



*Let's Play
the History*



*This game uses free cliparts and textures
published on following sites by following users:*

commons.wikimedia.org

Albert Krantz

Bastianow

Poznaniak

CSvBibra

Galico

Koyos

Martimar

Olek Remesz

Snufkin

Trajan 117

Urmas

freevector.com

Lily

MacKenzie

mrtentacleGuy

freevectors.com

Pierce Brantley

vintagevectors.com

Eric Fritz

retrovectors.com

imageafter.com

myfreetextures.com

*Edited by: Lukasz Kotlarski
<http://www.behance.net/LukaszKotlarski>*



**POLSKO-LITEWSKI FUNDUSZ
WYMIANY MŁODZIEŻY**

**LIETUVOS IR LENKIJOS
JAUNIMO MAINŲ FONDAS**

Disclaimer: This project was financed with the support of the Fundacja Rozwoju Systemu Edukacji and Ministerstwo Edukacji Narodowej. The content of the publication is the sole responsibility of the publisher and the Fundacja Rozwoju Systemu Edukacji and Ministerstwo Edukacji Narodowej is not liable for any use that may be made of the information.

Let's Play the History

General information:

Target group: everybody over 13 years old

Number of players: 14 – 23

Duration: approximately 30 minutes

Equipment:

Role Cards (22 +1 Game Master Card +1 spare card),

A sheet of paper or a table to write the scores on,

A pencil/pen,

At least one six-sided dice (five is optimal).

Educational purposes:

To teach about mechanisms powering the history,

To implement anticipative thinking,

*To simulate real-life situations (ex. making allies,
dealing with conflicts).*

Aim of the game:

Collect 2000 Gold.

Rules

Overview

The players are divided into factions, which are representing states of 17th century Europe: Polish-Lithuanian Commonwealth, Russia, Sweden, Brandenburg, Denmark and duchies of Livonia and of Pomerania. Each player has a role assigned. It defines his or her goal within the game and special abilities of the particular character. A faction have to gather 2000 pieces of gold to win. This goal can be achieved by negotiation, making agreements and trading resources between the states.

The Game Master:

The Game Master is a person who has a specific role among other players. He or she does not belong to any faction, but is the one, who runs the game and guards its rules. The Game Master has following powers and duties:

- overseeing the die rolling,*
- watching the time limits of each part of the game,*
 - counting of gold at the end of every turn,*
 - having a definitive opinion in every dispute.*

Preparation

Each player draws a Role Card. Name of the card defines player's character. Coat of arms in right upper corner represents assignment to the faction. Every Card has a number in the left upper corner. Players who have drawn a role signed with 2 get one die each. The Game Master can be picked at random by drawing appropriate Card or selected before the game. Players are divided into groups representing the states. Each faction occupies own space in the room. Groups should not have chance to hear each other. Some place for diplomats negotiating should be prepared as well.

When there is less than 22 players (+ The Game Master), the suggestions for the card used are following (note: the role #3 could be given to the player, who has another character assigned):

	Cards						
Players	Pf-LT	Russia	Sweden	Branden.	Denmark	Livonia	Pomerania
13	#1, #2, #4	#1, #2, #4	#1, #2, #4	#1, #2, #4.	X	All	X
18	All	All	All	All	X	All	X
22	All	All	All	All	All	All	X

The Game

Each turn consists of three parts.

1. Countries discuss their tactics and make decisions about foreign policy.

The voice of the king is crucial in every argument.

This part takes up to 2 min.

2. Diplomats meet each other and consult possible alliances or inform already existing allies about declaring war. Only diplomats are permitted to contact with another country! This part takes up to 3 min.

3. During part 3, the decisions are published. After that, the characters #2 roll the dice to use their special powers. When the turn is finished, the game leader executes changes in resources' possession.

The War

War has to be declared by a diplomat, during part 3.

During war, every country involved loses 3000G a turn. The country that is out of resources, loses a war and starts to be dependent.

The winning side is exploiting the natural resources of the dependent country and players from dependent country are forced to work for the winning side.

