

ROLLIN' IN THE RESOURCES



GENERAL RULES

- Every country starts with \$1000
- Each country has multipliers for energy, water, food, non-food, minerals, and technology
- Each country starts with 20 units of each resource.

HOW TO PLAY:

- Every year (turn) each country rolls the dice, the outer die determines the resource the country will receive that year and the inner die (when multiplied by the multiplier) the amount of that resource.
- Next, the country receives its base income plus income from each resource previously purchased.
- Also, each year the country must use 5 units of each category of resource. If that country does not have enough of that resource, it will need to buy the resource from another country.
- Finally, each year the country can choose to buy any of the facilities listed. A country also has the option to discard a facility, the effects on the multipliers are reversed, but the cost is not refunded. Future income will not include money from this resource.

DEFINITION OF RESOURCES: Each country will roll the double die every year (turn). The resource earned for each year will be determined by the number displayed on the outer die. For example if the outer die displays a 3, "Food" will be the resource earned.

1. Energy = oil, coal, geothermal, natural gas, solar, wind, hydroelectric (Orange chip)
2. Water (Blue chip)
3. Food = Agricultural food products (Green chip)
4. Non-Food = Agricultural non-food products such as clothing, lumber, and medicine (Yellow chip)
5. Minerals = includes items such as iron, aluminum, rocks, and metal (Red chip)
6. Tech = Technology (Purple chip)

EXAMPLE PLAY: Let's say that the United States team rolls a 5 on the outer die on the first roll. They will look at their resource card and determine that their multiplier for #5 - Minerals - is 8. On the inner die they have a 2. On the score sheet they will add 16 units of minerals earned for the first year.

CHALLENGE CARDS: Every 3 years of play, each team must take a challenge card. The challenge card will either serve as a cost or a gain of money or resources.

WINNER: The winner is the team that has the most money and resources by the end of the game. The winning team needs to have at least one token of each type of resource in order to be declared the winner. The teacher needs to pre-determine the "number of years" to play or the amount of time to play before selecting a winner.