

Holistica Rulebook

Players: 1-4 Time: 15-30 min

Content

9 Building Cards, 17 Event Cards, 10 Request Cards, 20 Affected Cards (5 of each type; Forest, Geological Mineral, Water & Wildlife) 1 Role Board, 4 Role Tokens (Socialworker, Environmentalist, Economic, and Technician), 10 Progress Tokens

Print Instructions

When printing this game's content, make sure to print everything on both sides of the paper. This is to make sure that you get the back and front side of the cards in one paper and be more resourceful.

If your printer does not support printing on both sides, simply print everything normally and then combine the front and back sides with glue, tape or any other way possible. If you want to save paper, you may skip printing the card's back side (except for Buildings).

Customization

This rulebook explains the core concept of the game's rules. The main concept for this game is to teach players the consequences of human centric behavior and how it may affect nature. It is there to give you the groundwork. Then it's up to you how to approach and develop it further.

You are allowed to change the rules however you want.

Inside the Holistica-Customizable-Printables PDF you will find empty cards. Feel free to print and use these to create your own cards.

Here are some guidelines when creating custom cards:

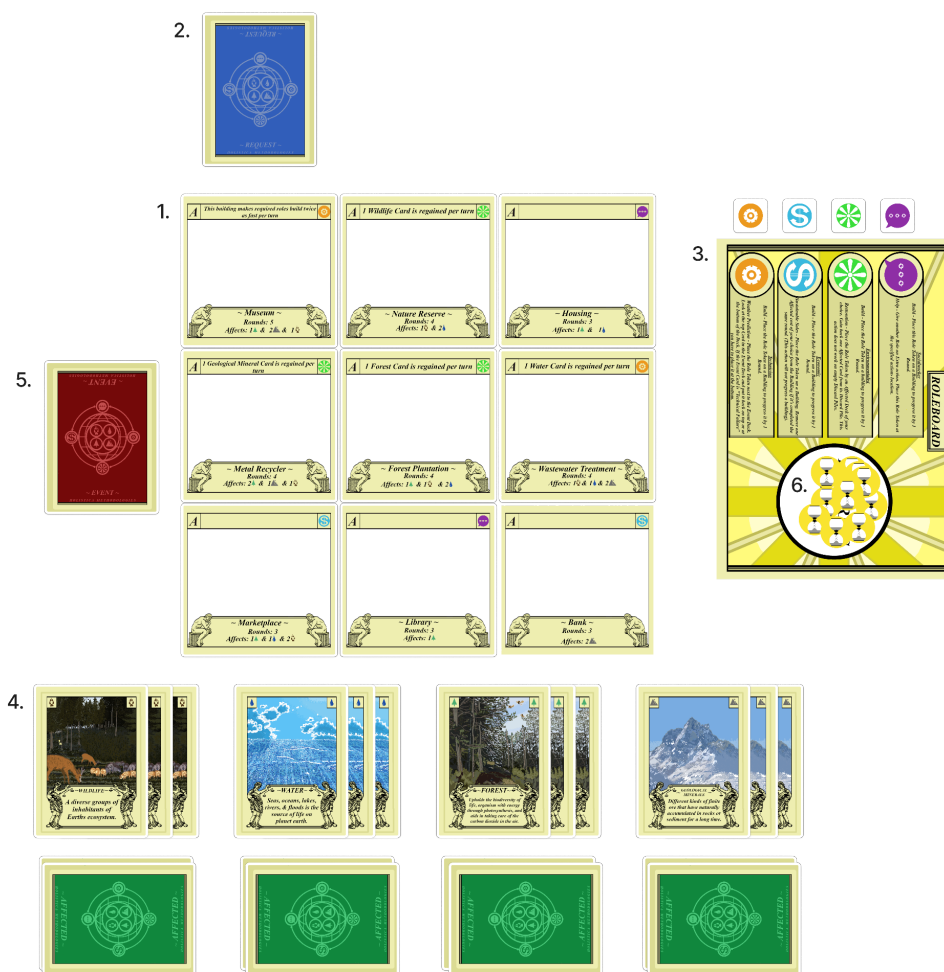
Buildings: Keep the rounds between 3-5. Total Affects Cost between 2-5.

