

# Rules of the game - short version

(a more detailed version is available at [www.wirkraft.org/xxx](http://www.wirkraft.org/xxx) )

## Aim of the WIRKRAFT game:

The aim of the game is to aspire to achieve all 4 goals of life. These are symbolised by the objective cards entitled FAMILIE (family), KONSUM (consumption), FRIEDEN (peace) and PARTNER (partnership). The objective cards are initially inactive when you receive them - you see the goals you would like to achieve laid out in front of you. You achieve a goal and activate the card when you pay the amount of Taler (currency of the game) shown on the lower left side of the card. Activated objective cards are marked with the green marking stone.

## Preparation for the WIRKRAFT game:

As shown in the picture on the bottom of the box, everyone is given the following:

- **4 objective cards** PARTNER (partnership), FAMILIE (family), KONSUM (consumption) and FRIEDEN (peace)
- **3 company cards** ERNÄHRUNG (nutrition), GESUNDHEIT (health) and KOMMUNIKATION (communication)
- **5 Taler** (currency of the game)
- When there are fewer than 4 players, the remaining objective cards stay in the packaging.
- The oldest player manages the „cash register“ separately from his/her own money.

## Playing the game:

- The youngest player begins by rolling the dice.
- Every player starts with only one dice. Once you have activated the objective card PARTNER (partnership), you can decide in every round if you would like to roll only one or two dice. If you roll two dice, both numbers count and have to be added up.
- The number you have rolled decides which company card generates revenue. When the number rolled is equal to the number on the upper right side of a card, the card gets activated for this round and the text that is written on the card has to be executed.
- After rolling the dice, first you meet all your obligations towards the other players equally. If you do not have enough money to meet all obligations, the claims of the other players against you expire.
- Now it is your turn take action and buy company cards or objective cards if you wish to do so. Only one „**action**“ per round is allowed. WIR-KRAFT and BIENENSTOCK cards (beehive cards) also count as one **action** each, but do not cost money. Company cards are automatically activated in the next round. Furthermore, you can contribute to the BÜRGSCHAFTSBANK (guarantee bank) with 2 Taler per round. This does not count as an **action**.
- The game continues clockwise. A round is complete when each player has had a turn.

## Explanations:

- The 3 company cards ERNÄHRUNG (nutrition), GESUNDHEIT (health) and KOMMUNIKATION (communication) that you receive as a present in the beginning are immediately active and can be used.
- With some company cards you only receive revenue when you have rolled the number written in the cube on the top right side of the card, for example SICHERHEIT (security). With other company cards every player receives revenue when any player rolls the number of the card, for example GESUNDHEIT (health).
- Depending on the function of the card, some cards can add up or multiply. If you have several company cards of the same kind, the revenue multiplies, you receive money for all of them.
- The BÜRGSCHAFTSBANK (guarantee bank) guarantees for the WIR-KRAFT and BIENENSTOCK (beehive) companies towards investors. The bank enables financing of the whole system. Therefore, if you decide to follow the “green strategy” you have to contribute to the bank with 8 Taler (2 Taler per round until you reach the total contribution of 8 Taler) and at least one player has to own the ANLEGER card (investor card).

## Main idea / philosophy of the WIRKRAFT game:

In order to buy all 4 objective cards you need to accumulate a large amount of Taler (currency of the game). To make the money, you invest your starting capital and all further income in different company cards. You can follow different strategies. You can invest in blue company cards and focus on your own strength and companies (blue = neutral) or you can buy an empire of red company cards (red = taking other peoples' money) or you can strive for common strength and common wealth together with other players (green = growing together with the others). Of course, you are also allowed to buy a mixture of different colours of company cards. The following overview explains the three categories more in detail:

Type:	Blue cards: Concentration on your own strength and ownership.	Red cards: Exploiting other people. Observing the game.	Green cards: Together we are strong. Together we are rich.
Advantages:	Neutral. Less burdensome. Adding up your possessions and constantly working towards your goals.	Opportunities are seized. Exploiting other people is promising high revenues.	Jointly financed ownership has multiplying beneficial effects. Eventually, its dynamics can no longer be stopped.

<b>Disadvantages:</b>	Opportunities and risks of the game in connection with the other players are largely ignored.	You are only as strong and as fast as the other players allow it.	More burdensome, more suitable for the long term. If you are alone to pursue this strategy, it is more difficult.
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### **Alternative variant of the WIRKAFT game for more than 4 players:**

The team of 4 players that manages to fulfil all goals of life of every player with the least number of rounds is the winning team! Document your records by sending an email to [kontakt@wirkraft.org](mailto:kontakt@wirkraft.org)!