Timo Rohden

SOLIDARITY

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The EU is based on an interplay between individual interests and solidarity. Sometimes you win by strengthening others.

In Solidarity, the players are representatives of a community of villages. It is going to be a hard winter, and food will be scarce in some of the villages.

You have the choice: Will you show solidarity or act in accordance with your own short-term interests?

4-6 Players

20-40 Minutes

Ages 6+

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This game was developed by students in the Industrial Design course at the University of Wuppertal as part of the project "Perspectives in Play", which has been funded by the German Federal Foreign Office. The project aims to develop games that turn different aspects of politics into an interactive experience. You will find all the games in the series at **www.perspectives-in-play.com**. For more information on the German Federal Foreign Office and its programmes, please visit **www.diplo.de/aussenpolitiklive**.

Warning: Contains small parts that can be swallowed. Not suitable for children under 3.

CONTENTS

The only things you will need for the game are a pair of scissors and a die. Simply cut out the cards and coins along the dotted lines. Make three separate piles of action cards, food cards, and coins.

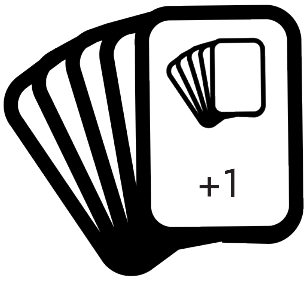
– – – – – – – – – Cut

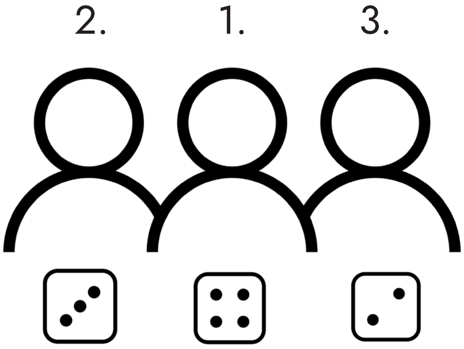
INCLUDED	REQUIRED
70 food cards	1 die
50 action cards	1 pair of scissors
96 coins	

EXPLANATION

How do you play the game?

At the beginning, each player receives 5 food cards. The food cards show how many points you have now. Shuffle the action cards well and place the pile face down next to the pile with the food cards.

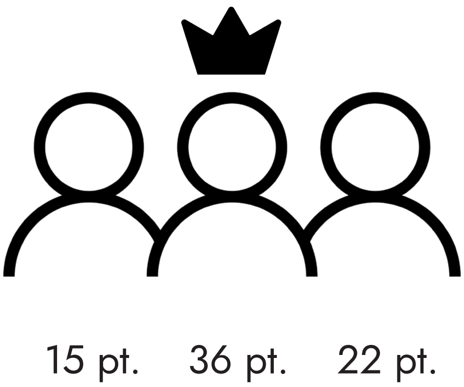




Roll the die to determine who starts.
The player who rolls the highest number of dots begins and carries out the three game phases (see p. 4). You continue by playing one round at a time clockwise. Put the discarded food cards on a separate pile. After drawing an action card, return it to the bottom of the pile.

How the game ends

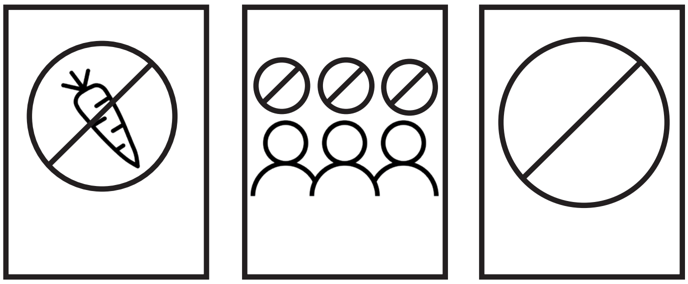
The game ends after all the food cards have been drawn from the pile. Count your food cards. Each card is worth 1 point. Next, count your coins and add the total to your food card points. Each coin is worth 2 points. The player with the most points wins the game.


15 pt.
36 pt.
22 pt.

GAMEPLAY

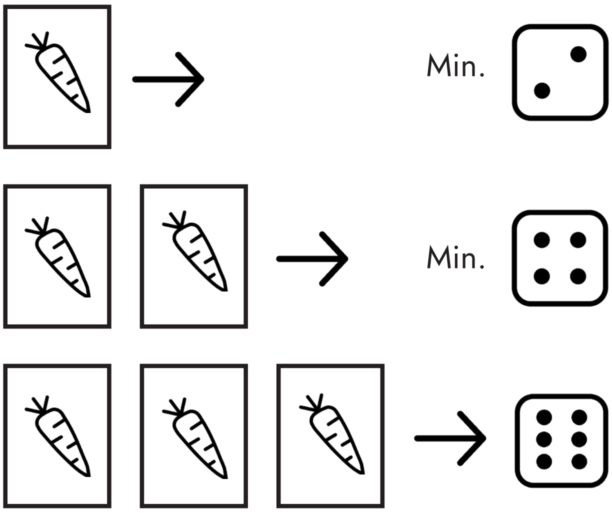
1. ACTION PHASE

In the action phase, you draw 1 action card. The action on the card always applies immediately.



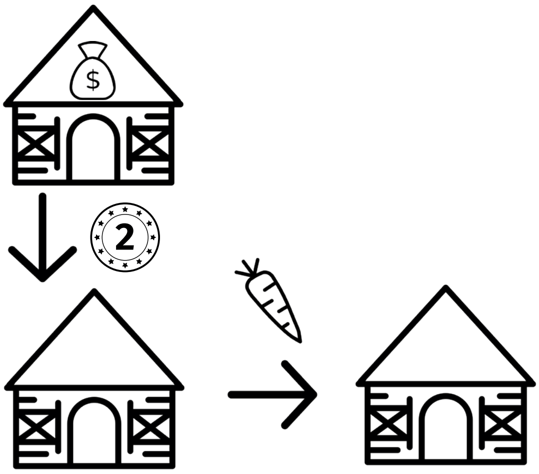
2. DIE PHASE

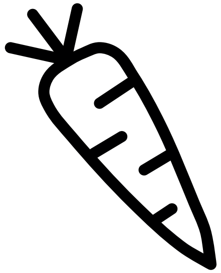
In the die phase, you decide how many food cards you want to win and then announce the number. However, your action's success depends on the number of points you roll. If you are not successful, you do not receive a card and lose your turn in the next round.



3. SOLIDARITY PHASE

In the solidarity phase, you decide whether or not you want to give a player food cards. You can give a maximum of 3 food cards to only one other player. For each card you give away, you receive 1 coin from the Village Central Bank.