Tasks: Most tasks are about completing buildings. Feel free to come up with new unique versions. You may also make it more challenging by adding other custom lose conditions.

Events: Events can be either Positive, Neutral or Good. They act as unforeseen happenings that may help or ruin the players plans.

Setup

1. Place 9 Building cards with their A side up, in a 3x3 grid next to each other.
2. Shuffle all Request Cards into a deck and place them to the north side by the buildings.
3. Place the Role Board at the East side of the Buildings, and match all Role Tokens on the Board with their icons.
4. Separate all Affected card types into their own piles and place them face up to the South of the Buildings. This will be your Affected Pool.
Take 2 cards from each pile, and place them under their corresponding types face down. This is their Discard Pile.
5. Shuffle all Event Cards into a deck and place them to the west side of the Buildings.
6. Place all progress tokens to the side for now.



Introduction

“Actions have consequences. Ignorance about the nature of those actions does not free a person from responsibility for the consequences.” - Stephen Dobyns

Holistica is all about teaching people how to build a society with sustainability in mind. For each building being raised, something else will be affected. Will you be able to build a sustainable community together?

Goal

The main goal of Holistica is to complete 5 Request Cards without reaching their lose conditions. Losing all Affected cards of any type will also result in losing the game.

To do this, you need to discuss and plan a strategy together by placing Roles to do certain tasks.

How To Play

In this game you play one round at a time. As a group, all players have to plan and agree together on what to do each round, in order to win the game as a team.

Each round has 5 stages that need to be followed in order.

1. **Reveal Request**

Reveal a Request Card and place it next to its deck. Place a Progress Token on every current active Request Cards that has round requirements. (Including the one you revealed)

2. **Plan Role Actions**

Plan together which action each Role should execute later. You do this by placing corresponding tokens to a location on the playfield. The Role Board has explanations on Actions and there to place the Role Tokens depending on which action they take.

3. **Event Card**

Reveal an Event Card on top of the Event Deck. Read it out for everyone and execute its effect immediately. If the effect can not be executed, simply ignore it and move on to the next step.

4. **Execute Role Actions**

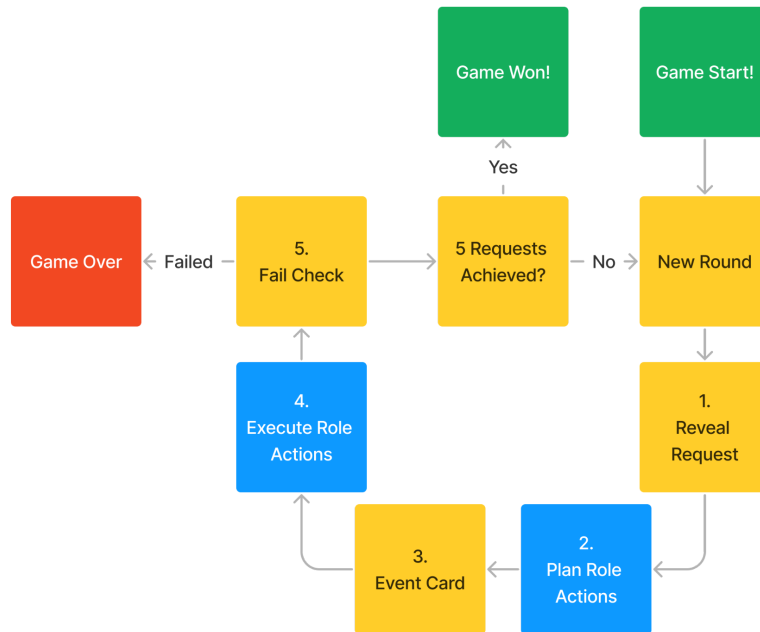
After the Event has occurred, execute all Role Actions in any order that you planned in step 2. Put all Role Tokens back to the Role Board when done.

5. **Fail Check**

You always check for lose-conditions at the end of a round.

