



IGCP 726 GEOfood for sustainable development in UNESCO Global Geoparks

GEOfood

The boardgame

Game rules

No. of players: 2-4

Age: 9+

Duration: 15-30 min

Introduction

This is a free-to-use boardgame developed in the framework of the “IGCP 726 GEOfood for sustainable development in UNESCO Global Geoparks” project, by Cristian Ciobanu and the Hațeg Country UNESCO Geopark’s volunteers’ team.

The aim of the boardgame is to get to know the geoparks’ economic framework, to familiarise with the geoproduct concept and to learn about GEOfood.

This is a participative game, so you are welcome to modify it as you wish. You can create your own board; you can add new types of food or create new development cards. Contact the game creators and let us know how you improved the game: cristian.ciobanu@unibuc.ro.

To play the game you need to:

1. Download the pdf game files, print (colour or not) and cut the pieces.
2. Find something to use as figurines. They need to be small enough to stand only on one segment of the A3 board. You need one figurine for each player.
3. Find a dice

Game Setup

The game contains an A3 board, 8 areas (sea, mountain, pastures, forest, hills, orchards, crops and desert), 5 localities (city, fishermen village, mountain village, hills village, forest village), 6 places (museum, visitor centre, geopark office and 3 restaurants)

The first step is to arrange all the areas, localities and places on the board. You can create any territory you want! You can make it look like your geopark or another geopark you know and love.

The game also contains 17 orange food cards. The second step is to put the food cards on the board. You can put them where

they make sense (for example fish next to the sea and/or the fishermen village) or not.

The last setup step is to put all the figurines (each corresponding to one of the players) on a starting spot (like the geopark's office).

Gameplay

1. Purpose

The purpose of the game is to create GEOfood products. As all geoproducts, GEOfood needs three things: the product (food), the geopark's partnership and the marketing (actually selling the product). So, the players have to use the green GEOfood card and fill the three sections: food, geopark's approval and product sold.

2. Actions

When it's his/her turn, a player can do only one of several actions:

a. Movement

The player can move on the board, one segment at a time, in any of the four directions (not in a diagonal).

The areas, localities and places count as one segment.

If the player has the card "bike" or "car" he/she can move two or three segments at a time.

b. Take food

If the player is on a segment, area, locality or place with a food on it, the player can use his/her action to try to take the food card and place it on his/her GEOfood green card.

This counts as one action, the player cannot do any other actions this turn, if he/she takes the food or not.

To take the food you need to roll the dice. Some of the food cards are more difficult to get than others.

The difficulty (chances) reflects the way in which the product is obtained. A product that does not negatively affect the environment through its cultivation or production is easier to obtain in the game. On the contrary, a food that has a negative impact is more difficult to obtain in the game.

The numbers on the orange food cards show the + or - chances to obtain that particular product in the game, starting from a 50/50 chance, that is 3 out of 6 dice numbers.

Example 1: “Salt” has the number 0, that means that the player needs 3 out of 6 dice numbers in order to obtain the food (4, 5 or 6).

Example 2: “Meat” has the number -2, the chances drop from 3 out of 6 to 1 out of 6, so the player has to get only number 6 on the dice to get the “meat” card. Any other number on the dice (1, 2, 3, 4 or 5) mean that the player did not succeed in obtaining the food.

If the player rolls the right dice number, he/she can take the food card and place it on a green GEOfood card. If not, the

player can wait for the next turn to try again, or go to another, less difficult food.

c. Get the geopark’s approval

If the player is on the “Geopark office” place, he/she can try to obtain the geopark’s endorsement for one of the player’s GEOfood cards. The geopark’s approval can be obtained only if the food is already present on the green GEOfood card and not before.

If not influenced by any development card, the chances to earn the geopark’s approval are 50/50, so the player has to roll 6, 5 or 4 on the dice.

If the player rolls the right dice number, he/she can take a red approval sign and place it on the green GEOfood card.