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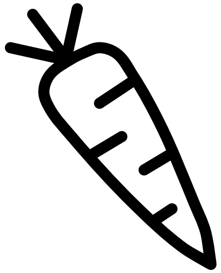

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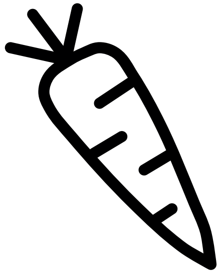

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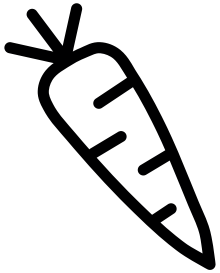

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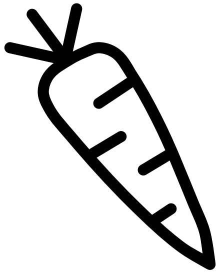

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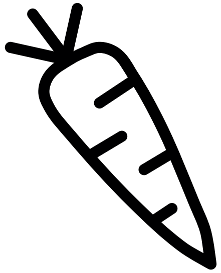

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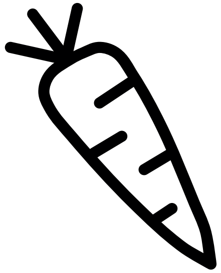

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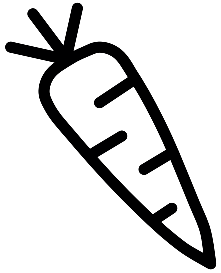

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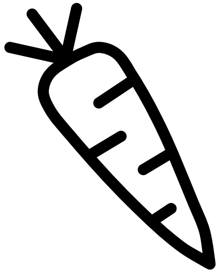

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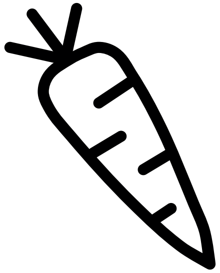

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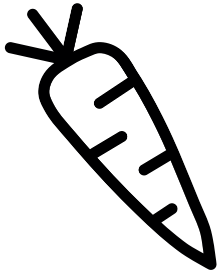

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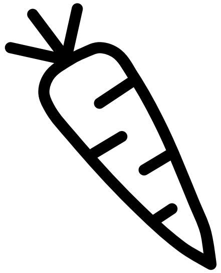

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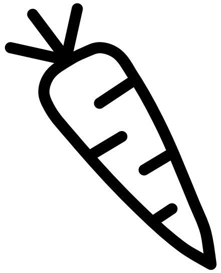

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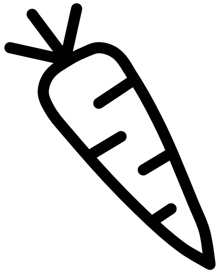

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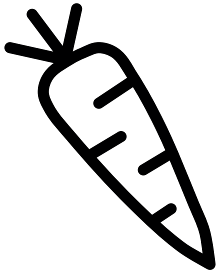

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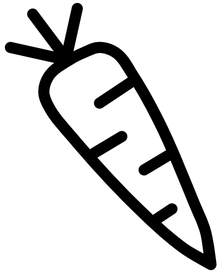

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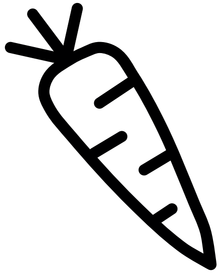

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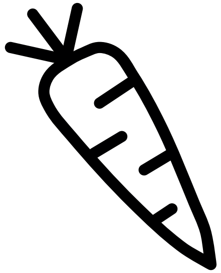

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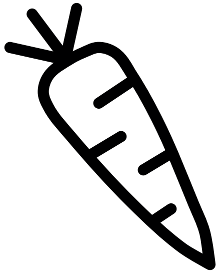

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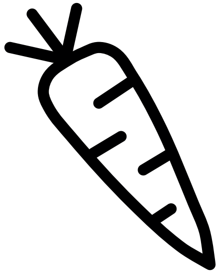

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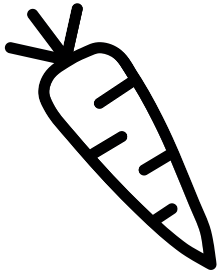

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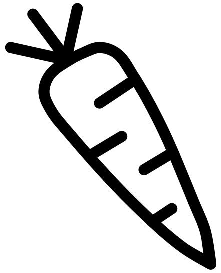

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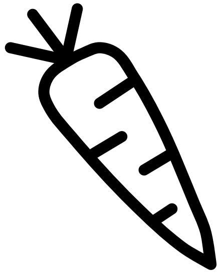

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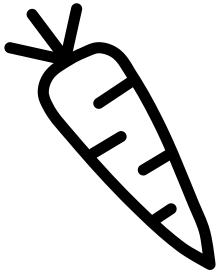

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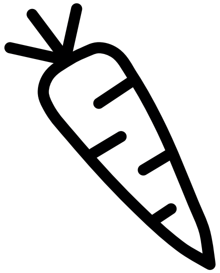

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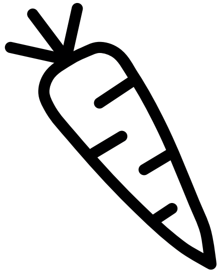

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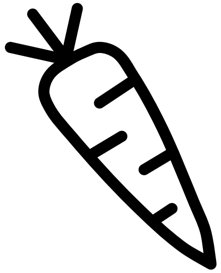

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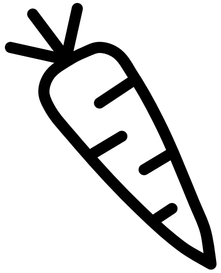

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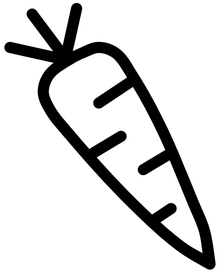

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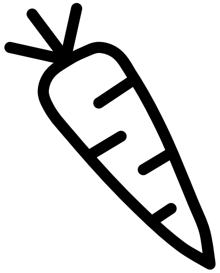

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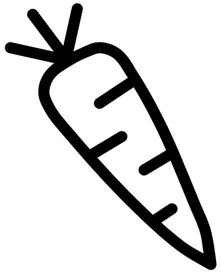

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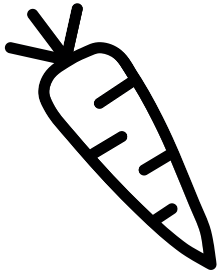

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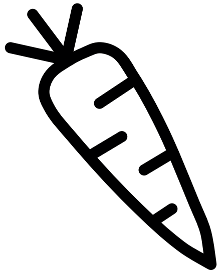

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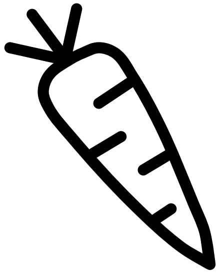

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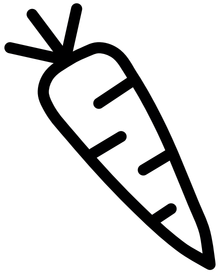

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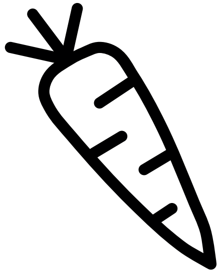

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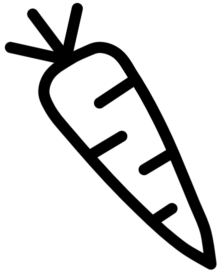

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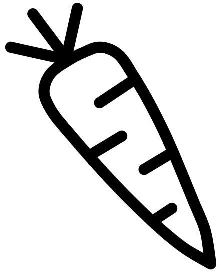