You lose the game if you meet one or more of these requirements:

- Fail a Request Condition.
- There are more than 3 revealed Request Cards
- Any of the Affected cards are empty.



Building

Each building has “Rounds” and “Affects”. Round determines how many rounds it takes to build. Affects shows how much of the Affected cards you’ll lose when the building is done.

You build buildings by placing Role tokens on them, using the Build Action. Each Role working on a building will progress it by 1 Round. This means that having multiple Roles on the same building will build it faster.

A Building’s progression will not reset on future rounds. To keep track of the progression, place a Progress Token by the amount of Rounds that has been spent building it.

On the upper right corner, is a role icon. That is the building's Required Role. The corresponding role needs to do a build action for the building to become complete.

When a building is complete; Remove any existing Progress Tokens on it and flip it so that the B side is up. And remove the amount of Affected Cards displayed on “Affects” to their Discard Pile. The building can not be completed with insufficient Affected Cards.

For example; To build the Library in one round we need to place 3 Role Tokens with the Build Action on it. One of them needs to be the Socialworker Role in order to complete the building.

Win Check

After a Fail Check, put away any revealed Request Cards that you have achieved. If you have achieved 5 or more Requests in total, you win the game. Otherwise simply start a new round and repeat the steps 1 to 5.

Socialworker

Actions:

Build - Place the Role Token on a Building to progress it by 1 Round.

Help - Give another Role an Extra action. Place this Role Token at the specified actions location.

Technician

Build - Place the Role Token on a Building to progress it by 1 Round.

Weather Prediction - Place the Role Token next to the Event deck. Look at the top Card in the Event Deck and put it back on top or bottom of the Deck. If the event card is Technical Failure, you have to place it at the bottom.

Economic

Build - Place the Role Token on a Building to progress it by 1 Round.

Sustainable Sales - Place the Role Token on a building. Remove one Affected cost of your choice from the building if it's completed on the same round.

(This action will not progress a building)

Environmentalist

Build - Place the Role Token on a Building to progress it by 1 Round.

Restoration - Place the Role Token by an Affected Deck of your choice. Gain back one Affected Card from its Discard Pile. This action does not work on empty Discard Piles.

ENDGAME QUESTIONS:

1. If you won the game, what was the key to your success?
2. If you lost the game, what was the cause of it?
3. Did the game provide you with ways to look beyond human centric views? If so, how? If not, why?
4. Would you consider it possible to build a society completely divorced from a humanistic viewpoint? How would you approach such an undertaking and what challenges are you faced with?



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Holistica - printable cards

A



~ Bank ~
Rounds: 3



Affects:



A

1 Forest Card is regained per turn



~ Forest Plantation ~
Rounds: 4



Affects:



A



~ Housing ~
Rounds: 3



Affects:



A



~ Library ~
Rounds: 3



Affects:



A



~ Marketplace ~
Rounds: 3



Affects:



A

1 Geological Mineral Card is regained per turn




~ Metal Recycler ~
Rounds: 4



Affects:



B 1 Forest Card is regained per turn 



~ Forest Plantation ~

A plantation that can stand in for the services made available through natural forests. The more of these that are developed the more humans can protect the natural forests from exploitation and industry.




B 



~ Bank ~

An institution that assists societies and countries economic structures.




B 

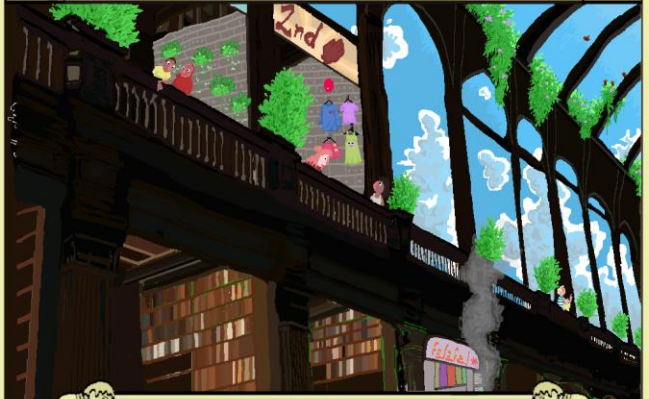


~ Library ~

A gathering spot, and place for studying and reading the archives of history, ideas, knowledge, and entertainment made and discovered by the human experience.



