Synergia

Land of hope

2 - 4

10+

30 - 45 min

Game created by students of
Lycée Classique d'Echternach (Luxembourg),
Gymnasium Carolinum de Neustrelitz (Allemagne),
Collège Notre-Dame de Bonne-Espérance d'Estinnes (Belgique).

ERAMUS +

Synergia

Four charities are sending their best respective managers to the city of Synergia where they have to take actions against unemployment, emigration, the financial crysis, and deindustrialisation, with a limited budget. Those four core problems can only be transformed in future successes through the bias of skilled betting, a good use of time and clever decision-making. However, avoid incomplete combinations as they will inevitably lead to negative results.

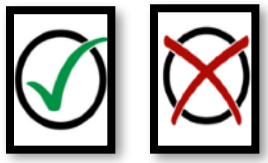
React quickly to the ever-changing selection of cards in order to create the most powerful synergies out of four core cards. The charity with the most success will be declared the only winner !

Game material

- **52 RESSOURCECARDS > RC :**

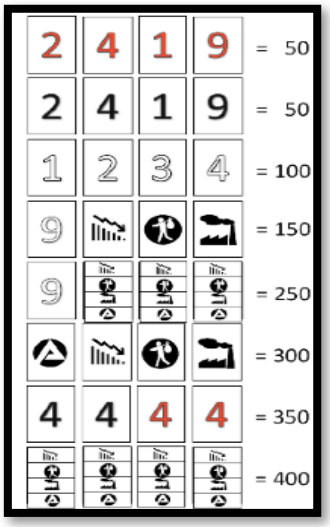
  - **16 SYMBOLCARDS > SC - (ANNEX 1)**

  - **36 NUMBERCARDS > NC - 18 RED ET 18 BLACK (ANNEX 2)**



- **8 DECISIONCARDS > DC - (ANNEX 3)**

- **4 OVERVIEWCARDS > OC - (ANNEX 4)**



- 176 SUCCESSCHIPS > SC :

  120 ROUND ONES / VALUE OF 10 SUCCESSPOINTS EACH (ANNEX 5)

  56 RECTANGULAR ONES / VALUE OF 25 SUCCESSPOINTS EACH (ANNEX 6)

- 1 RECEPTACLE (TO STORE THE SUCCESSCHIPS) (OPTIONAL)

- 4 HIDING SCREENS (ANNEX 7)

Goal of the game

The goal is to possess the highest sum of successpoints by the end of it the game.

Game setup

1) One manager shuffles all the ressourcecards (RC), and distributes them, clockwise, face down, 4 per manager, including himself.