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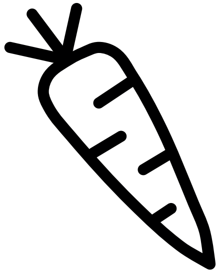

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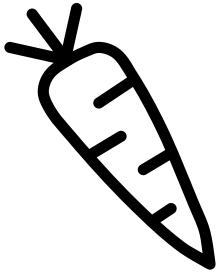

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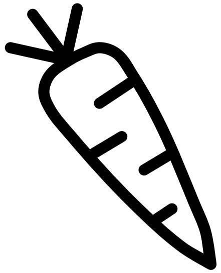

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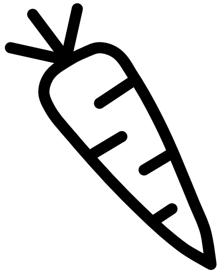

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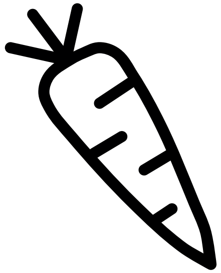

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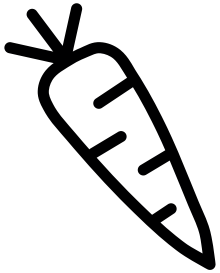

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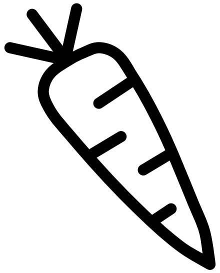

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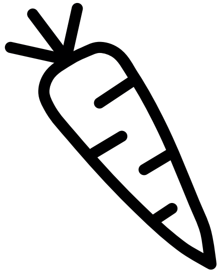

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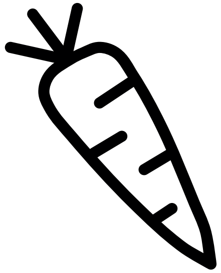

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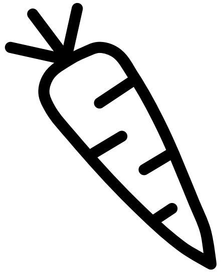

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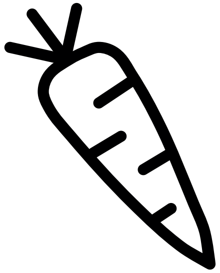

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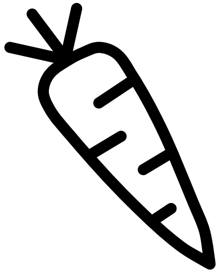

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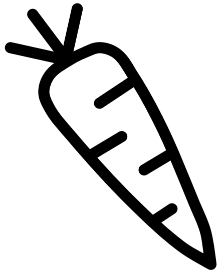

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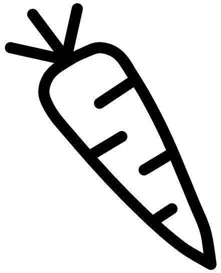

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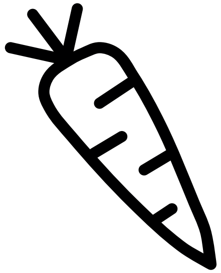

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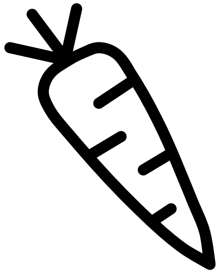

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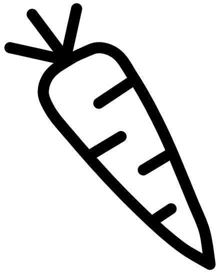

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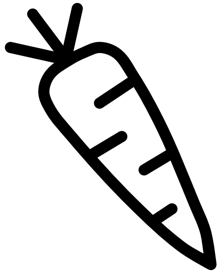

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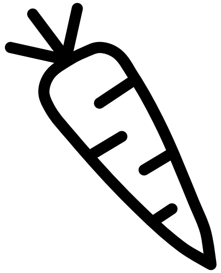

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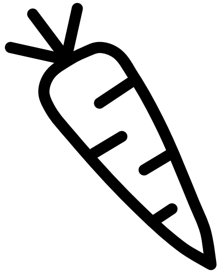

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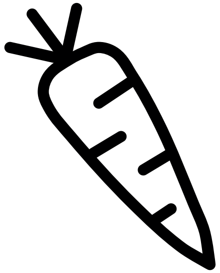

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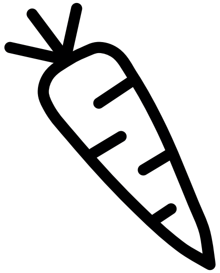

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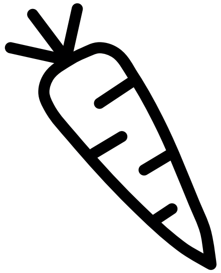

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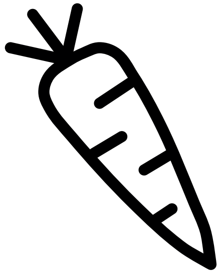

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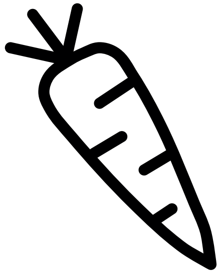

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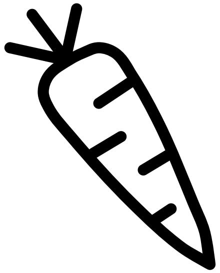

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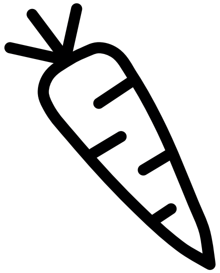

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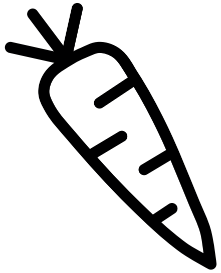

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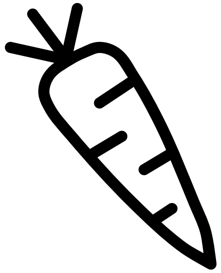

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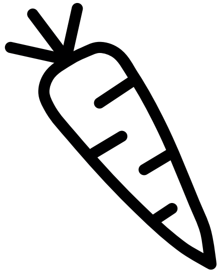

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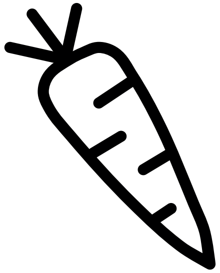

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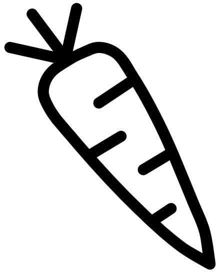