B 



~ Housing ~

A basic human right, and an anchoring spot for people that should create safety and feelings of having a place in the world.



B 1 Geological Mineral Card is regained per turn 



~ Metal Recycler ~

Reuses the materials found in geological minerals that have been mined from the earth's soil, to minimize further exploitation of its fragile nature.




B 



~ Marketplace ~

A space for humans to exchange various wares, services, shaping connections, and friendships.



A This building makes required roles build twice as fast per turn 

~ *Museum* ~
Rounds: 5



A 1 Wildlife Card is regained per turn 

~ *Nature Reserve* ~
Rounds: 4



A 1 Water Card is regained per turn 

~ *Wastewater Treatment* ~
Rounds: 4



ROLE TOKENS



*PROGRESSION
TOKENS*



*PROGRESSION
TOKENS*



B 1 Wildlife Card is regained per turn

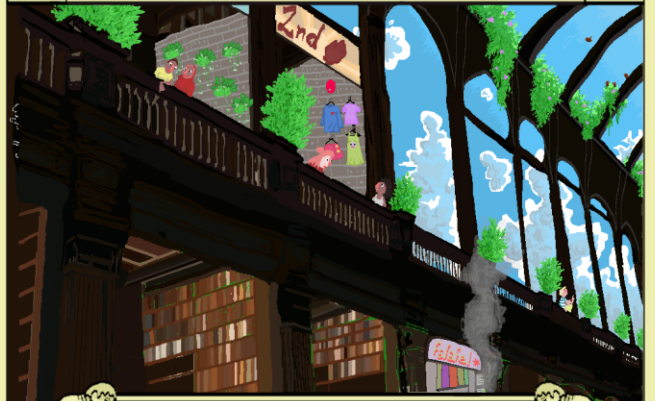


~ Nature Reserve ~

Nurturing and preservation of the natural habitat of a certain area. Here, the ecological life can be protected under law, helping in preventing exploitation by human industry- and market interest.



B This building makes required roles build twice as fast per turn

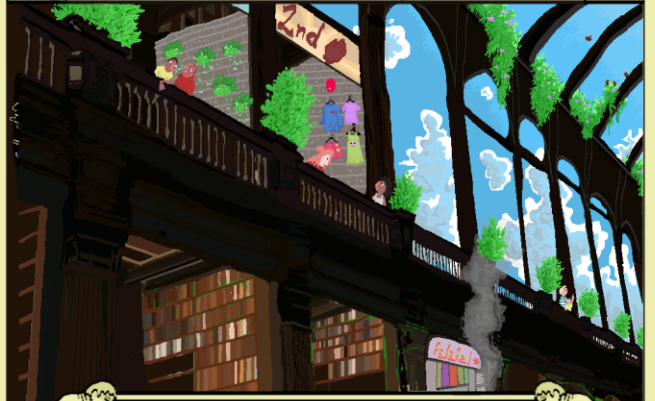


~ Museum ~

A collection of historical, natural, and technical objects and artworks. Experiences here can assist in the quest to do better for the future.



B 1 Water Card is regained per turn



~ Wastewater Treatment ~

Helps in removing contaminants in used water produced by the human population and their infrastructures so that it can safely return to the natural water cycle.





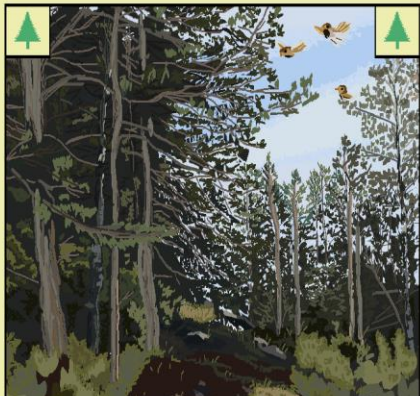
~FOREST~
Upholds the biodiversity of life, organism with energy through photosynthesis, and aids in taking care of the carbon dioxide in the air.



