

Acknowledgements

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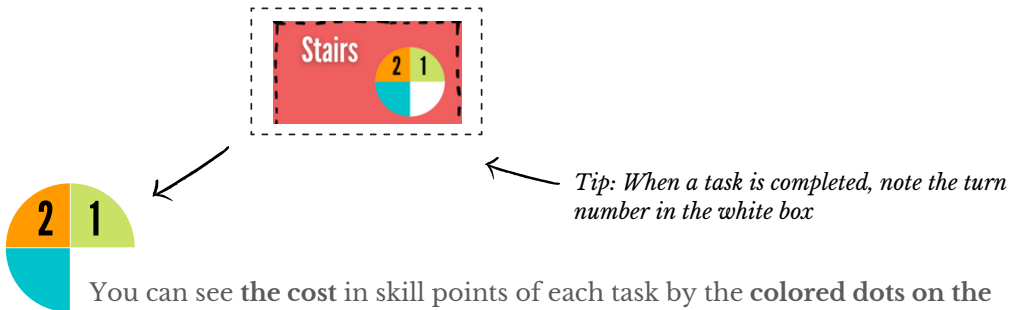
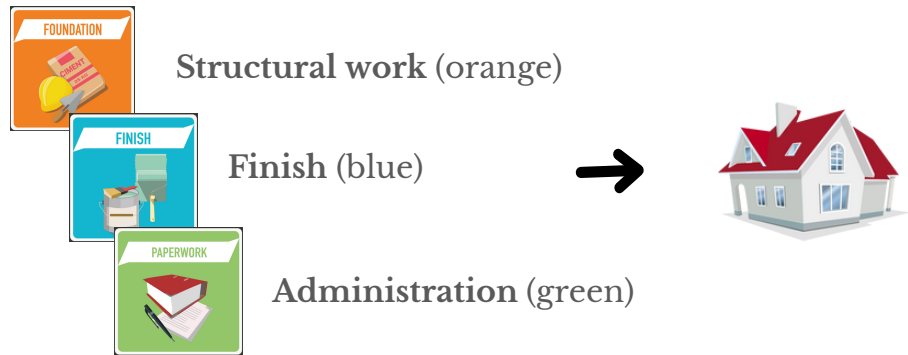
MANAGER'S GUIDE

How to run a game ?

U'nity Game

PRINCIPLE OF THE GAME

The aim of this game is to **create a house as a team**. You can see on the board the different **stages of its construction**. Each round of the game represents one week of work. And, if you want to **complete a task** you have to **pay skill points** in different areas:



You can see the **cost** in skill points of each task by the **colored dots on the board**. Each task can only be **done once per turn**.

Ex : la construction des escaliers coûte 2 cartes "gros oeuvre" et 1 carte "administration"

COUNTING OF POINTS

Let's say that **the scoring is done at the end of the game**.

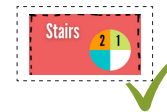
A game can **end in different ways**: after a certain amount of time, **after a certain number of rounds** or when a team **reaches the end of the game**. This should be made **clear at the beginning of the game**

You need to be aware of this when you play in order to make the best choices.

EARN POINTS :



Accepting negotiation with an opposing team (+3pts)
voir carte négociation



Performing a task
Number of points earned = cost of the task



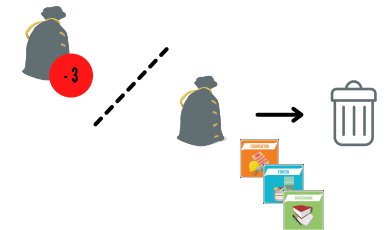
Making a house habitable (+15pts)
(100% of green and red tasks completed)

LOSE POINTS :

Be careful, ending the game with an **untreated waste** will make you **lose 3 points**.

Dealing with it during the game will only cost you the skill card of your choice.

Beware, if you have any skill points left at the end of the game, they will be lost and will not earn you any points.





On some squares of the board, **waste bins** are visible. The tasks in question will give the team a **waste card**. This card **costs one skill point to process** and brings a **3 point penalty** if the team does not get rid of it before the end of the game.