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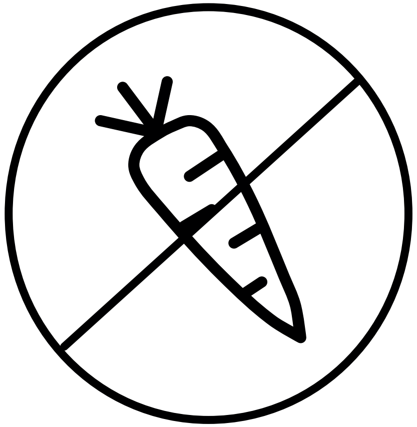
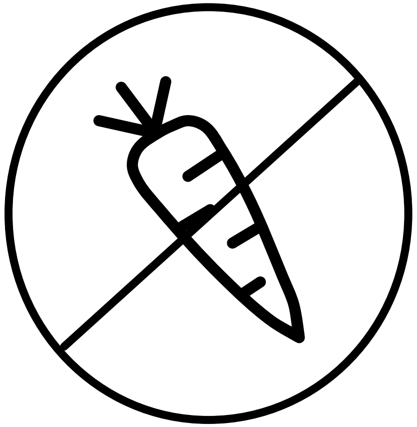


Give up 1x food



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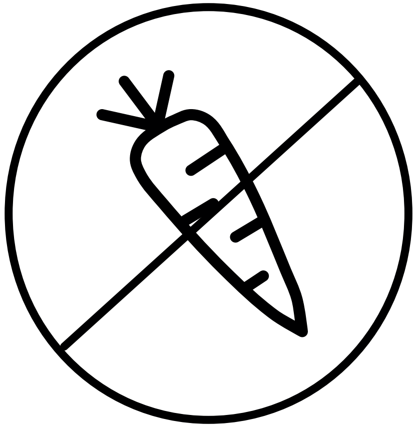

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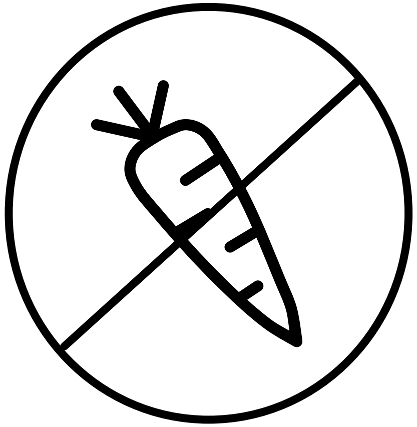

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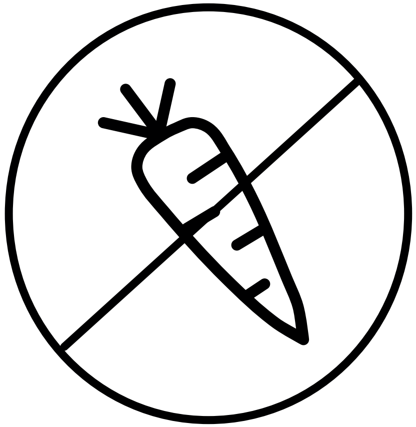

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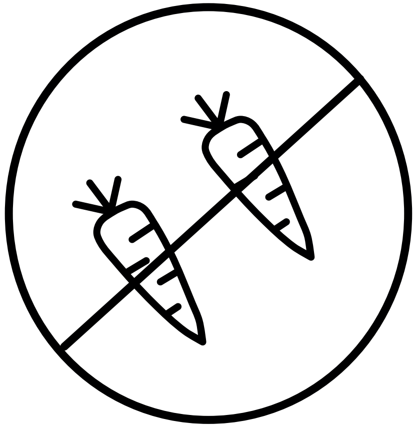

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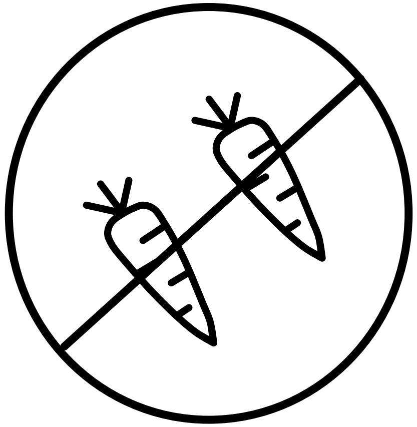

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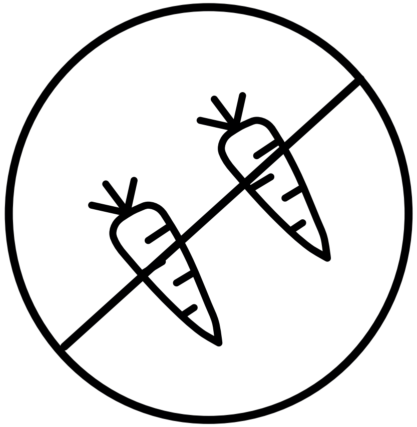

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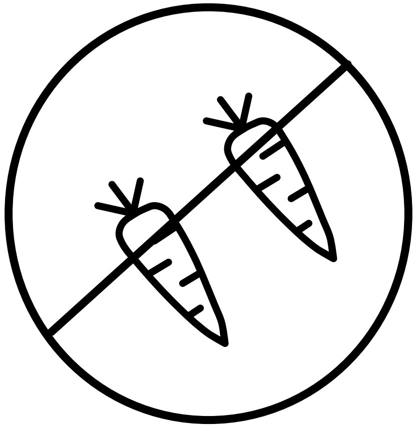

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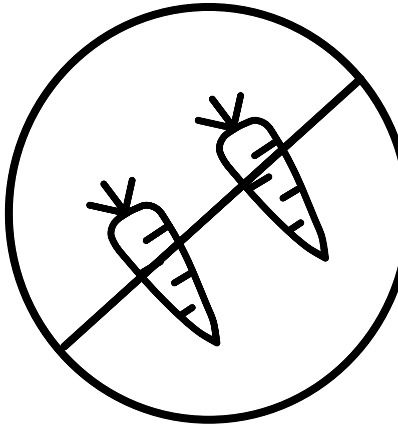

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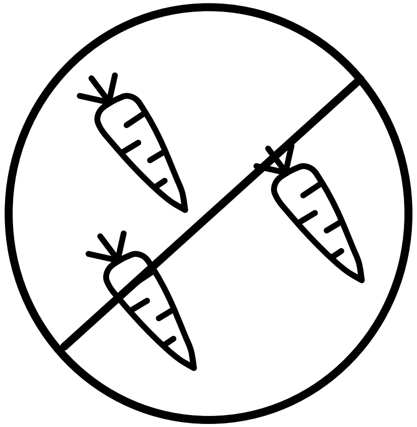
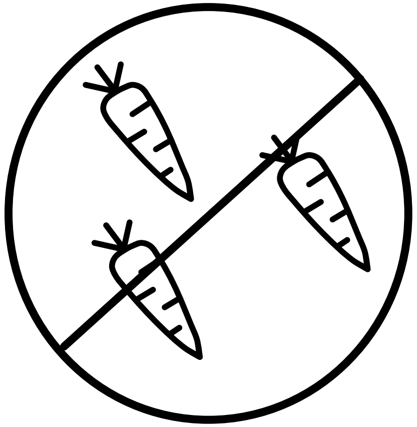
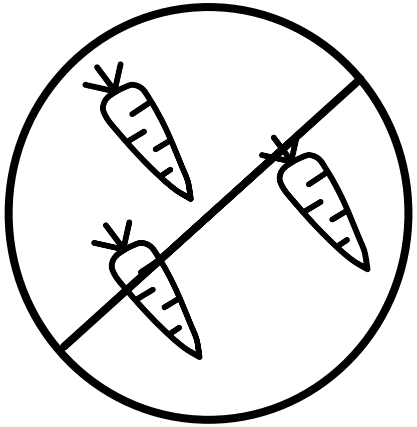