Roles and Factions

Following roles and factions are available:

Polish - Lithuanian Commonwealth



1. King

His job is to take responsibility for Pl-Lt Commonwealth's policy. When he is gone, the country loses twice as much resources during each war turn.

2. Minister

Every turn, he can try corrupt one player from different country. He rolls the dice – if he gets more than three, the trial is successful. The corrupted person starts to serve the Commonwealth.

3. Nobleman

He provides Pl-Lt Commonwealth with 1000G a turn. Why being corrupted or dead, his country stops receiving those resources.

4. Diplomat

His job is to run Pl – Lt Commonwealth's foreign policy. Why being corrupted or dead, his country cannot find new allies or declare a new war.

Russia



1. Tsar

His job is to take responsibility for Russia's policy.

*When he is gone, the country loses twice
as much resources during each war turn.*

2. Czarevitch

*His main purpose it to be on the winning side, not necessarily with
Russia. When he spots, that Russia is about to lose, he can assassinate
the Tsar and surrender Russia under control of chosen country.*

3. Nobleman

He provides Russia with 1000G a turn.

*Why being corrupted or dead, his country
stops receiving those resources.*

4. Diplomat

His job is to run Russia's foreign policy.

*Why being corrupted or dead, his country cannot
find new allies or declare a new war.*

Sweden



1. King

His job is to take responsibility for Sweden's policy.

When he is gone, the country loses twice as much resources during each war turn.

2. Merchant

Every turn, when Sweden is in alliance with another country, he can provide this ally with 4000G. He rolls a dice – if he gets more than three, the resources are provided successfully.

3. Nobleman

He provides Sweden with 1000G a turn.

Why being corrupted or dead, his country stops receiving those resources.

4. Diplomat

His job is to run Sweden's foreign policy.

Why being corrupted or dead, his country cannot find new allies or declare a new war.

Brandenburg



1. Elector-Duke

His job is to take responsibility for Brandenburg's policy.

*When he is gone, the country loses twice
as much resources during each war turn.*

2. Assassin

*Every turn, she can try to assassinate one player from another
country. She rolls the dice. If she gets more than three – the chosen
person dies. The assassinated player is out of the game.*

3. Nobleman

He provides Brandenburg with 1000G a turn.

*Why being corrupted or dead, his country
stops receiving those resources.*

4. Diplomat

His job is to run Brandenburg's foreign policy.

*Why being corrupted or dead, his country cannot
find new allies or declare a new war.*

Denmark



1. King

His job is to take responsibility for Denmark's policy.

*When he is gone, the country loses twice
as much resources during each war turn.*

2. Pirate

Every turn, he can try to steal 4000G from another country.

*He rolls the dice – if he gets more than three,
the robbery is successful.*

3. Nobleman

He provides Denmark with 1000G a turn.

*Why being corrupted or dead, his country
stops receiving those resources.*

4. Diplomat

His job is to run Denmark's foreign policy.

*Why being corrupted or dead, his country cannot
find new allies or declare a new war.*

Livonia



Duke of Livonia

His job is to find the strongest ally possible.

He can provide his ally with 4000G every turn.

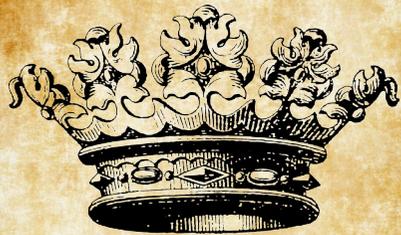
Pomerania



Duke of Pomerania

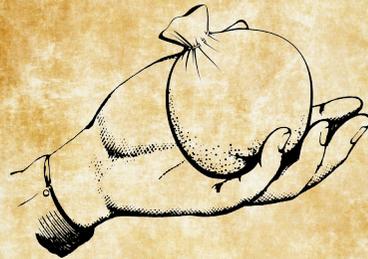
His job is to find the strongest ally possible. He brings luck— with his presence, it is enough for the character #2 to roll more than one in order the trial to be successful.

1. King



Your job is to take responsibility for Pl-Lt Commonwealth's policy. When you are gone, the country loses twice as much resources during each war turn.

2. Minister



Every turn, you can try corrupt one player from different country. You roll the dice – if you get more than three, the trial is successful. The corrupted person starts to serve the Commonwealth.

