

# Rules of the game

## Background of the game:

The aim of Monopoly® is to accumulate as much wealth as possible for yourself whilst bankrupting the other players. We are taught the concept of *survival of the strongest* at a very young age. Sure - you can make it with such a strategy. One look into the history books or at the current situation tells us a lot. But what if you think differently? Is it possible to play "Anti-Monopoly"? Does it work? Can we - just a thought - be strong together? Can we be rich together? Can we protect ourselves from exploitation? All without harming anyone else?

These are the very questions that this game is about. It is astonishingly close to reality, with different goal-oriented strategies and offers valuable insights. The game is based on the one hundred-year old idea of Rudolf Diesel: Solidarity.

## The aim of the WIRKAFT 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). They can be activated one by one in any chosen order by paying the price indicated in the star on the lower left side of the card.



**Explanation:** 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 coins shown on the lower left side of the card. Activated objective cards are marked with the green marking stone (triangle with a „W“).

## Preparation for the WIRKRAFT game:

As shown in the picture at the bottom of the box, each player is dealt the following:

- **4 objective cards** FAMILIE (family), KONSUM (consumption), FRIEDEN (peace), PARTNER (partnership)
- **3 company cards** ERNÄHRUNG (nutrition), GESUNDHEIT (health), KOMMUNIKATION (communication)
- **5 coins (Taler)**

If there are fewer than 4 players, the remaining objective cards stay in the box.

The oldest player manages the "cash register" separately from his/her own money.

The following picture explains what the different symbols and numbers represent on the cards:



## Playing the game:

- The youngest player begins by rolling the dice.
- Every player starts with only one die. In the beginning, you can only roll a number between 1 and 6. Once you have activated the objective card **PARTNER** (partnership), you can decide if you would like to roll only one or two dice every time it is your turn. If you roll two dice, both numbers count and have to be added up. For example, if you roll a "1" and a "3", this equals "4".
- The 3 company cards **ERNÄHRUNG** (nutrition), **GESUNDHEIT** (health) and **KOMMUNIKATION** (communication) you receive as a gift at the start of the game are active immediately and can be used straight away.
- 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.
- 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 is activated for this round and the text that is written on the card has to be executed - see **FINANZMINISTER** (minister of finance).



- With some company cards you only receive revenue when you have rolled the number shown in the orange box in the top right hand corner of the card, for example **SICHERHEIT** (security). With other company cards every player receives revenue when any player rolls the number shown on the card, for example **GESUNDHEIT** (health).



## SICHERHEIT



**2**

Erhalte aus der Kasse 1 Taler, wenn du **3** oder **4** gewürfelt hast.



## GESUNDHEIT



**1**

Erhalte bei jeder **2** aus der Kasse 1 Taler.



## WIR-KRAFT



**0**

Wenn BÜRGSCHAFTSBANK und ANLEGER aktiv sind, dann erzeugt jede WIR-KRAFT bei jeder **10** oder **11** neue Taler. So viele Taler wie ein neuer Wurf mit zwei Würfeln.



## ANLEGER



**3**

Finanziere WIR-KRAFT-Unternehmen und BIENENSTÖCKE. Erhalte dafür bei jeder **6** als Tilgung und Zinsen 2 Taler aus der Kasse.

Taler bleiben hier

FREI

## BÜRGSCHAFTSBANK



**8**

Jeder darf sich an der BÜRGSCHAFTSBANK freiwillig mit 2 Taler pro Runde beteiligen. Erst ab mind. 8 Taler sind WIR-KRÄFTE und BIENENSTÖCKE aktiv, für die sie bürgt.



## BIENENSTOCK



**0**

Wenn BÜRGSCHAFTSBANK und ANLEGER aktiv sind, dann erzeugt bei jeder **8** jeder BIENENSTOCK neue Taler. Die Anzahl ist gleich eines neuen Wurfs mit 2 Würfeln.

- Some cards can add up or be multiplied, however this depends on the type of card. If you have several company cards of the same kind, the revenue multiplies, you receive money for all of them.
- You may buy company cards or objective cards should you want to, but only when it is your turn. Only one action per round is allowed.

**WIR-KRAFT** cards and **BIENENSTOCK** cards (beehive cards) also count as one action each, but do not cost money. These two cards are automatically activated in the next round.

You may contribute to the **BÜRGSCHAFTSBANK** (guarantee bank) with 2 coins in every round if you wish. This does not count as an action.

- The **BÜRGSCHAFTSBANK** (guarantee bank) offers a payment guarantee for **WIR-KRAFT** and **BIENENSTOCK** (beehive) companies. 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 coins (2 coins per round until you have contributed a total of 8 coins) and at least one player owns the **ANLEGER** card (investor card).
- The game continues clockwise. A round is complete when each player has had a turn.

### **Main idea / philosophy behind the WIRKRAFT game:**

In order to buy all 4 objective cards you need to accumulate a large amount of coins. To earn 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:

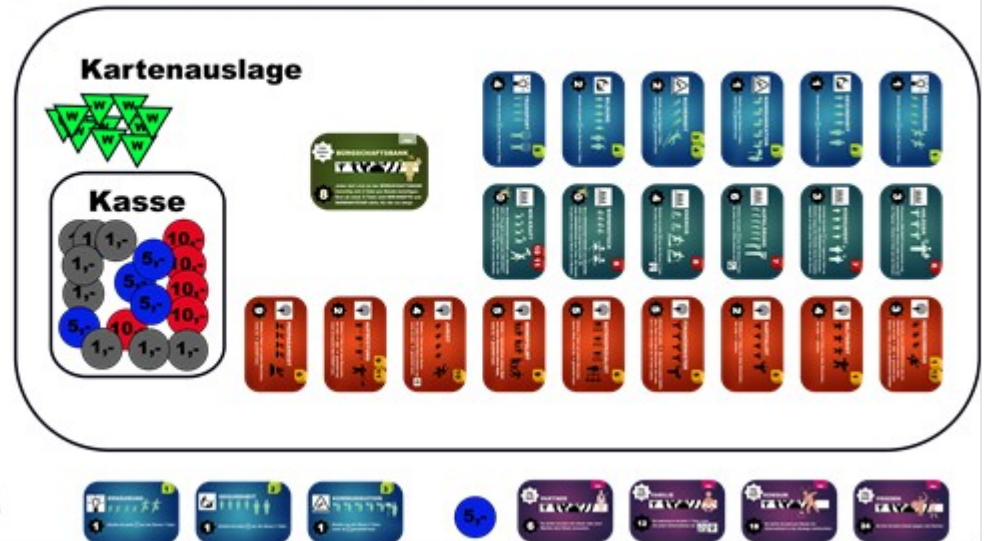
<b>Type:</b>	<b>Blue cards:</b> Focus on your own strength and wealth.	<b>Red cards:</b> Exploiting other people. Observing the game.	<b>Green cards:</b> Together we are strong. Together we are wealthy.
<b>Advantages:</b>	Neutral. Less effort. Adding up your possessions and constantly working towards your goals.	Opportunities are seized. Exploiting other people promises 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 effort, more suitable for the long term. If you are pursuing this strategy on your own, it is more difficult.

### **Alternative version 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)!

**Spielaufbau**  
Für 3 Menschen



**Spielverlauf**  
Für 3 Menschen