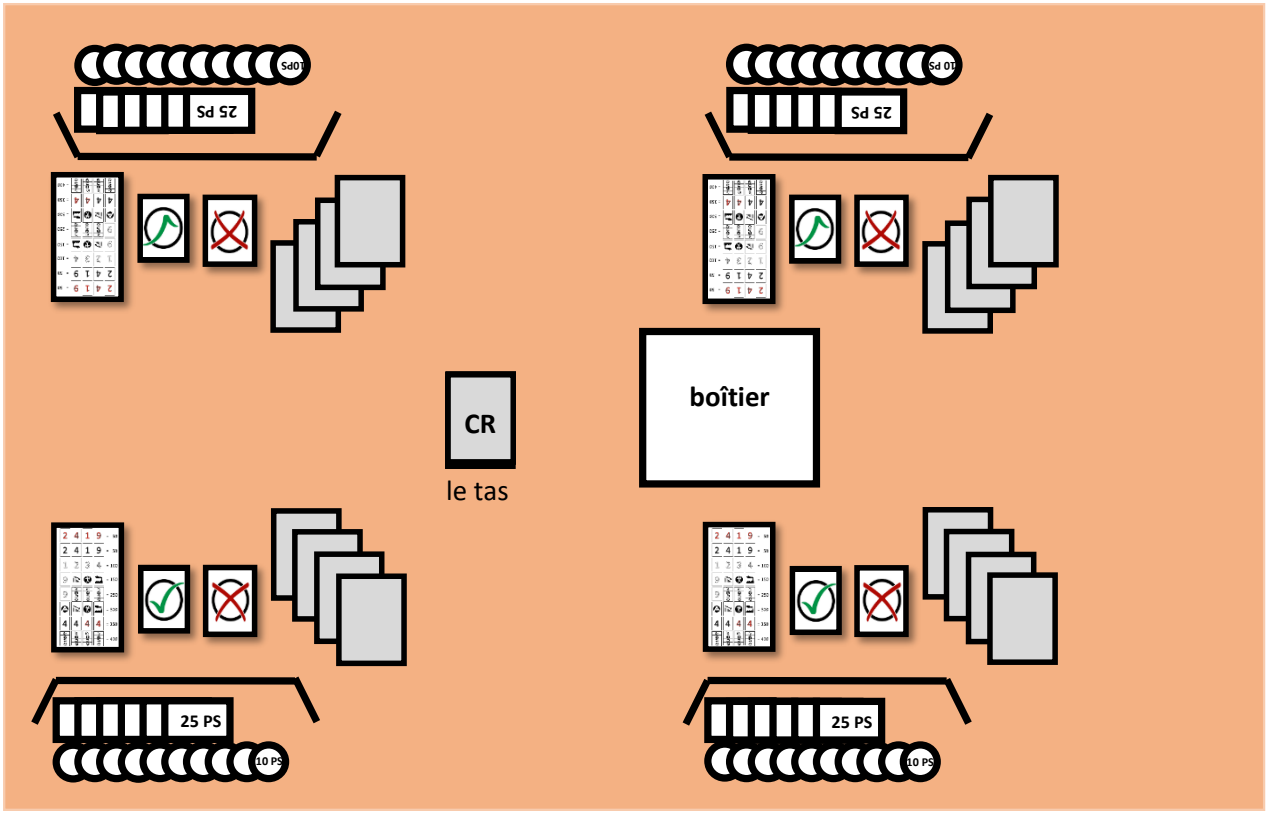
2) The remaining ressourcecards (RC) are set aside, within reach, as the face down draw pile.

3) Each manager receives 10 round and 6 rectangular successchips (SC) with a total face value of 250 successpoints (SP).

4) The receptacle is set next to the draw pile, holding the remaining successchips (SC).

5) Each manager receives 1 “Yes”- and 1 “No” Card (DC), 1 overviewcard (OC) and 1 hiding screen.

Example of the game setup with 4 managers :



Game phases

The game consists in 4 phases:
Phase 1: Decision (mandatory)
Phase 2: Betting (optional)
Phase 3: Buying (optional)
Phase X: Cashing out (optional)

Decision (phase 1) :

1. The upper RC gets revealed from the draw pile.

2. Every manager decides for himself if he wants to bet on the RC or not. Each manager states his decision by putting 1 of his 2 DC cards face down on the table in front of him. (Yes/No)

3. The DC's are revealed simultaneously as soon as every manager has made his choice.

4. If only one manager chose "Yes", he pays 10 SC and obtains the RC. Players immediately skip to phase 3.

5. If more than 1 manager opted for „Yes", go to phase 2.

Betting (phase 2) :

6. Every manager who has chosen „Yes" in phase 2 now HAS to bet. The minimum stake is 10 SP, but it is allowed to be higher.

7. The betting occurs in a hidden manner, as the managers hold the amount of SP they want to bet in their hands over the middle of the playfield.

8. After everyone has made his choice, the amount of SC they have bet is revealed simultaneously.

Buying (phase 3) :

9. he manager with the highest stake obtains the RC. (the SC are put in the receptacle)

10. If two or more managers have chosen the same amount of SP to bet, then they have to bet again. This is repeated until one of the managers has the highest stake of all.

11. If many managers have bet they all lose their entire stake (the SC are put in the receptacle) and only the manager who has waged the most obtains the RC.

> **Caution :** Even the manager who has obtained the revealed RC, has to put his stake in the receptacle!

12. A new RC is revealed and the process begins again.

Cashing out (phase X) :

13. During the course of the game the managers are free to redeem RC-combinations which are depicted on their overviewcards (OC), at every point of the game and thus gain supplementary SP.

> **Caution :** If they have less than 4 RC in his hands after the redeeming of the RC-combination, then they have to take RC from the pile in the middle until they have 4 cards in their hands again. The upper card is the one the managers take to replenish their hands.

Exceptions to 10 :

If no manager wants the revealed RC, the next RC gets revealed. From then on, the betting concerns all of the revealed cards.