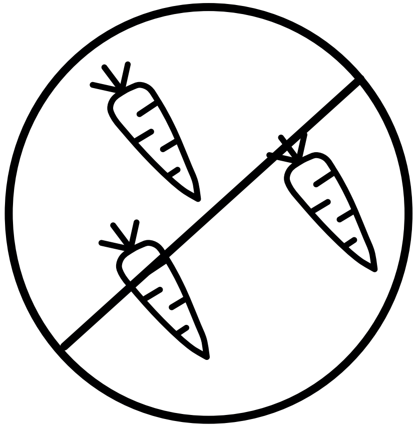
Give up 3x food



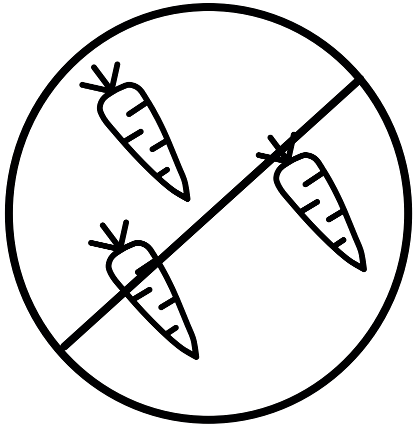
Give up 3x food



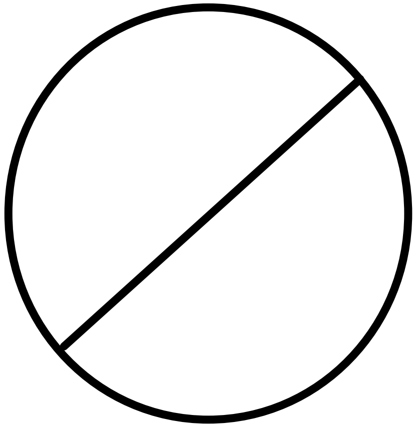
Give up 3x food



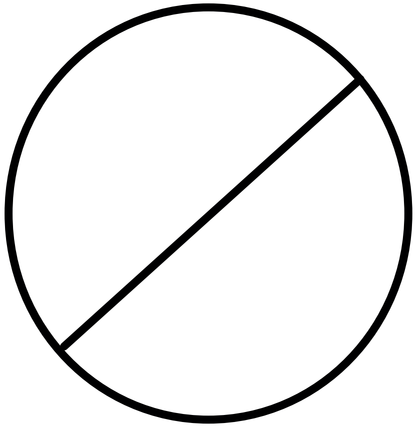
Give up 3x food



Give up 3x food



Lose your turn



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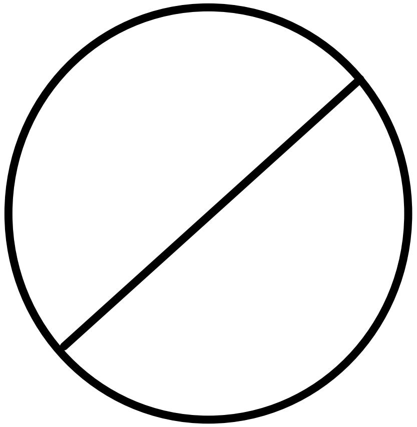

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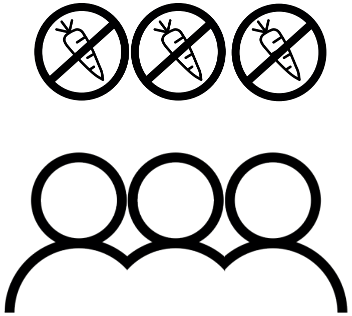
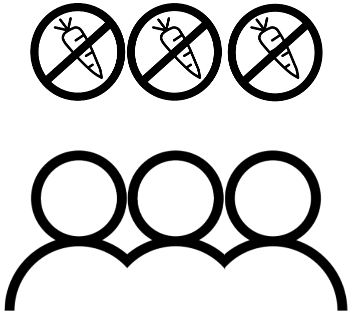
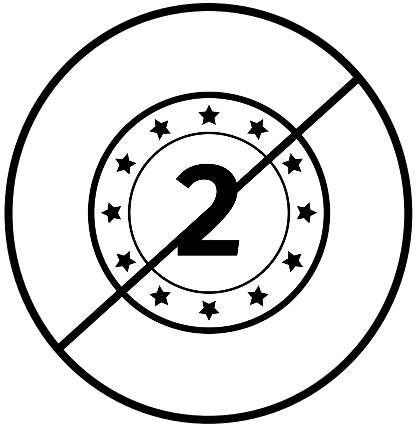


