

GAME RULES

Game preparation of the WIRKRAFT game

- Everybody gets: 4 target cards (PARTNER, FAMILY, CONSUM, PEACE) and 3 company cards (FOOD, HEALTH, COMMUNICATION) and 5 thaler play money.
- Everyone always lays their cards face up on the table in front of them.
- If there are less than 4 people participating, the remaining target cards remain in the packaging.
- All other company cards and the free card "BÜRGSCHAFTSBANK" are laid out side by side in the middle of the people (display). Identical cards are sorted one above the other.
- The remaining thalers are placed next to the display as "cash".
- The oldest person manages the "cash box" separately from his own thaler.

Procedure of the WIRKRAFT game

The round of the game:

- The youngest man begins with the dice. After him the row continues clockwise. A round is finished when everyone has thrown the dice. The game consists of many rounds.
- Each person starts with only one die. A person can therefore only roll numbers between 1 and 6 at the beginning.
Note: If you have purchased the target card PARTNER, you can decide each round whether you want to try your luck with one or two dice. With two dice you can roll added numbers between 2 and 12.
- The sum of the number(s) thrown determines which company cards create income. If the number on the dice is the same as the number on the top right of a company card, then that card is active for that one round. Consequently, the action of the card text is active.
- Some company cards only generate income if you roll the number yourself. With other company cards, all people with the same cards receive income. So depending on the card text.
- Several cards can add and multiply depending on their function. If a person has a company card more than once, he will receive the income more than once.
- After a dice roll, all claims from company cards to other people are dealt equally.
- Expenses due to claims reduce a person's amount of thalers to zero at most. In addition, claims expire per round.
- After that, people receive and keep their other income from the same dice roll from the cash register.
- The person in turn has the right to perform one so-called action per round. An action is the purchase of a single card. Payment is made with own thalers in the cash box. The purchase of cards is not compulsory.
- A deposit on the free card BÜRGSCHAFTSBANK is not an action. Each person may voluntarily participate once per round with exactly 2 thaler in the BÜRGSCHAFTSBANK.
- Newly acquired company cards are only functional from the next roll of the dice.
- The 3 individual company cards (FOOD, HEALTH, COMMUNICATION), which each person is given as a gift at the start of the game, can be used immediately.

- The 4 individual target cards (PARTNER, FAMILY, CONSUME, PEACE), which each person spreads out in front of them, are only active after they have been purchased with thalers. They are only active after the next roll of the dice.
- Active target cards are marked with a marker (quarter turn or green marker) after acquisition.

End of the WIRKRAFT game:

The first player to acquire all four of his or her Destination Tickets is placed first. The following places can of course be played as desired.

Tip: Just start playing from here. The contents of the individual cards are easy to learn as you play. The very diverse strategic and tactical possibilities to reach your life goals as quickly as possible are also best learned by playing through.

Strategies of the WIRKRAFT game:

Basically you can use 4 strategies in the WIRKRAFT-GAME to reach your life goals as quickly as possible:

1. the blue card strategy: Concentrate on your own power and possessions.
Advantages: Neutral. Less complex. You add up your possessions and constantly get closer to your goal.

Disadvantages: You largely ignore the opportunities and risks of playing with other people.

2. the strategy of the red cards: taking something from other people. Observe game events well.

Advantages: Opportunities are taken. Taking advantage of other people promises a lot of profit.

Disadvantages: You are only as strong and fast as other people allow you to be.

3. the green card strategy: Together we are strong. Together we are rich.
Advantages: Jointly financed property has multiplying effects. The increasing power is usually no longer stoppable.

Disadvantages: More expensive, longer-term. If you are the only one with this strategy, it becomes more difficult.

4. the mix strategy: a little of all colours. Of good and bad. Human.
Advantages: To reach first place, you can choose your means (here: cards).
Disadvantages: Without a true color strategy, you can only reach your goal uncertainly and tactically.

Game variant "WIRKRAFT Championship"

The group of 4 who manage to reach their life goals with the fewest rounds wins a joint trip. Document your record!