End of the game

- The game ends when every RC has been revealed
- Every manager has to redeem every RC-combination he has left in his hand
- If a manager still has RC which do not form any combination, he loses 10 SP for every loose RC

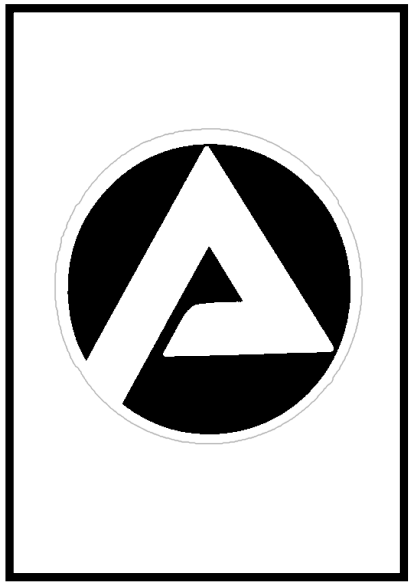
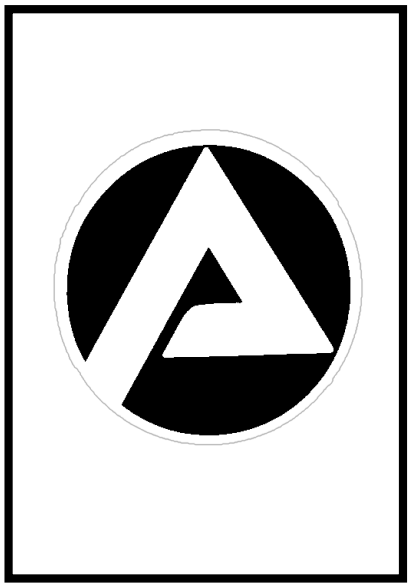
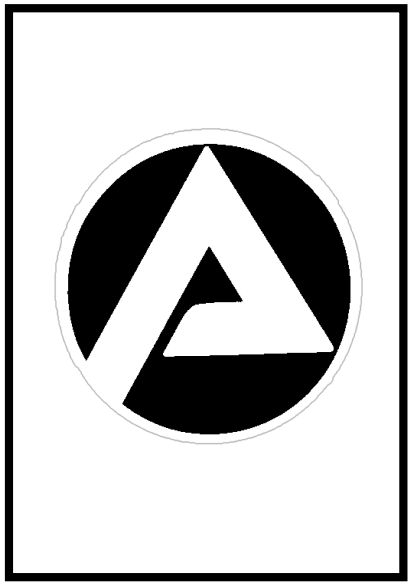
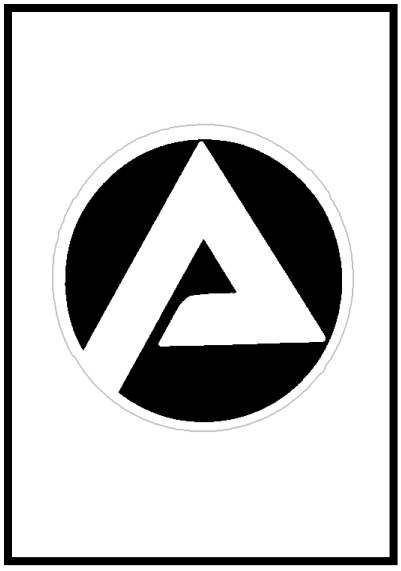
  Caution : If one manager has less SP than the sum of his lost SP, then he writes the negative SP sum down