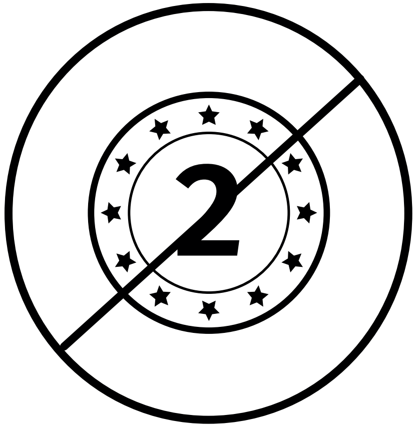
All villages give up 1x food



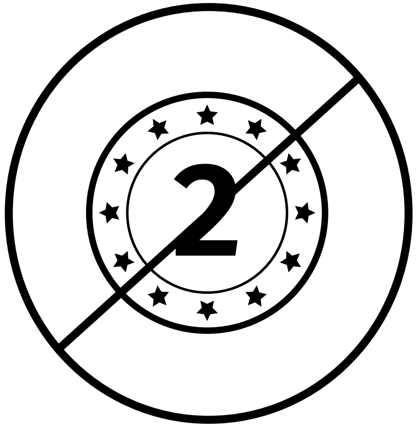
All villages give up 1x food



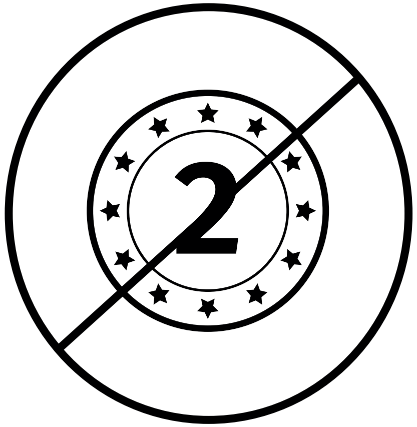
Give up 1x coin



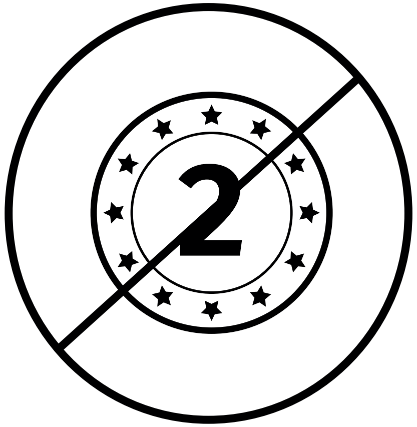
Give up 1x coin



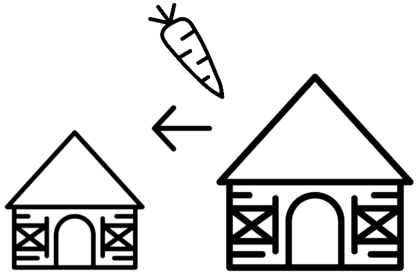
Give up 1x coin



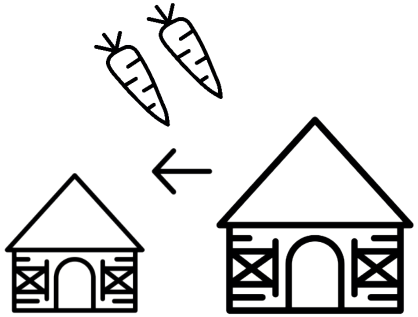
Give up 1x coin



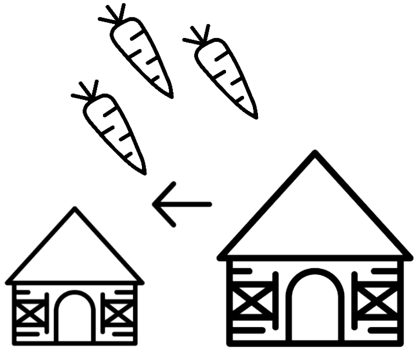
Give up 1x coin



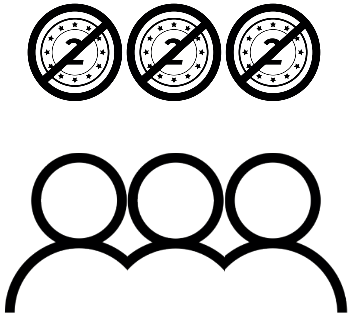
Receive 1x food from the
village with the most food



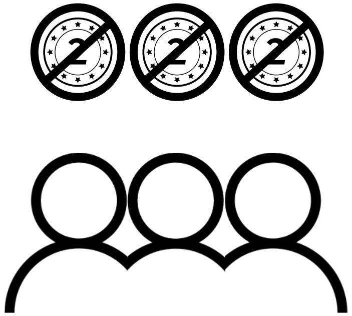
Receive 2x food from the
village with the most food



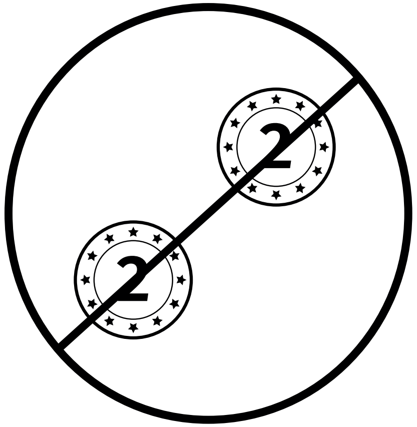
Receive 3x food from the
village with the most food



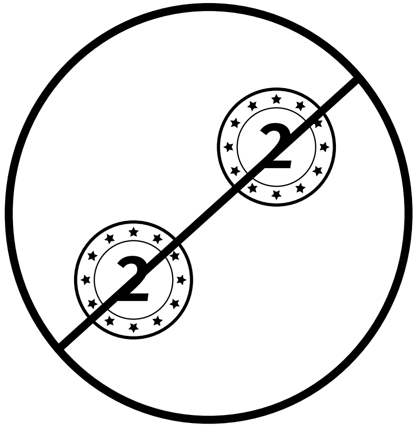
All villages give up 1x coin



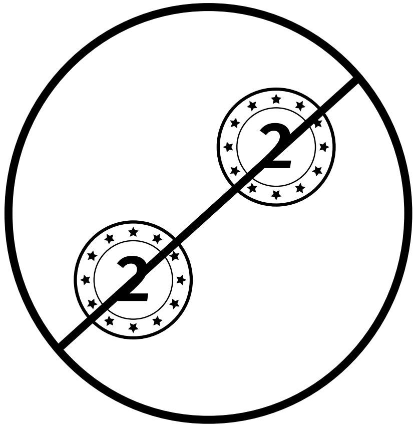
All villages give up 1x coin



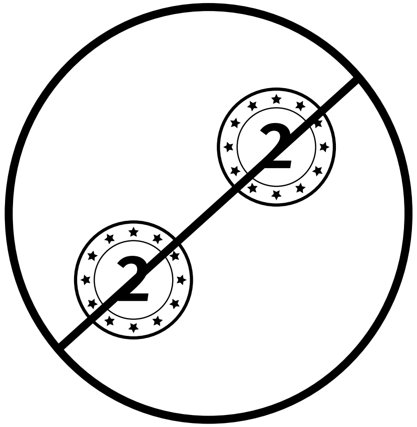
Give up 2x coins



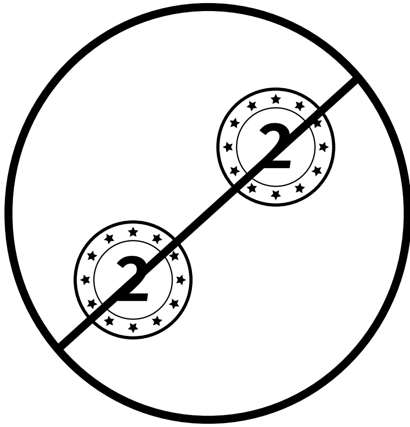
Give up 2x coins



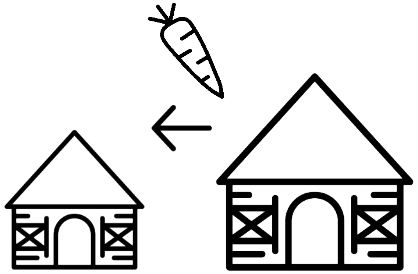
Give up 2x coins



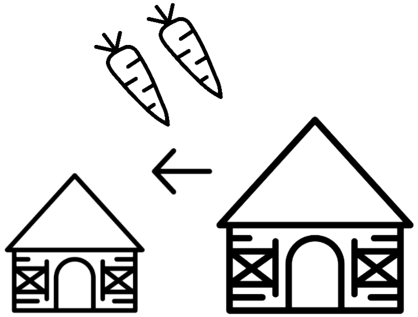
Give up 2x coins



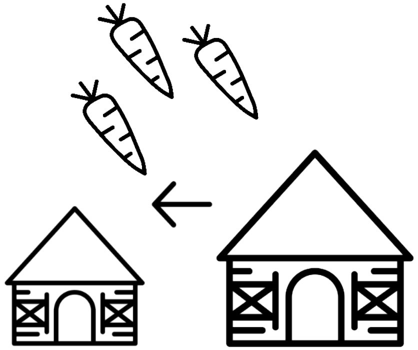
Give up 2x coins



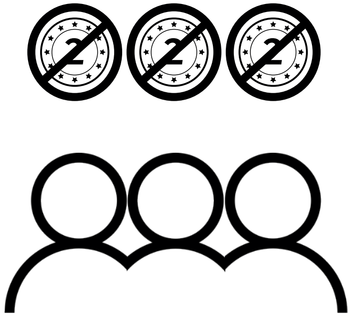
Receive 1x food from the
village with the most food