~FOREST~
Upholds the biodiversity of life, organism with energy through photosynthesis, and aids in taking care of the carbon dioxide in the air.



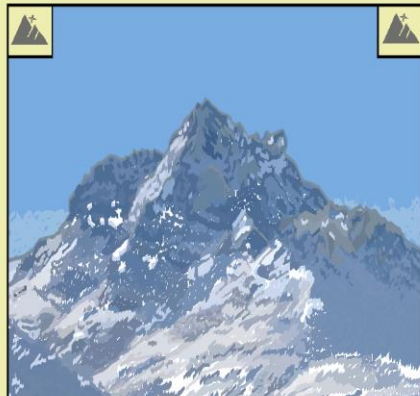
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Upholds the biodiversity of life, organism with energy through photosynthesis, and aids in taking care of the carbon dioxide in the air.



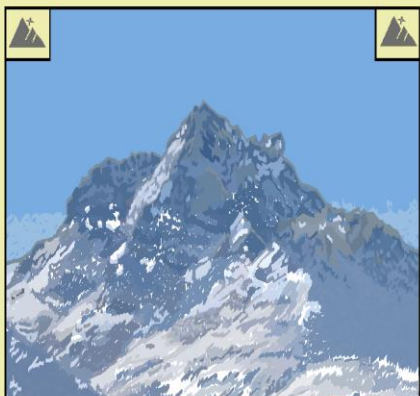
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Upholds the biodiversity of life, organism with energy through photosynthesis, and aids in taking care of the carbon dioxide in the air.



~FOREST~
Upholds the biodiversity of life, organism with energy through photosynthesis, and aids in taking care of the carbon dioxide in the air.



~GEOLOGICAL MINERALS~
Different kinds of finite ore that have naturally accumulated in rocks or sediment for a long time.



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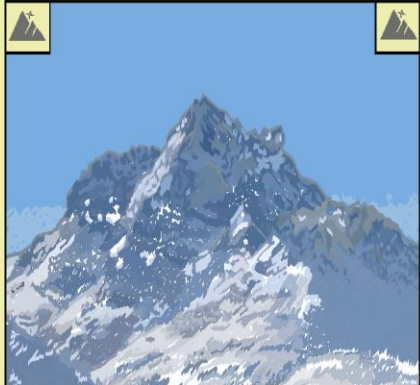


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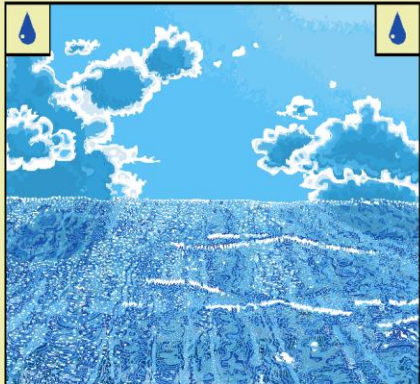
GEOLOGICAL MINERALS
Different kinds of finite ore that have naturally accumulated in rocks or sediment for a long time.



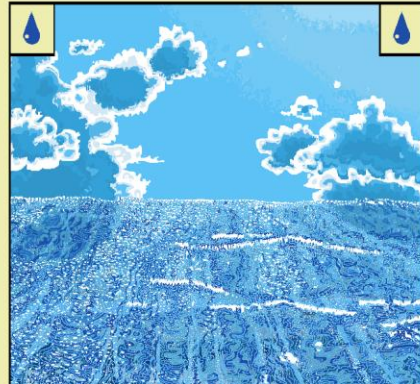
~WATER~
Seas, oceans, lakes, rivers, & floods is the source of life on planet Earth.



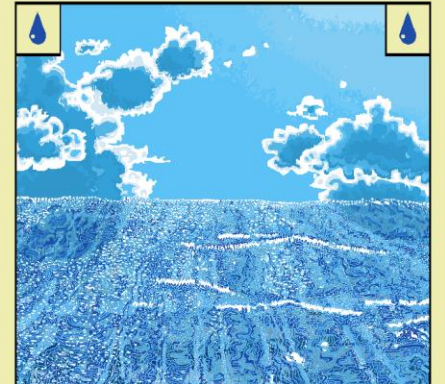
~WATER~
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~WATER~
Seas, oceans, lakes, rivers, & floods is the source of life on planet Earth.