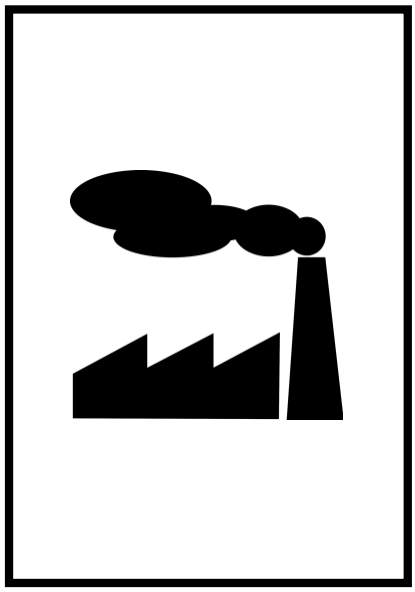
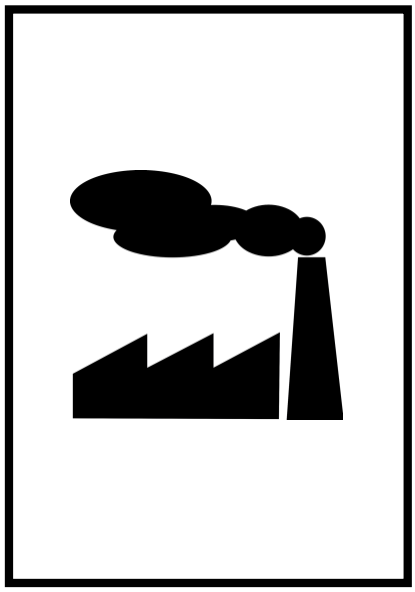
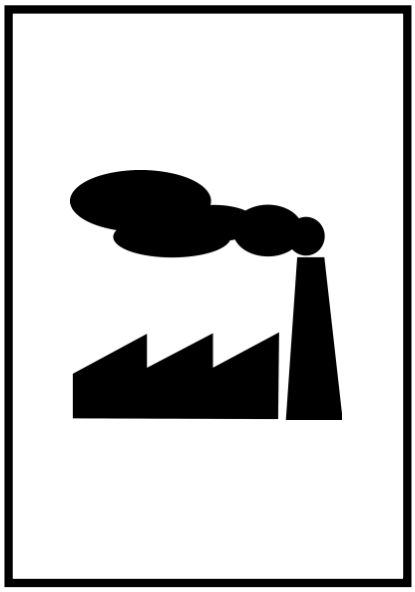
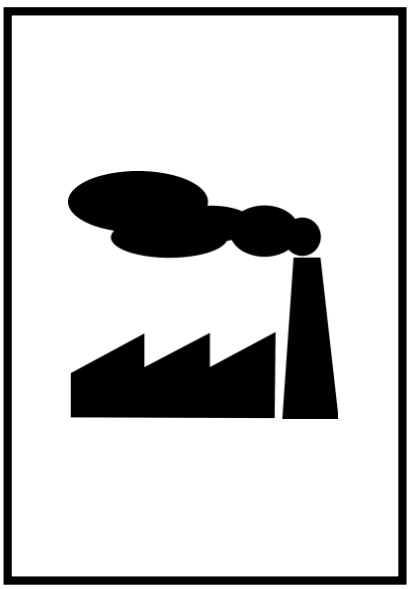
  - If multiple managers are in the negative, then the one with the smallest negative SP-Number is leading

  If the last cards remain with no players wanting them, the game ends.

Winner :

The manager with the most SP at the end of the game wins. If there's a draw every manager concerned wins.

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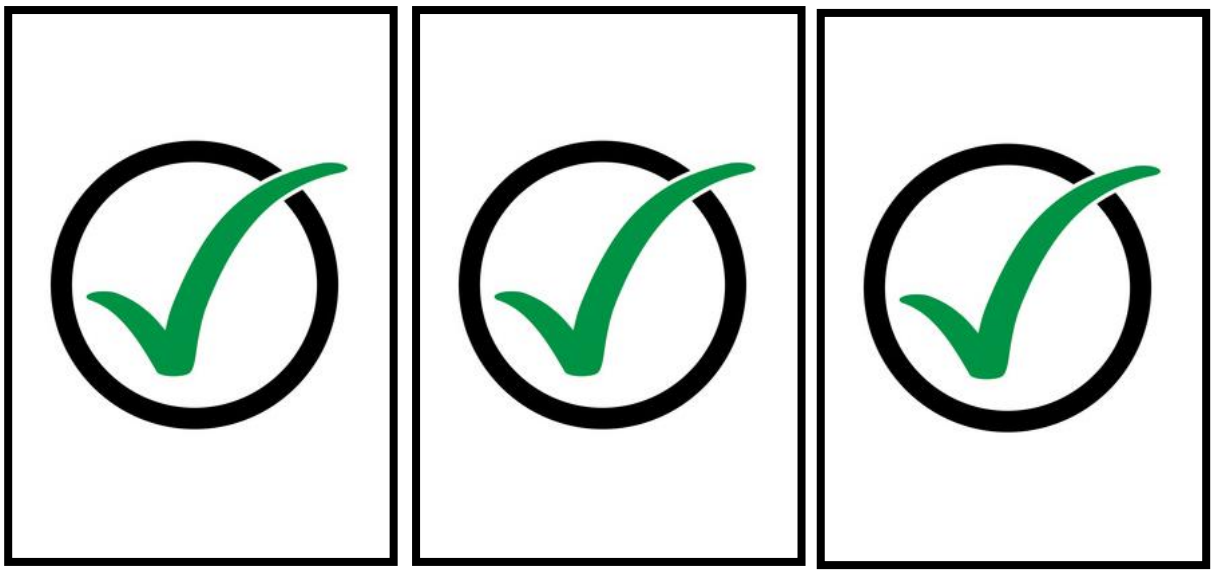

