

# BALANCE OF CIVILIZATIONS



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## WHAT IS IT ABOUT?



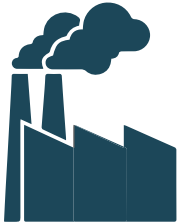
The various sectors of society such as economy, science and politics fulfil important tasks for the common good. If they are developed in a reasonably balanced manner, they contribute to social peace. If this does not succeed, civil war breaks out and destroys society.

**In order for each sector to make its contribution to society, it must not be instrumentalized or determined by other sectors.**



If, for example, the economy has too much power, but too little attention is paid to science, then politics can't make free and good decisions for the benefit of all. But the economy can't do its creative work and develop and contribute to the improvement of living conditions either when entrepreneurial freedom is not guaranteed and only political objectives must be fulfilled.

**A society is resilient when all sectors of society can operate freely and equally and are in a balanced relationship to one another.**



If one sector dominates another, however, society loses its resilience. In the worst case, it is broken by the dominance of one of its sub-sectors and internal imbalance. In addition, societies are not self-contained, but are closely interlinked with other societies. They are part of a globalized world. This gives rise to additional opportunities and risks. What happens in one society can quickly affect other societies. Such interactions (global interdependencies) can have

very different consequences for other societies. They can strengthen them, but also weaken them decisively. However, it is often impossible to predict what will happen.

- How does a society develop without creating too many imbalances between its various sectors?
- How to deal with global interdependencies?
- How can a society be protected from uncertainties? Can this be done strategically at all?
- Or should one look for completely different ways of thinking or behaving?

**Try it out! Experience what it means as a society to meet the complex challenges of a globalized world!**

## **GAME MATERIAL FOR 4 PLAYERS:**

1 playing field and 1 resilience scale

3 tokens of the same color for the action field

4 x 4 tokens in 4 different colors for the social field and resilience scale

36 playing cards and 4 card holders for playing cards

1 player token (shows whose turn it is)

# THE PLAYING FIELD:



scissor



stone



paper



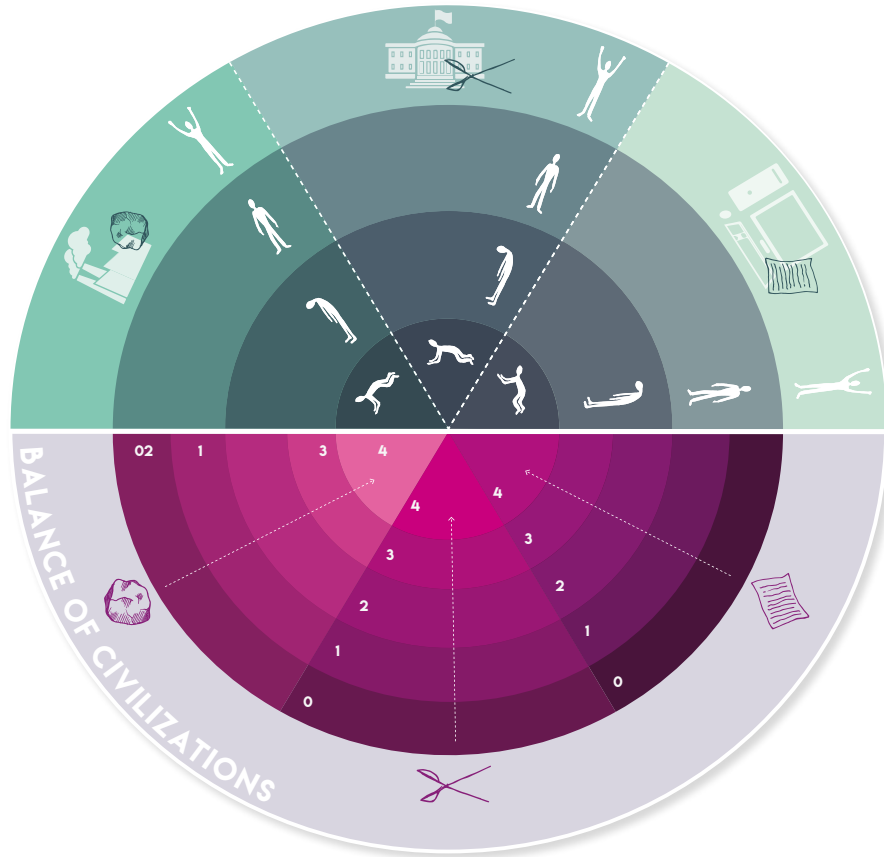
politics



science



economy

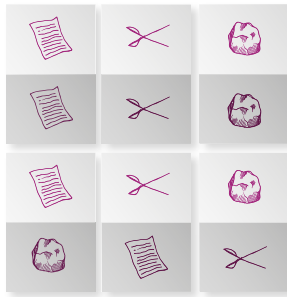


social field

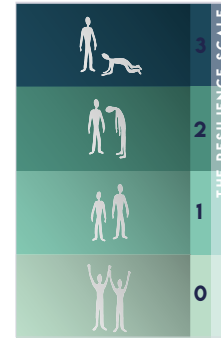
field of action



The card holder for the playing cards



The playing cards



**The resilience scale:**

Shows the difference between the power levels within a society:

0 = society is in balance and can be developed.

