

# ME WE Game Quick Start Guide | update 15.06.2020

## Setting up the board

- Put down the gameboard on the table.
- Put down the livelihood tiles (9), the community reserve tiles (10).
- Decide how many players are playing.
  - When playing with more than 4 players, divide the number of players in 4 tribes (Water, Fire, Air, Earth). Each tribe plays an element and uses 2 livelihood tiles (1house & 1Barn).
  - A tribe may consist of one player.
- On every player game tile set up a house and a barn of each player in the livelihood tile of your tribe. A 'tribe' could consist of one player.
- Set the Me-We World Reserve Bucket with the livelihood tokens.
- Provide each player with 10 livelihood tokens to store in the house area on the livelihood tile each player.
- Set the Me-We World Waste Bin.
- Put down the sickness card stack
- Put down the talent cards
- Put down the Tribe claim coins
- Put down the Me-We Level Booklet
- Put down the How the Improve Me-We World Booklet
- Put game pawn out for each player on the element tile on the board.
  - When playing with a tribe, players are numbered. Water 1, 2, 3, Air 1, 2, 3 and Fire 1,2,3 and Earth 1, 2, 3.
  - Tribe players all start out on the Home-element mark on the board of their Home element-tile. Water on water, Fire on fire and so on.

- Each player rolls the dice to find the player to start. The player throwing the lowest begins.
  - After the player that starts the player left to that player has its turn.
  - When playing in a tribe, the next tribe number gets the turn if any. For example, if the Water tribe consists of three tribe members and Water 2 is the one to start, Water 3 gets the next turn. Then all other tribe players and finally Water 1.

## The goal of the game

Creating a fully qualified community together and have 50 community points achieved to be allowed to throw the community party. To throw the party you need 30 livelihood tokens. Tribes may store goods together. The first player, tribe member with 50 caps acquired arriving on the community tile in the centre of the board, wins the game.

## Game flow

Every member of the community takes care of the three actions of in-game Life. Gather income, stay healthy or become healthy again and take care of the waste produced (your Footprint).

To grow the community members acquire talents. With these talents they acquire knowledge. Knowledge accumulation leads to improving community life. Knowledge is accumulated into functionality, which is accumulated into community qualities. While living in community members face personal disasters, sickness and national disasters.

The first player, tribe member to throw the community party after acquiring 50 community action points wins.

## Game rules

See section game rules

# Starting the Game

## A players turn

Start the game by rolling the three dice

Each player chooses an element Tribe (2) (Earth, Water, Fire, Air)

Your start with 1 barn and 1 house per player (max 3 players per Tribe element)

Each turn you give two livelihood tokens (STUFF) from house to barn on the Livelihood tiles.

## Activities

In the game you have 4 action points/ activities;

- 1 you can collect income (income),
- 2 process waste (waste = take care of your Footprint)
- 3 get better when you have become ill (health).
- 4 collect: talents, community knowledge, community functionality or community values

*\*From your own element, you walk to another element on the gameboard to get talents according to level 1 n the Level booklet*

*\*Level Improvement is made possible by collecting the collectables according to the How to Improve the Me-We World Booklet*

## Livelihood Costs (Short)

*\*for an overview of all the costs, investments and community points look at the Cost & Points document*

All costs are defined by the Me-We community token STUFF (ST).

(ST) tokens are moved on your Livelihood (9) tile from your Livelihood-house tile (9) to your Livelihood-barn tile and you have to make sure the tiles don't get full because this will result into a sickness when you have (ST) laying around outside a tile! (check Illness rules in Basic rules document)

According to the dice/ throw rules (also Basic Rules doc), (ST) tokens are distributed as income from the Community Reserve Bin and put into the Livelihood- house tile. After each turn, a player puts 2 (ST) tokens for livelihood maintenance into the Livelihood-barn tile (9). For each talent claim, you pay 4 (ST) tokens and put them into your Livelihood-barn tile.

## Disaster

National disaster = throw 15

Personal disaster = throw 7

## Dice outcome

Red stone indicates the cost (SF) you have to pay

Extra waste processing = throw 8

## Element action points

If the two of you are on an action point then you have to share the points

You always walk off your action point and must go to another action point before you can return to the same action point

After visiting an Element mark and gathering community knowledge, functionality or values you must visit one of the other element marks before returning to the same one

## Income

No income = 2 sickness cards or if possible you take 2 SF from the community reserve

\*For a more detailed overview of Me-We game rules go to the General Game Rules overview