3. Nobleman



You provide Pl-Lt Commonwealth with 1000G a turn. Why being corrupted or dead, your country stops receiving those resources.

4. Diplomat



Your job is to run Pl-Lt Commonwealth's foreign policy. Why being corrupted or dead, your country cannot find new allies or declare a new war.

1. Tsar



Your job is to take responsibility for Russia's policy. When you are gone, the country loses twice as much resources during each war turn.

2. Czarevitch



Your main purpose it to be on the winning side, not necessarily with Russia. When you spot, that Russia is about to lose, you can assassinate the Tsar and surrender Russia under control of chosen country.

3. Nobleman

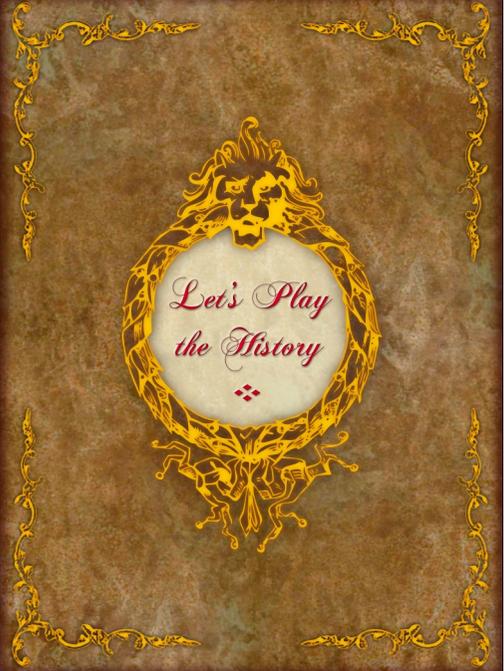
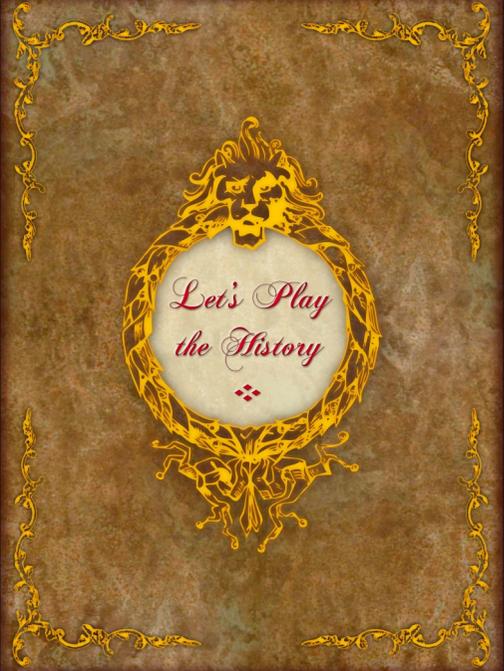
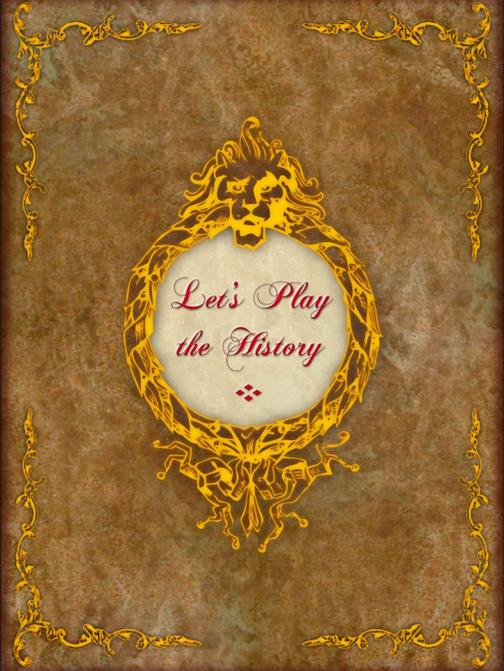
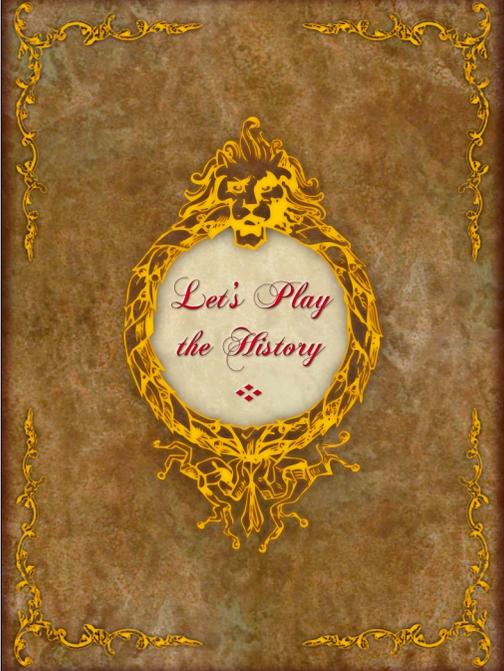
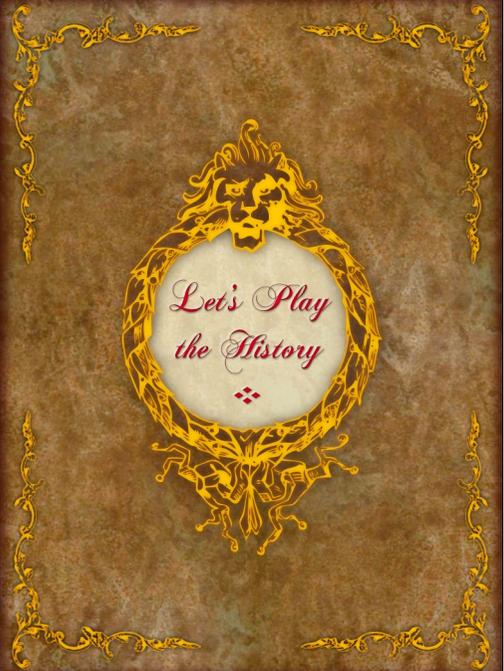
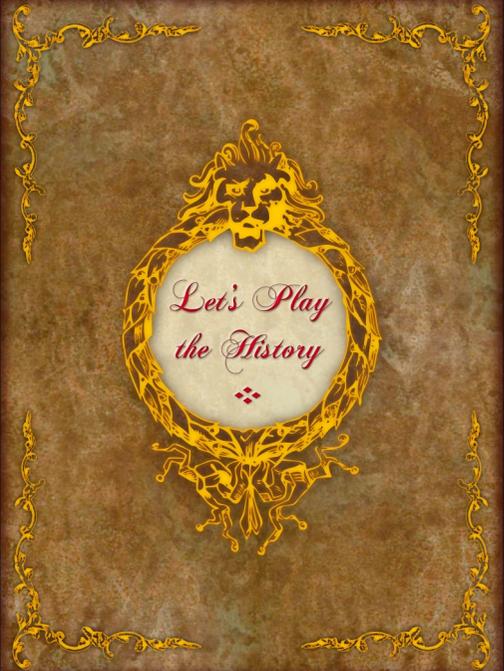
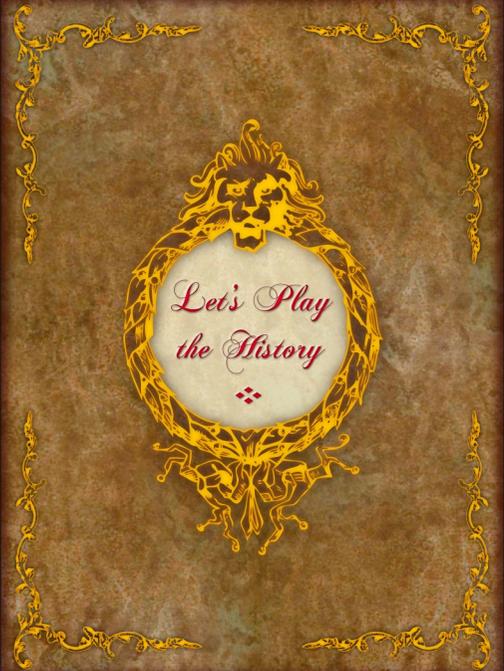
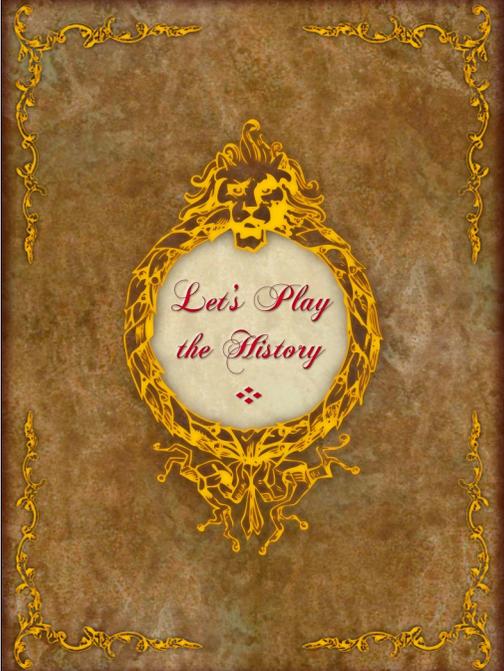


