

# ME WE game | Players cost & investments

Players costs are paid from tribe tile

<b>purchase:</b>	<b>costs:</b>	<b>(tokens) :</b>
- house	10	Stuff
- barn	8	Stuff
- community talent	3	Stuff

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<b>life maintenance (each turn)</b>	<b>costs:</b>	<b>(tokens) :</b>
- house (each turn)	- 1	Stuff
- barn (each turn)	- 0,5	Stuff
- community talent	- 2	Stuff

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<b>Investments / purchase:</b>	<b>community points :</b>
- community reservedonation(min 6 stuff)	1 points
- donations to other player (min 2 stuff)	1 points
- purchase per 1 talent	1 points
- purchase per 1 knowledge	1 points
- purchase per 1 functionality	1 points
- purchase per 1 value	1 points

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8 sickcard = g o h o m e !  
throw 7 = personal disaster  
throw 15 = national disaster

# ME WE game | Community cost & investments

## Community costs paid from community reserve

<b>purchase:</b>	<b>costs:</b>	<b>(tokens) :</b>
- community knowledge	4	Stuff
- community functionality	6	Stuff
- community value	12	Stuff

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<b>life maintenance (each turn)</b>	<b>costs:</b>	<b>(tokens) :</b>
- community knowledge	- 3	Stuff
- community functionality	- 2	Stuff
- community value	- 2	Stuff

# ME WE game | Players community points

## Investments / purchase:

## community points :

- communityreserve donation(min 6 stuff)	1	point
- donations to other player (min 2 stuff)	1	point
- purchase per 1 talent	1	point
- purchase per 1 knowledge	1	point
- purchase per 1 functionality	1	point
- purchase per 1 value	1	point

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## achievement:

## community points :

*\*measure at 30 community points*

### Biggest Community builder

The player that invests the most tokens in the community reserve

+10

points

### Homo Universalis

Most community points from all four element tiles.

+8

points

### Most Talented

The player with the most talents

+4

points

### First Inventer

The first one claiming a community knowledge

+2

points