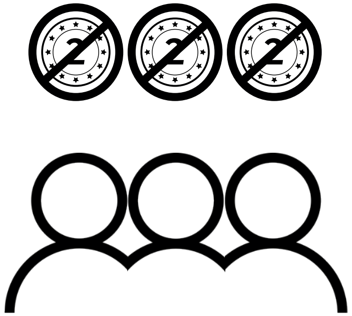
Receive 2x food from the
village with the most food



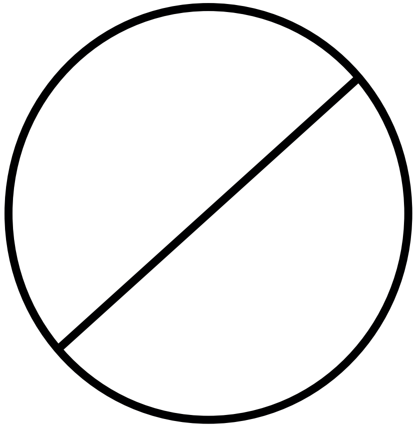
Receive 3x food from the
village with the most food



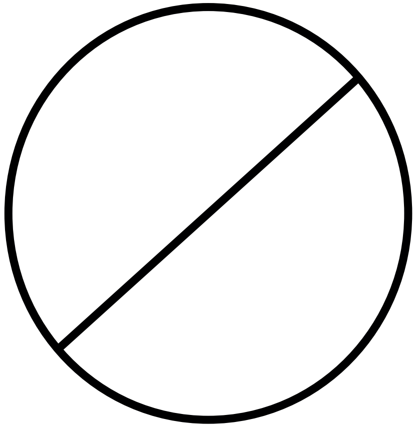
All villages give up 1x coin



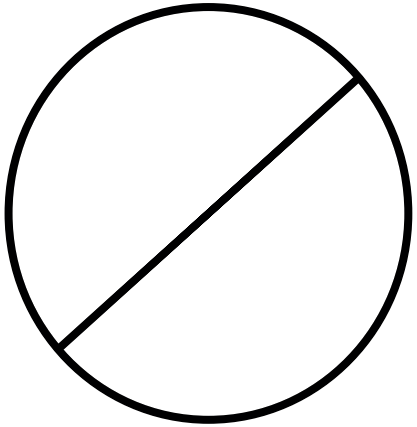
All villages give up 1x coin



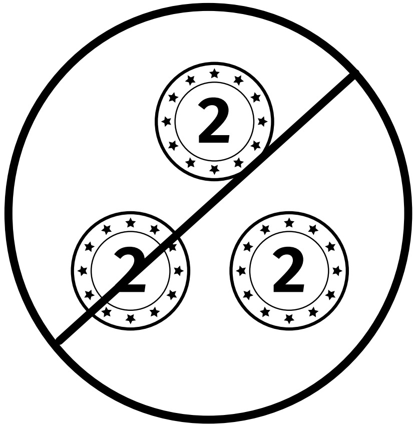
Lose your turn



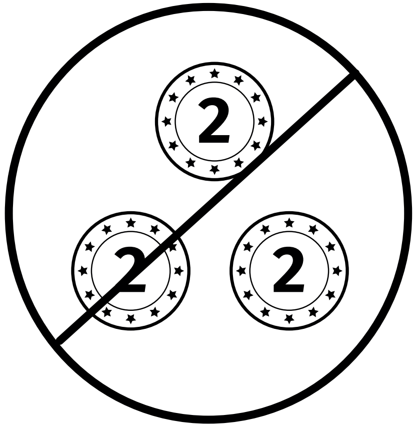
Lose your turn



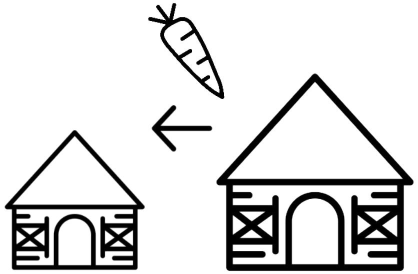
Lose your turn



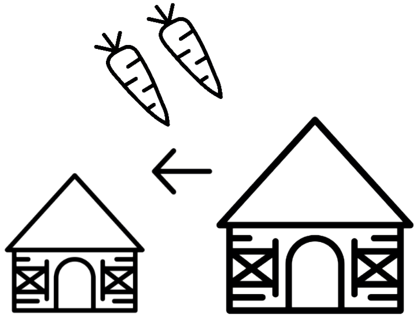
Give up 3x coins



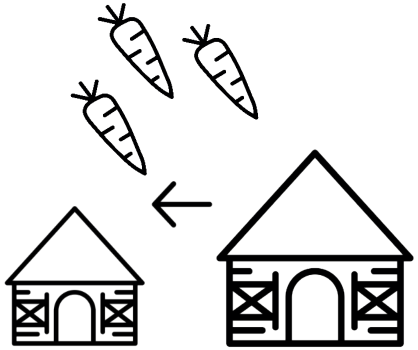
Give up 3x coins



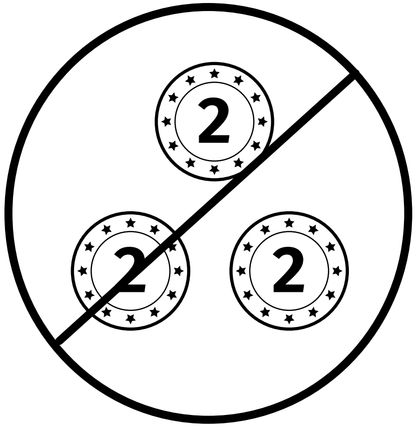
Receive 1x food from the village with the most food



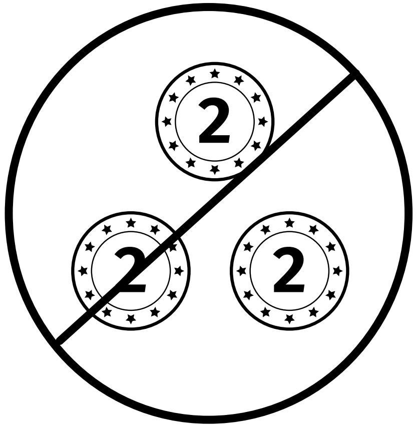
Receive 2x food from the village with the most food