-3 = society is breaking down.



## AIM OF THE GAME:

Each player is responsible for the development of the own society.

Your task is to develop your society as good as possible by promoting each of the three sectors: politics (scissor), economy (stone) and science (paper).

**The first player who brings all areas to the highest level of development – i.e. the highest power level – wins!**

The developmental stages of politics, science and economy should not differ too much (see resilience scale). If your society loses its resilience, civil war breaks out. The game is lost.

1. All players receive a card holder for the *playing cards*.
2. Shuffle the playing cards and place them on a pile in the middle.
3. Each player decides on a color and places three of the own *tokens* on the lowest power level of economy, science and politics. Put your *fourth token* to level 0 of the resilience scale (see figure).

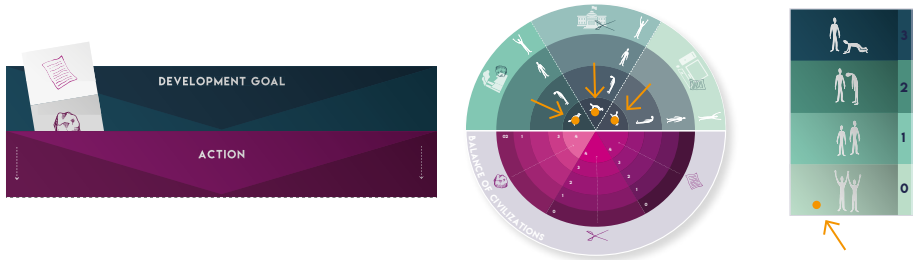
4. Place one token on level 4 of the action field (when playing with four players)
5. Each player gets *three playing cards* face down in the beginning of the game.
6. The eldest starts and receives *the player token*.



# COURSE OF A PLAYER`S TURN:

1.

Put one of the three cards on your hand in front of you in the card holder. The symbol shown *at the bottom* of the map and thus "disappears" in the pocket is the *action field* symbol. It indicates which token in the action field moves one step further: scissor, stone or paper?



Here the token "stone" has to be moved one step forward!

Note: The symbol at the top of the card, which is still visible after insertion, is the development goal. It has no effect at first.

*Each card can be played in two ways. You are free to choose how you play the cards, i.e. which symbol should point up.* There is always one variant that is more promising overall. Can you find out which variant is the better one?

2.

Draw a card from the deck face down so that you have three cards in your hand again. Now it's the turn of the next player. Don't forget to move the player token.

### **Triggering an international event:**

3.

When one of the tokens in the action field reaches level 4, that player automatically triggers an international event. *This has an impact on the society of all players!*

#### **Example:**

The event "stone" has been triggered: Every player now plays the *game* "scissor-stone-paper" against the event "stone" with the cards that are still looking out of the top of his or her card holder. It is now about the visible upper symbol ("*development goal*").

a.

There are three possibilities:

If the symbol is "paper", then science in your society will gain a level of de-

velopment and you can raise your token by one power level. Because: paper beats stone! If there is a „scissor“ visible, then politics in your society loses a stage of development. You must move the stone one step down if it is not already at the lowest level. Because: stone beats scissors! If the development goal is „stone“, nothing happens because this is a stalemate.

b.

All the cards from the card holder are then placed in the discard pile. Only stalemate cards remain. In this example, only stones are allowed to stay in the card holder.

c.

The movements on the social field must now be transferred to the resilience scale: You have to measure the difference between the highest and lowest level in your society and transfer it. If economy, science and politics are equally developed, the token remains at level 0.

**Repeat these steps for each player in the game starting with the person who triggered the event.**

At the end of an international event, you should check if each player played "scissor-stone-paper". If you have done everything right, you either have no cards in front of the players or only cards with the same development goal as that of the international event you have just triggered.

d.

Reset the token on the action field: When all players checked their development goals, the token on the action field that triggered the international event is set back to the starting field. The other two tokens stay where they are. They do not need to be reset.

Afterwards, the next move follows and the player token is passed on.

## END OF THE GAME:

When the first player reaches the highest power level in all three areas of society, he/she wins the game.

Elimination due to loss of resilience:

As soon as a player reaches level 3 on the resilience scale ("civil war"), he/she loses and is eliminated. The others play until one wins or all are eliminated. Then the winner is the one who is in the game last.

## JUST SOME LAST INFORMATION:

Those who have reached the *highest power level* in one of their areas of society cannot fall down to a lower level of development from there. This score is *fixed*.

*Attention:* this can also become dangerous if other areas are not sufficiently developed, i.e. if the resilience of your society is endangered.

You can *make it a little easier* for yourself if you concentrate on which area you want to develop and place cards with the corresponding symbols at the top.

*For example:* If you want to strengthen your own economy (stone), you should make sure that "stone" is on top of your own card holder as often as possible. However, one should not ignore the risk that the international event "paper" is triggered beforehand and thus further weakens the economy in one's own society.

**Have fun playing!**



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**Info: [www.forchange.de](http://www.forchange.de)**