You provide Russia with 1000G a turn. Why being corrupted or dead, your country stops receiving those resources.

4. Diplomat



Your job is to run Russia's foreign policy. Why being corrupted or dead, your country cannot find new allies or declare a new war.



1. King



Your job is to take responsibility for Sweden's policy. When you are gone, the country loses twice as much resources during each war turn.

2. Merchant



Every turn, when Sweden is in alliance with another country, you can provide this ally with 4000G. You roll a dice – if you get more than three, the resources are provided successfully.

3. Nobleman



You provide Sweden with 1000G a turn. Why being corrupted or dead, your country stops receiving those resources.

4. Diplomat



Your job is to run Sweden's foreign policy. Why being corrupted or dead, your country cannot find new allies or declare a new war.

1. Elector-Duke



Your job is to take responsibility for Brandenburg's policy. When you are gone, the country loses twice as much resources during each war turn.

2. Assassin



Every turn, you can try to assassinate one player from another country. You roll the dice. If you get more than three – the chosen person dies. The assassinated player is out of the game

3. Nobleman

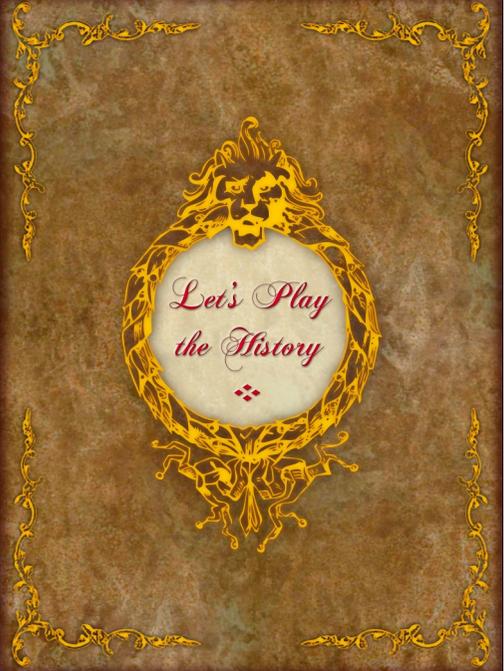
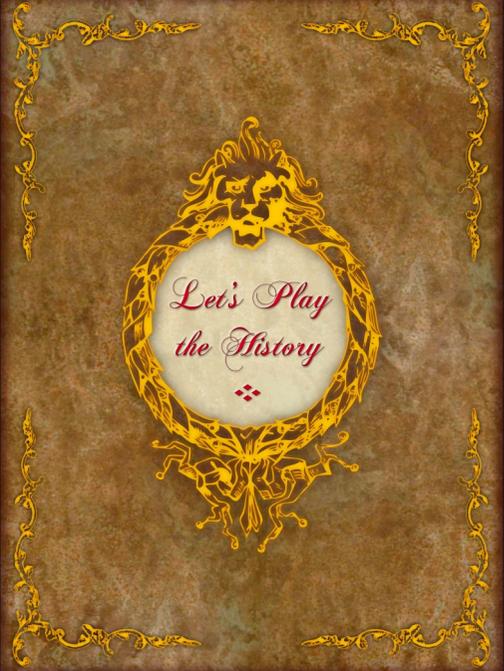
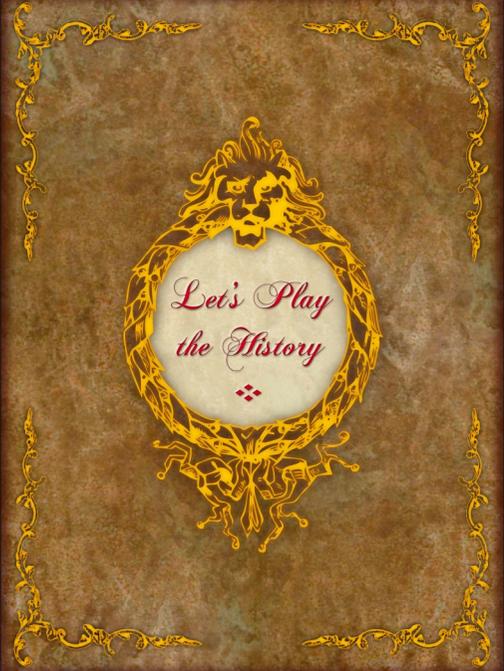
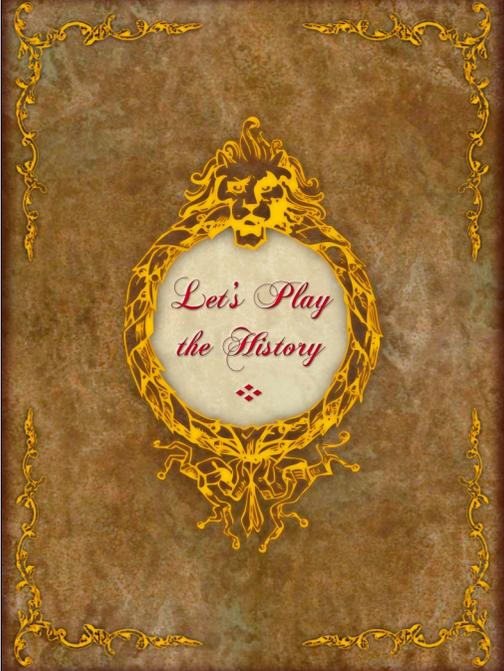
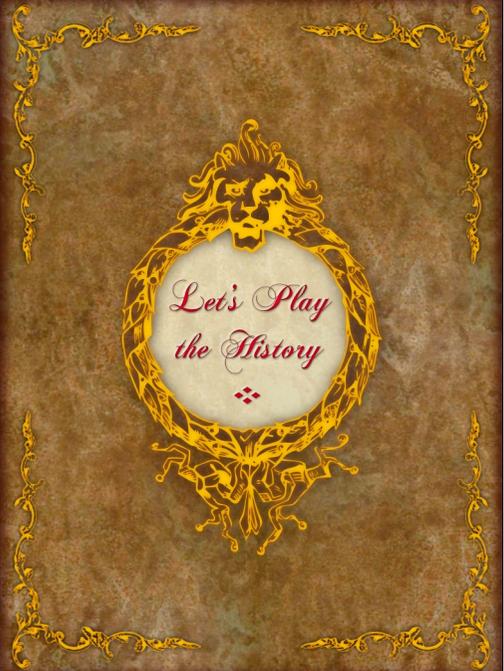
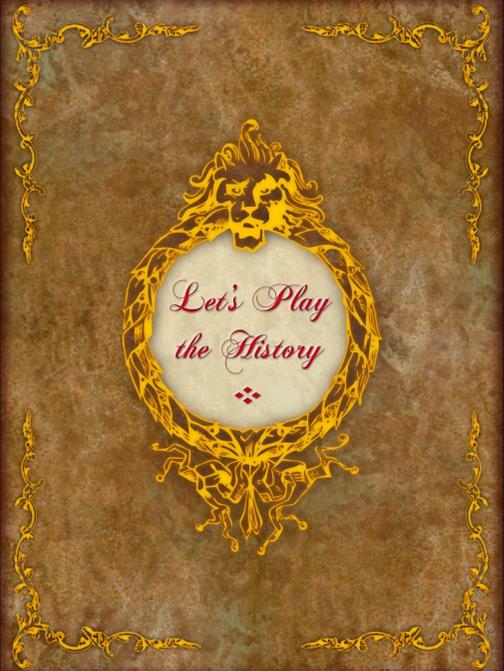
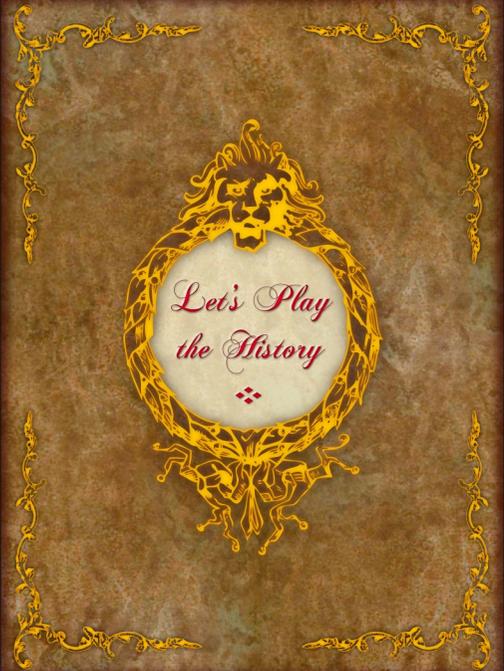
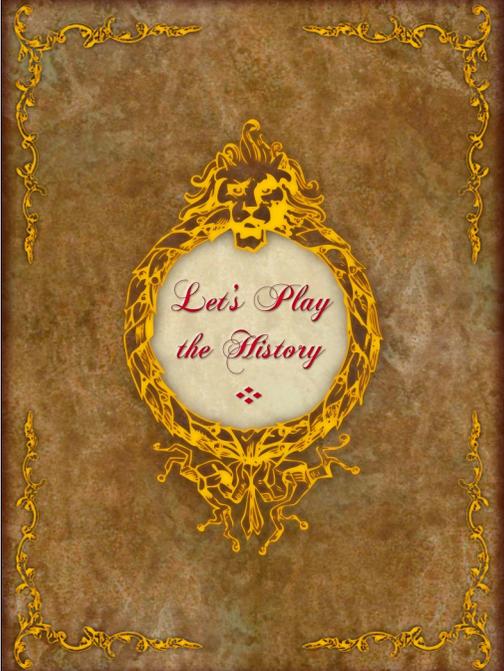