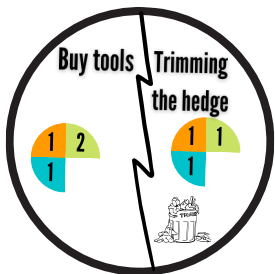
You can exchange a **hiring card** for **10 skill points**.
(e.g. Hiring card finishing = 10 skill cards "finishing")

When you hold a hiring card in a skill area (structural, administrative or finishing), **you no longer have to pay the associated skill points**.



The Negotiation card **encourages teams to work together in case of difficulty**.
It allows one team to **be unblocked** and the other to **be rewarded for its help** (+ 3 bonus points)

See Negotiation card



A **collaborative task** is located at the border between each house.

This task is divided into **two parts**, each of which must be completed by one of the two neighbours.

The task will be validated and score **7 points for both neighbouring teams**, if and only if both parts have been completed.

SETTING

What level of play to choose and how to build the game?

The different levels of play

INITIATION (15-20MIN ≈ 4 TURN)

No stake in the final score

Introduction of the orders of play and blocking

Understanding of its principles and mechanics

CLASSIC (30-40MIN ≈ 8 TURNS)

Prerequisite:
"initiation level" + explanation of new cards (hires, waste & negotiations).

Debriefing phase (≈ 10min)

EXPERT (20-30MIN ≈ 6 TURNS)

Prerequisite:
« classic level »

More advanced topics
Debriefing phase (≈ 10-15 min)

Composition of the mystery cards

16 CARDS LVL 1 MAX

4 MALUS

6 BONUS

6 NEUTRAL

32 CARDS LVL 2 MAX

5 MALUS

7 BONUS

10 NEUTRAL

4 NEGOTIATIONS

6 W

24 CARDS LVL 3 MAX

4 MALUS

5 BONUS

8 NEUTRES

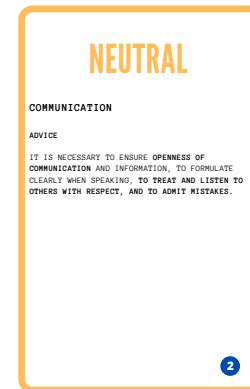
3 NEGOTIATIONS

4 WASTE

You can find the tasks of the different levels of play by using the colours on the board.

You can also combine different levels of play in succession.

Example: "*Initiation + Classic*", "*Classic + Expert*" or "*Initiation + Classic + Expert*".



● Communication-oriented card

● PSR (Psychosocial Risks) oriented card

● MSD (Musculoskeletal Disorders) oriented card

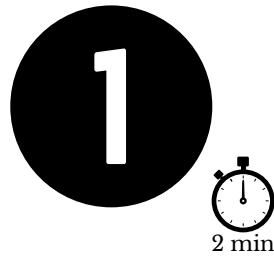
● Unoriented card

1/2/3 : level of game



When building up the pile of "mystery cards", use the different colors of dots to guide the game (or not) towards the topics of your choice.

GAME PHASES

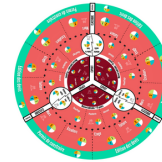


- The game master starts a **2 minute timer**, each team must **agree and draw 5 skill cards**.
- **End of the first phase**, the teams have their **strategy** and their **5 skill points**.

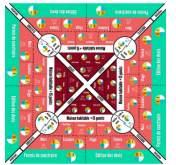


- The team whose turn it is, **draws a mystery card** (bonus, negotiation, neutral or malus).
- The team can then carry out **up to 3 tasks on their turn**. Beware that they may have to **revise their strategy** if they have seen their **last mystery card** or if some **tasks have already been completed** on this turn.
- If the **team gets stuck**, they can decide to do nothing and save their skill cards or use a **negotiation card** which will allow them to **trade cards with another team**.

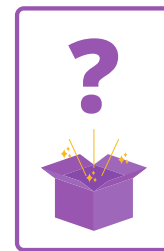
COMPOSITION OF THE GAME



Two boards are provided in the U'nity Game. One is optimised for playing with **3 teams**, the other for playing with **4 teams**.



Skill cards are present in the game. They are of 3 types (**construction, finishing or administration**). They will be used as currency to carry out the different tasks.



Each turn, the teams must draw a mystery card, which can be of several types:

Bonus: Gives the team an advantage.

Malus: Slows down the team's progress.

Neutral: Does not influence the progress of the game (advice, exchange time, etc.)

Negotiation: Allows the team to have an additional negotiation card

