

Game Flow

Objective

Let's aim to achieve both goals

- Make 17 SDGs scores reach perfect 10
- Upgrade your organization (Subject card)

A. Preparation phase

Prepare for playing the game

1. Place the MISSION, EVENT, COLLABORATION cards on the Game board
2. Decide on roles: Banker, Scoreboard manager
3. Choose one of the four SUBJECT cards, namely "Large Company (LC)", "Small and Medium-sized Enterprise/Start-up (SME/Start-up)", "University/Research Institute (Univ./RI)" and "Charity"
4. Put your token in your favorite square (start point)
5. Decide the order to roll the dice

B. Annual budget acquisition phase

Receive annual budget for implementing the missions

6. Players tell the banker the color and number of coins written on the SUBJECT card
The banker hands the following coins to the players
 - * Coin (Red): Can be saved each year (Charity)
 - * Coin (Yellow): Can not be handed over every year (LC, SME/Start-up, Univ./RI)
- ex) Large Company (LC) [annual budget: 5 coins (Yellow)]
In case there are 2 remaining coins, the player will receive 3 coins and total number of coins will be 5 in the end of this phase.

C. Player movement phase

Move your token on the Game board, implement missions or generate events

7. Throw the dice and move your token, draw the card of the same mark as the square you reached. You will not show the contents of the card to other players till every player finishes this phase.

D. Event generation phase

If you draw an EVENT card, announce the event to other players

8. If every player gets each card, show the event cards in advance.

E. Action phase

Decide the policy (implementing, collaborating missions, or own investment)

9. Every player can choose 3 actions freely. How to decide the policy depends on each table.

Option 1: Implementing MISSION cards

A card owner can implement the mission if he/she pays the cost written on the MISSION card. The implemented card belongs to the card owner.

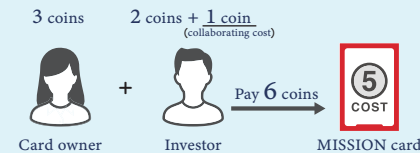
In case you implement a MISSION card whose cost is 5 by yourself



Option 2: Collaborating (Financing)

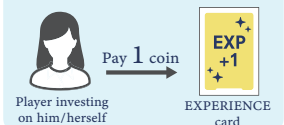
If the card owner doesn't have enough coin, other players can help him/her by investing their coins. At that time, the investor will pay "collaborating cost", additionally 1 coin. The implemented card belongs to the card owner, and the investor get 1 collaboration card.

In case you implement a MISSION card whose cost is 5 between two persons



Option 3: Self-investment

Pass 1 coin to the banker and get 1 experience card. There is no limit to self-investment at once.



F. Score movement phase

Reflect your activities on the Scoreboard

10. Change the parameters on the Scoreboard depending on the implemented mission cards. Also, the parameter of SDGs 17 is raised by the number of the collaborated mission cards.

G. Upgrading phase

Upgrade your organization through own investment

11. If you have as many EXPERIENCE cards as the upgrading number written on your SUBJECT card, you can upgrade your SUBJECT card.
12. Return to the phase, [B. Annual budget acquisition phase] .

Outline

While going around world, we challenge various businesses and aim to achieve SDGs. By experiencing many examples of activities and collaborating among players, you can deepen your understanding of SDGs.

Game set contents

MISSION card		EVENT card	15 shts
SOCIETY card	48 shts	EXPERIENCE card	20 shts
BIOSPHERE card	24 shts	COLLABORATION card	20 shts
ECONOMY card	24 shts		
SUBJECT card		Coin(Red)	20 items
LC	2 shts	Coin(Yellow)	10 items
SME/Start-up	2 shts	Scoreboard	1 shts
Univ./RI	2 shts	Game board	1 shts
Charity	2 shts	token	6 items
		dice	1 item

Description (Card/Board)

MISSION CARD

These cards show the problems that Japan and the world have and the actual efforts that have been made. If you pay the implementation cost and tackle the mission, the SDGs score will change. There are 3 kinds of card, SOCIETY, BIOSPHERE and ECONOMY. The marks on the back of each card correspond to the shapes of the square on the Game board.



SOCIETY card



BIOSPHERE card



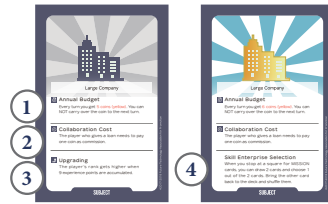
ECONOMY card



- Plus item**
SDGs scores raised by tackling the mission
- Minus item**
SDGs scores reduced by tackling the mission
- Implementation cost**
Cost required to implement the mission
- Collaborative organization**
When there is a description, it is necessary to collaborate with the shown organization in order to implement the mission. If you are the organization shown here, you don't have to collaborate with others.

SUBJECT CARD

This indicates the organizations each player belongs to. Annual budget paid by organizations and self-investment points for upgrading depend on the organization.



- 1 Annual budget**
Activity funds which you can receive at the beginning of your turn
- 2 Collaborating cost**
Fee for investing coins on other players
- 3 Upgrading**
If you save a specific amount of EXPERIENCE cards, your organization will upgrade.
- 4 Skill**
Specific effect after upgrading your organization

LC	Enterprise Selection When you stop at a square for MISSION cards, you can draw 2 cards and choose 1 out of the 2 cards. Bring the other card back to the deck and shuffle them.
SME/Start-up	Emergency financing You can activate this effect anytime. You can get as many coins as the annual budget from the banker. But, you can not receive annual budgets in the following 2 turns.
Univ./RI	Reinvestigation You can activate this effect before you throw the dice. Throw the dice and the shown number of the dice is 5 or more, you can get a MISSION card back from the trash to the deck.
Charity	Collaborating cost becomes 0.



COLLABORATION CARD

You get 1 COLLABORATION card when you collaborate other players. 2 COLLABORATION cards deserve 1 MISSION card.



EXPERIENCE CARD (Self-investment point)

You get 1 EXPERIENCE card as you pay 1 coin for self-investment to the banker. This is required to upgrade your organization.



EVENT CARD

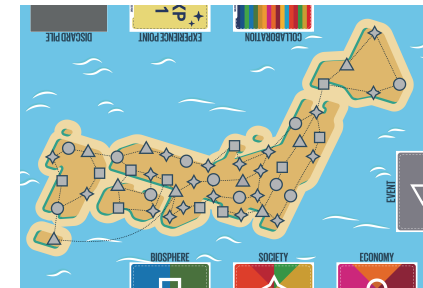
Something occurs in Japan and the world. The mark on the back of an EVENT card corresponds to the shape of squares on the Game board.

SCOREBOARD

This is the table of the SDGs scores changed by implementing missions.

GAME BOARD

The shape of each square shown on the Game board corresponds to the marks on the back of MISSION cards and EVENT cards.



SUSTAINABLE DEVELOPMENT GOALS

17 GOALS TO TRANSFORM OUR WORLD



SDGs (Sustainable Development Goals)

Since 2015, it has been set as a common development goal in the world to solve global problems from the aspects of economy, biosphere and society. Towards 2030, we have clarified global priorities and the world's ideal situation, consisting of 17 goals and 169 targets.

Production / Rule Inquiries



Future Technology Association for Promotion
<https://future-tech-association.org/en/>