You provide Brandenburg with 1000G a turn. Why being corrupted or dead, your country stops receiving those resources.

4. Diplomat



Your job is to run Brandenburg's foreign policy. Why being corrupted or dead, your country cannot find new allies or declare a new war.



1. King



Your job is to take responsibility for Denmark's policy. When you are gone, the country loses twice as much resources during each war turn.

2. Pirate



Every turn, you can try to steal 4000G from another country. You roll the dice – if you get more than three, the robbery is successful.

3. Nobleman



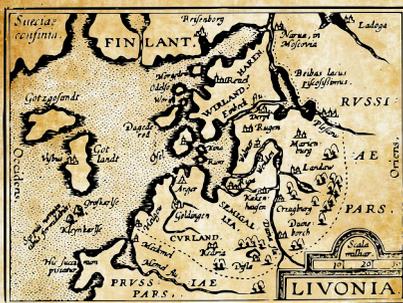
You provide Denmark with 1000G a turn. Why being corrupted or dead, your country stops receiving those resources.

4. Diplomat



Your job is to run Denmark's foreign policy. Why being corrupted or dead, your country cannot find new allies or declare a new war.

Duke of Livonia



Your job is to find the strongest ally possible. You can provide your ally with 4000G every turn.

Duke of Pomerania



Your job is to find the strongest ally possible. You bring luck – with your presence, it is enough for the character #2 to roll more than one in order the trial to be successful

Game Master