This counts as one action, the player cannot do any other actions this turn, if he/she takes the food or not.

d. Sell the product

The products can be sold in 5 places, as follows:

PLACE	NUMBER OF PRODUCTS	
	Game of 2 PLAYERS	Game of 3 OR 4 PLAYERS
Museum	1	2
Visitor Centre	2	3
Restaurant 1	1	2
Restaurant 2	1	2
Restaurant 3	1	2

So, for example, if the game has only 2 players, a player can sell one of his/her products in a restaurant. After that, no more products can be sold in that particular restaurant.

The product selling can be obtained only if the food is already present on the green GEOfood card and not before.

If not influenced by any development card, the chances to sell the product are 50/50, so the player has to roll 6, 5 or 4 on the dice.

If the player rolls the right dice number, he/she can take a green approval sign and place it on the green GEOfood card.

This counts as one action, the player cannot do any other actions this turn, if he/she takes the food or not.

e. Take a card

There are 3 types of development cards: movement, geopark approval and selling.

Movement cards

Name	Effect	Number of cards
Bike	move 2 spaces instead of 1	3
Car	move 3 spaces instead of 1, but the player has a -2 penalty for the geopark approval of his/her products as long as this card is in use	2
Stop	no action for 2 turns	5

Selfie time	brings the other players in the same place as the player who uses the card	2
Go to	go directly to the Geopark Office	2

The “bike” and “car” cards are optional. A player can choose not to use them even if he/she picked them from the pack.

The “Stop” cards begin their effect immediately. The player does not do any actions for the next two rounds.

The cards “Selfie time” and “Go to” can be stored and used whenever the player wants. The use of these cards counts as a separate action, so the player cannot do any other action that turn.

Geopark approval cards

Geopark chance development cards are ways to improve or worsen the chances to obtain the Geopark approval for your GEOfood. The numbers on the development cards show the + or - chances to obtain the Geopark approval, starting from a 50/50 chance, that is 3 out of 6 dice numbers.

Example: if the number is -2, the chances drop from 3 out of 6 to 1 out of 6, so the player has to get number 6 on the dice to get the Geopark approval for his/her GEOfood. Any other number on the dice (1, 2, 3, 4 or 5) means that the player did not succeed in obtaining the approval.

These cards are valid only for the player that picked them from the pack, not for the other players.

Only one card of this type is valid for one player at a time. New cards of the same type annul the previous cards. The player

cannot choose which of his geopark development card is active, it is always the newest.

The cards become active automatically and immediately. Their activation is not counted as a player action.

The player still has to be placed on the geopark office place in order to try to get the geopark's approval.

Product selling cards

Selling chance development cards are ways to improve or worsen the chances to obtain the selling for your GEOfood. The numbers show the + or - chances to obtain the selling, starting from a 50/50 chance, that is 3 out of 6 dice numbers.

Example: if the number on the development card is 2, the chances go up from 3 out of 6 to 5 out of 6, so the player has to get numbers 6, 5, 4, 3, or 2 on the dice to sell his/her GEOfood. If he/she throws 1, it means that the player did not succeed in obtaining the selling.

These cards are valid only for the player that picked them from the pack, not for the other players.

Only one card of this type is valid for one player at a time. New cards of the same type annul the previous cards. The player cannot choose which of his selling development card is active, it is always the newest.

The cards become active automatically and immediately. Their activation is not counted as a player action.

The player still has to be placed on one of the selling places (museum, visitor centre or restaurants) in order to try to sell the GEOfood products.

End of the game

The first player to complete 3 green GEOfood cards wins the game. A complete GEOfood card is one that has one orange food card, one red geopark approval card and one green selling card.

This game explores the territory and economic landscape of a UNESCO Global Geopark.

UNESCO Global Geoparks are single, unified geographical areas where sites and landscapes of international geological significance are managed with a holistic concept of protection, education and sustainable development. Their bottom-up approach of combining conservation with sustainable development while involving local communities is becoming increasingly popular. At present, there are 177 UNESCO Global Geoparks in 46 countries.

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