

# Sustainability Game Instructions

## Setting up the Game

Each player has a mat which represents the environment around Lake Bogoria. There are 8 pictures on each mat representing the different resources available: Water, Swamp and Pastures, Trees, Fish Ponds, Crops, Honey, Livestock and Wildlife. Each player has a space on their board to put their personal beads in. There should also be a “bead bank” in the centre for the spare beads that are out of play.

At the start of the game the board should be set up with the following number of beads: Water 8, Swamp and Pastures 5, Trees 5, Fish Ponds 3, Crops 3, Honey 3, Livestock 4, Wildlife 4. The number of beads is shown on the board along with some of the main rules of the game.

## How to Start

Decide who goes first by each player rolling the die. The player who gets the highest score will be the first to roll the die during the game. If more than one player gets the highest score, those players keep rolling until one has the highest score. During the game players take it in turns to roll the die.

## End Point

If a player has no beads left on one or more of their resources they are out of the game. The game continues until the first person is out. The winner is either the last player left in the game, or the player with the most beads in their personal pot. If everyone gets out in the same round then the person with the least empty resources is the winner.

## Game play

### Step 1: Take your resources

All players must remove a total of 1, 2, 3 or 4 beads from the board, and place them in their personal pot.

### Step 2: Roll the die

The next player rolls the die. The score represents the type of year that has been experienced by all players, as shown by the following table. Discarded beads must be put back into, and added beads taken from, the central bead bank. The result of the die throw affects **all** players.

Die Score	Represents	What happens
1	Bad Year	Discard 1 bead from each resource
2	Drought	Discard 1 Water bead
3	Famine	Discard 1 Crop bead, 1 Livestock bead and 1 Fish Pond bead
4	Tourism	For every 2 beads on Wildlife add 1 bead from the central bead bank to any of the resources on your board *
5	Rain	Add 1 bead to Water
6	Good Year	Add 1 bead to each resource

\*For example if you have 3 on wildlife you can add 1 bead to one of your resources, if you have 4 beads on wildlife you can add 2 beads to your resources, etc. If you have 1 bead on wildlife you cannot add any resources.

### Step 3: Check the rules (intermediate and advanced levels only)

Each player’s board must still be in agreement with the rules shown on page 2. Any beads that break the rules must be discarded into the bead bank.

### Step 4: Start again

Go back to step 1 and continue until the game ends.

# Sustainability Game Instructions

## 1. Beginner Level

### Aim

- To learn the basic concepts of the game
- To use resources for your personal needs without taking so much that the environment is damaged

## 2. Intermediate Level

### Aim

- To use resources for your personal needs without taking so much that the environment is damaged
- To understand the links between resources in the environment

### Rules

- There must be less swamp than water
- There must be less trees than water
- There must be less honey than trees
- There must be less fish pond than swamp
- There must be less crops than swamp
- There must be less livestock than swamp
- There must be less wildlife than the total amount of swamp and trees

## 3. Advanced Level

### Aim

- To maintain a village with the largest sustainable population.

### Rules

The personal pot in the advanced level is used to represent the population of a village. Each player starts with 2 beads in their population pot.

- All of the rules from the intermediate level must be followed
- The population must be less than the total amount of livestock, fish pond, crops, honey and wildlife
- Players must add at least one person to their population, every turn, if resources allow.

During **Step 1**, resources are now moved around the board according to the following rules in order to allow an increase in population:

- Water can be moved to swamp and trees
- Swamp can be moved to fish pond, crops, livestock and wildlife
- Trees can be moved to wildlife and honey
- Livestock, fish pond, crops, honey and wildlife can be moved to the population pot