, the card remains on the table and can be used to change another negative effect whenever desired.

Example: Following María, Félix and Silvia decide to mobilise 4 of their active people to keep 4 *Transformative economies* initiative cards used to change the negative effect HIGH NUMBER OF DEPRESSED AND BURNED OUT PEOPLE and discard the ART THERAPY ASSOCIATION initiative because they do not have enough active people mobilised to keep it. To do this, they return 4 meeples (2 purple, 1 yellow and 1 blue) to the communitarian power.



Players can attempt to change various negative effects during a turn while they still have active initiatives. After each successful attempt, the players discard the negative effect card and a new card is shown.

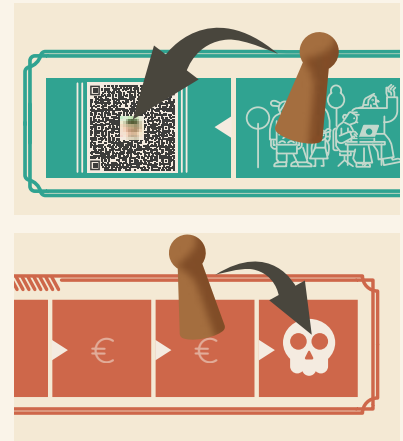
Once these actions have been completed, it's the next player's turn. Players should follow the order of actions or can also choose not to do any of the steps 2 or 3, either because they don't have the necessary capacities or because they want to first see how the game evolves.

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END OF THE GAME

Players win if they manage to **change 4 negative effects** of the *Current economic system* and the wooden pawn reaches the final box with the QR code. The QR link shows a map with a selection of local *Transformative economies* initiatives around Europe.

Otherwise, if the *Current economic system's* wooden pawn reaches the end of its path first, the players lose the game... but they can always try to play again!



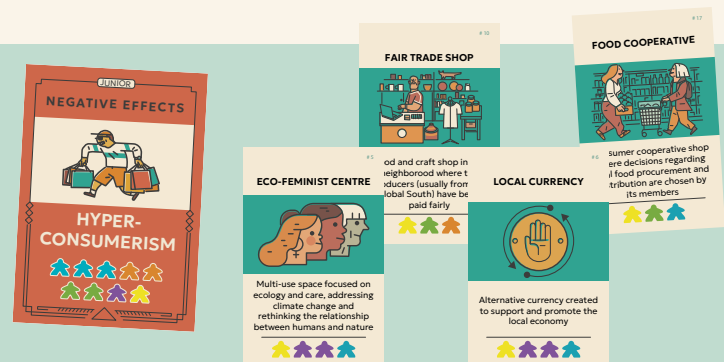
GAME VARIANT FOR JUNIOR PLAYERS (from 10 years old to 16)

If you are going to play The Change with players from 10 to 16 years old, use only the **5 junior Current economic system negative effect cards**.

The game maintains the same rules with one variation:

To change a negative effect, cards of *Transformative economies* initiatives must be associated with at least the same number of active people as the negative effect card shows and with the same colour distribution. Therefore the active people interested in all branches of *Transformative economies* (represented by black meeples) don't count towards changing the negative effect.

Example: Jade, Félix, María and Silvia decide to use their FOOD COOPERATIVE, ECO-FEMINIST CENTRE, LOCAL CURRENCY and FAIR TRADE SHOP cards to change the HYPER-CONSUMERISM negative effect. Among all the cards there should be at least 3 active people interested in Common goods economies, 2 in Communitarian economies, 2 in Agroecology, 1 in Feminist economies and 1 interested in the Social Solidarity Economy. The black meeples of the *Transformative economies* cards cannot be used to change a negative effect.



As you cannot change a negative effect if you don't have enough *Transformative economies* initiative cards, therefore, in the junior version the wooden pawn of the *Current economic system* only advances when its symbol appears on the roulette.

GAME VARIANT FOR EXPERT PLAYERS

If you have already played a game of The Change and you want to increase the difficulty, you can add the following 3 extra rules:

1. The wooden pawn of the *Current economic system* begins in the third square of its path.
2. To change a negative effect of the *Current economic system*, you can only select a maximum of 4 *Transformative economies* initiative cards (instead of 6).
3. All players who do not meet the condition of the event cards of the *Current economic system* must discard 1 meeple (if you do not have any, this effect does not apply).



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