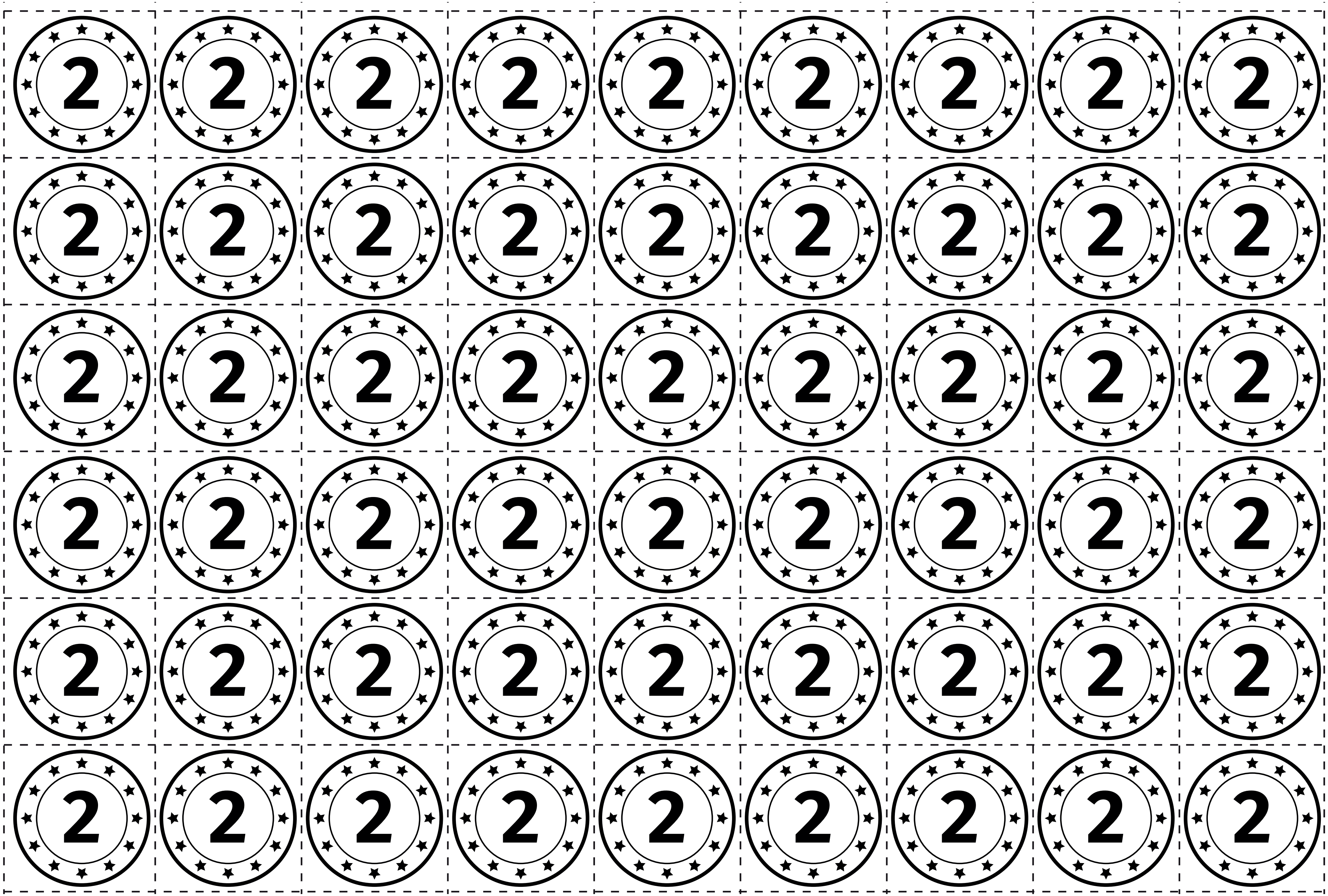
Receive 3x food from the village with the most food



Give up 3x coins



Give up 3x coins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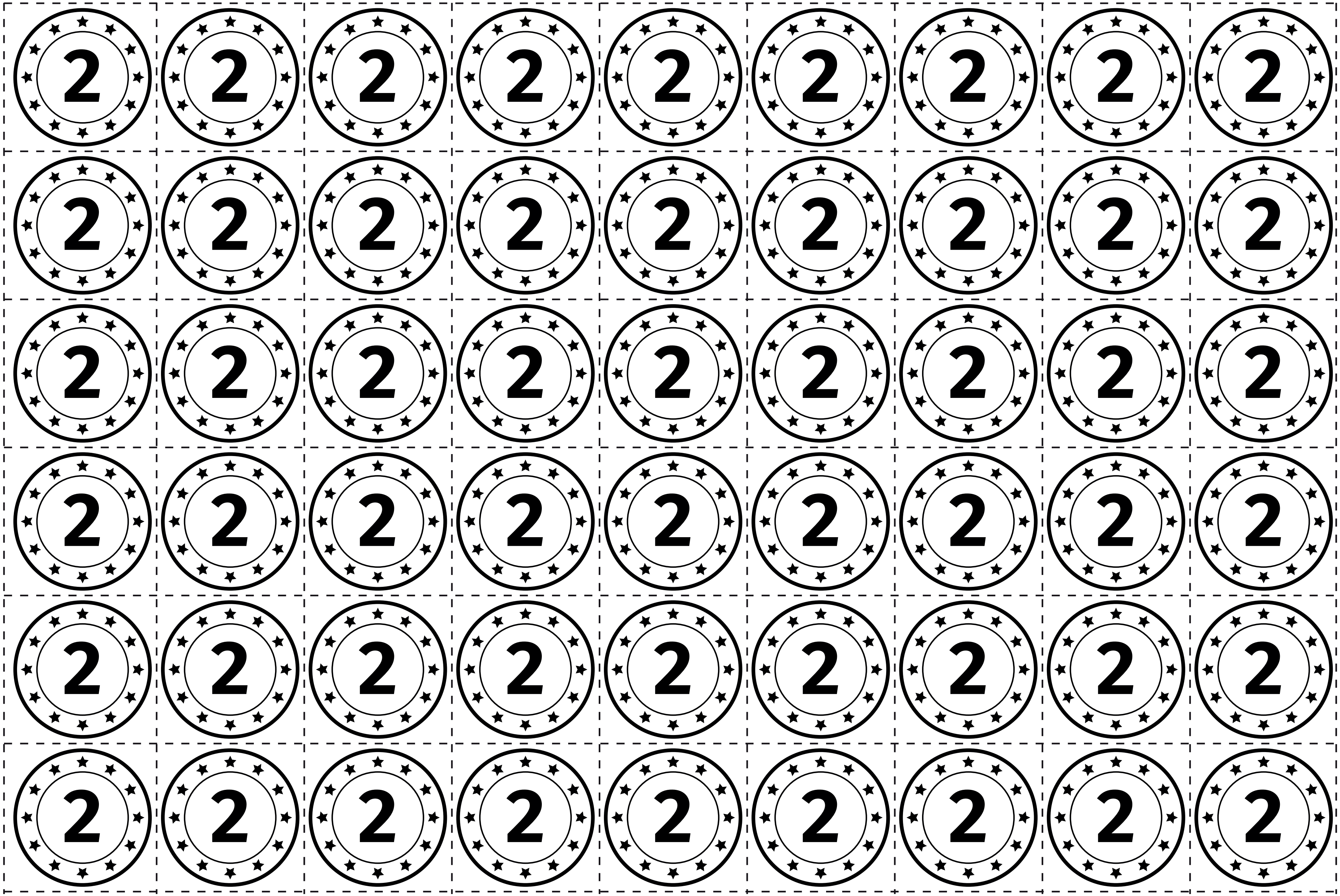
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