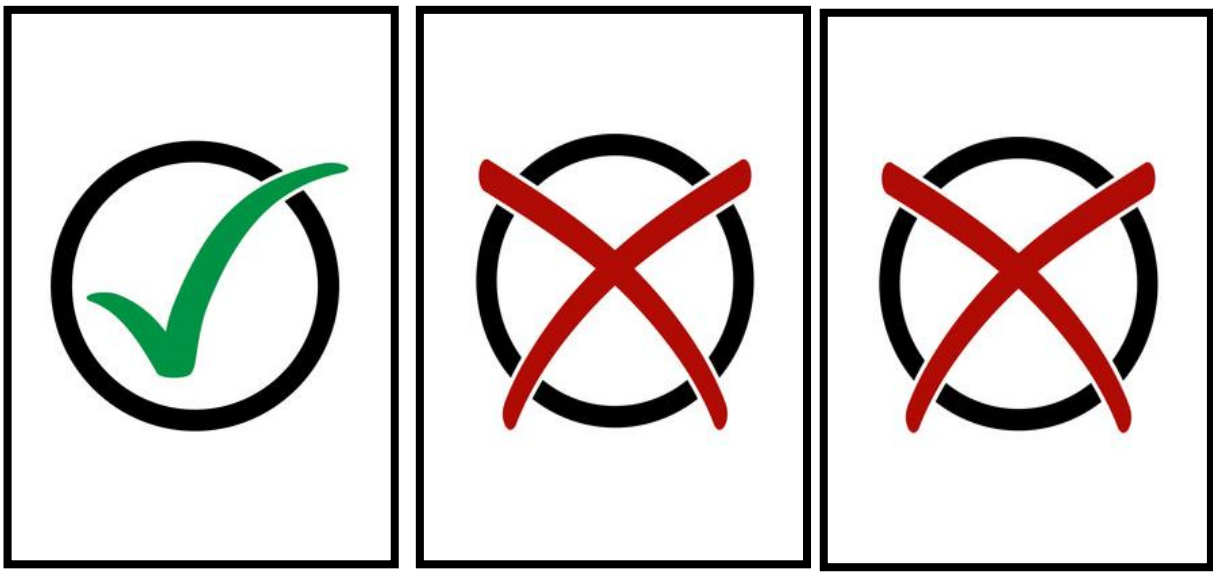

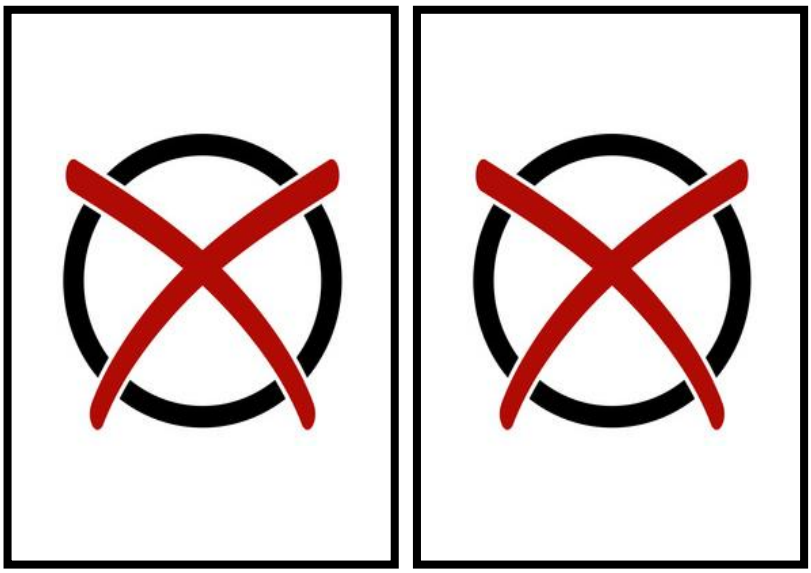

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				= 400

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4	4	4	4	= 350
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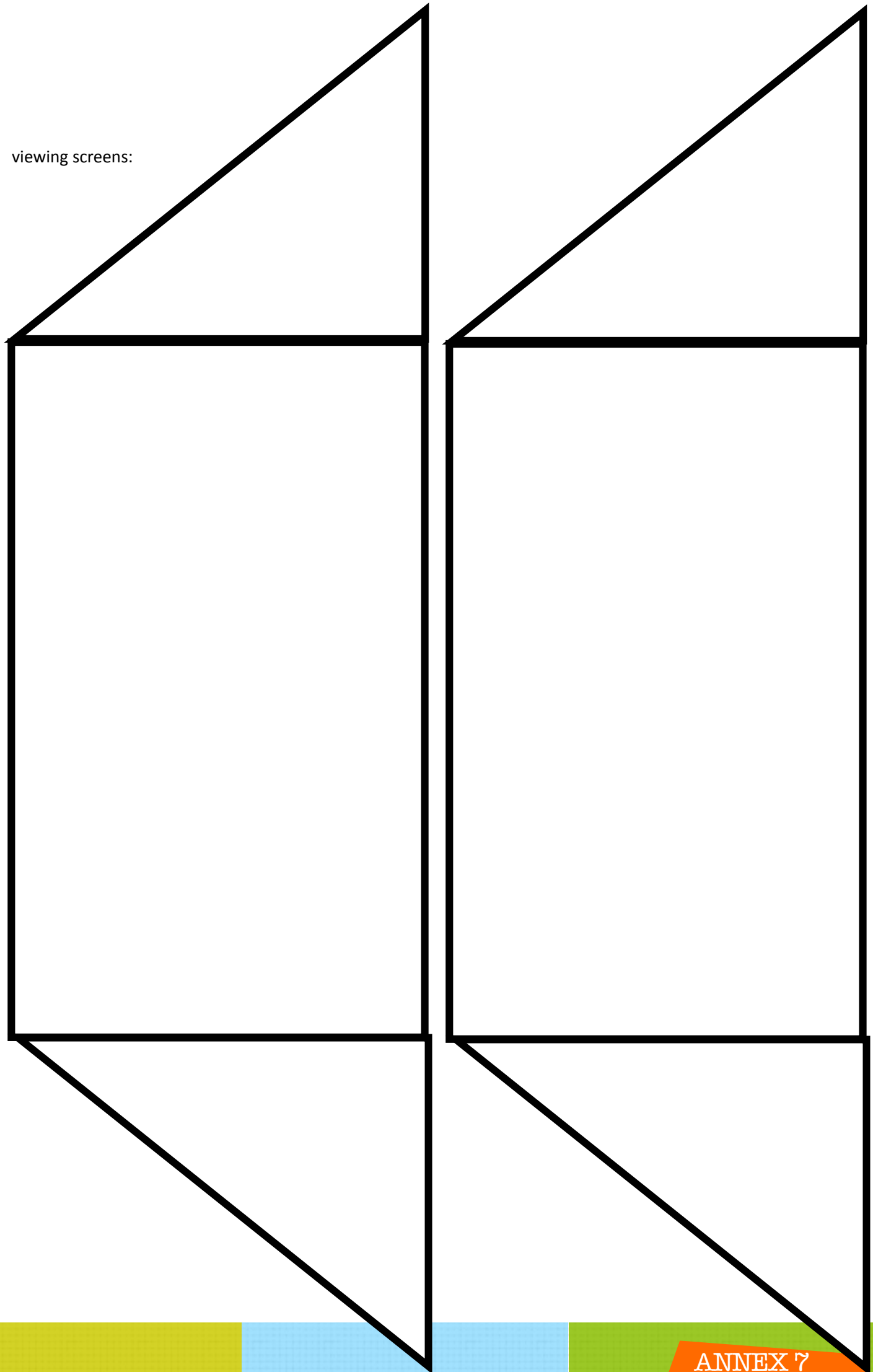
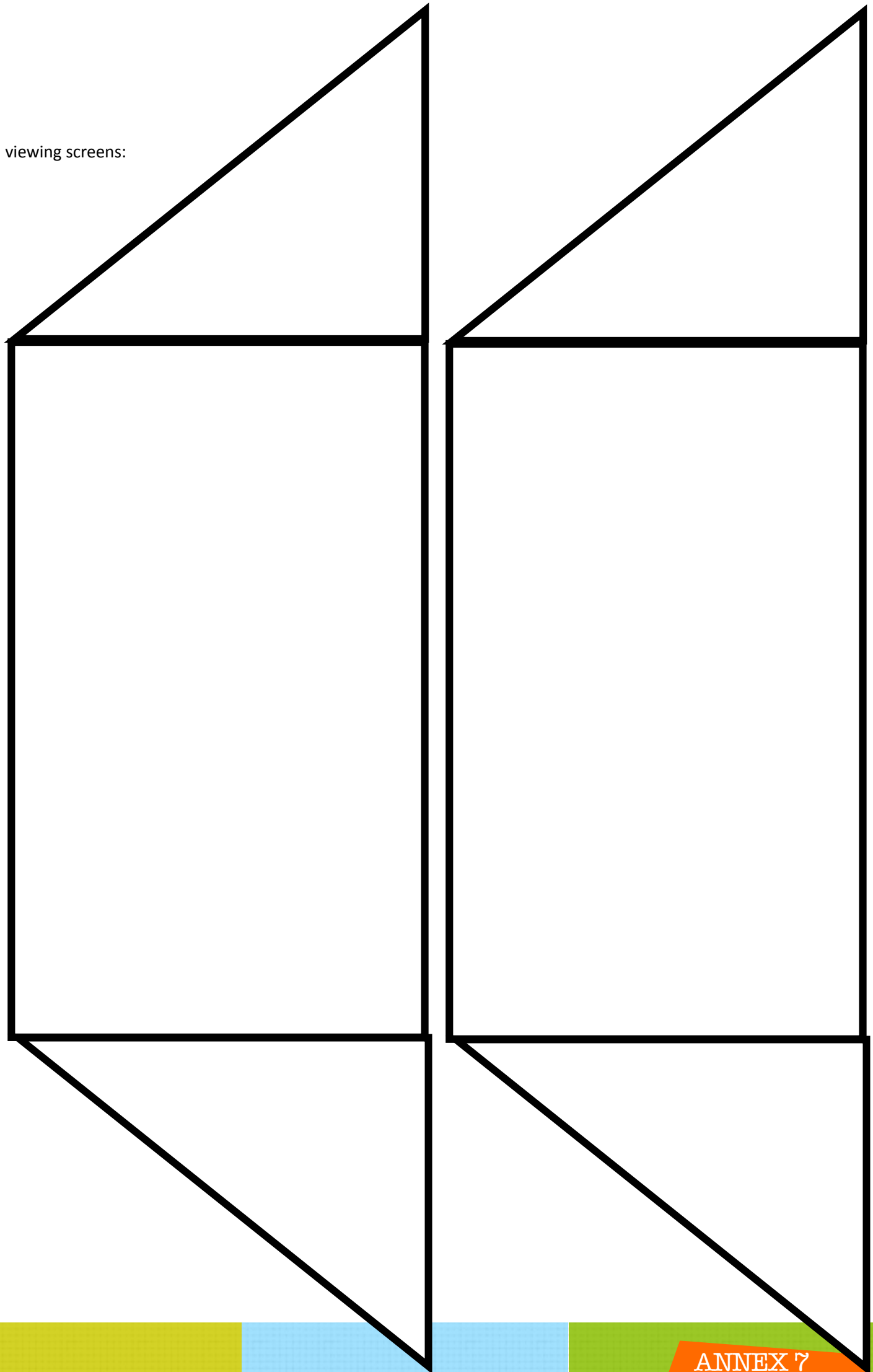
viewing screens: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