~WATER~
Seas, oceans, lakes, rivers, & floods is the source of life on planet Earth.




~WATER~
Seas, oceans, lakes, rivers, & floods is the source of life on planet Earth.



~WILDLIFE~
A diverse groups of inhabitants of Earths ecosystem.



~WILDLIFE~
A diverse groups of inhabitants of Earths ecosystem.



~WILDLIFE~
A diverse groups of inhabitants of Earths ecosystem.

HOLISTICA
~ **AFFECTED** ~



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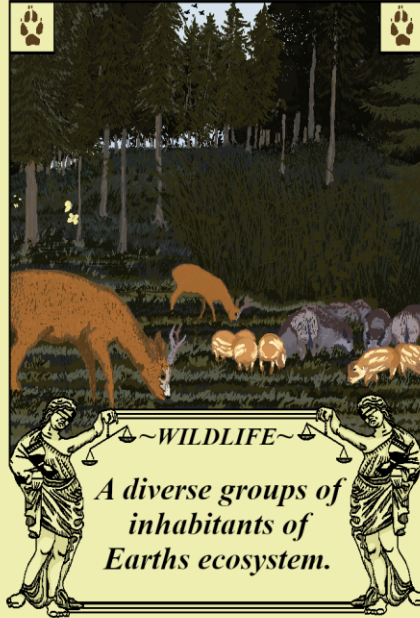
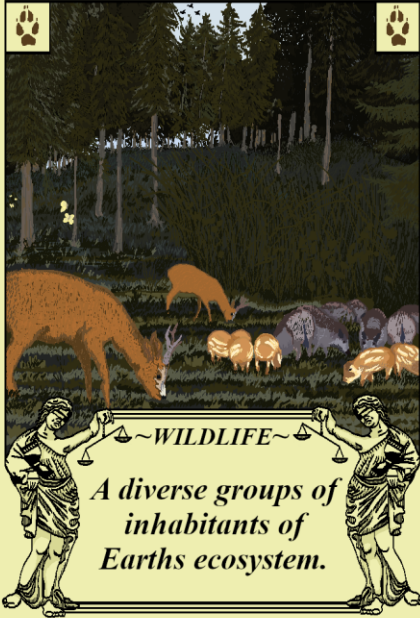


~ **AFFECTED** ~
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HOLISTICA



~ ANIMAL DISEASES ~

Plaques, influenzas, and viruses, are infectious diseases that can cause a number of symptoms, and even spill over between the different species of Earth.

1 Wildlife Card is lost this round

~ ARBORICULTURE ~

Through the study and cultivation of woody plants, arboriculture can help in gathering knowledge, and maintain a healthy balance between humans and forests.

1 Forest Card is regained this round

*~ CLIMATE CHANGE ~
DENIAL*

Climate change deniers in the community have won a debate resulting in a decomission of an essential building regulating human impact on nature.

One nature/human regulative building is destroyed this round

~ COMMUNITY FESTIVAL ~

Celebratory event where people gather to escape the toils of everyday life and nurture social connections, love, and adaptability amongst one another.

Nothing happens this round

~ DROUGHT ~

Can be a recurring feature in the ecosystem. But a continued anthropocentric relationship with the natural environment can be responsible for how frequently these phenomena occur.

1 Water Card is lost this round

~ EARTHQUAKE ~

Abrupt release of energy in the Earth's lithosphere which produces seismic waves that can have devastating consequences for life in the surrounding area.

Lose 1 building this round

*~ ENVIRONMENTALIST ~
SHUTDOWN*

An intervention against the environmentalists hinders them from participating in aiding society.

The Environmentalist skips this round

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~ FINANCIAL CRISIS ~

An umbrella term for situations where societies financial values are lost. This in turn can cause ripples in other areas connected to its infrastructure.

The Economic skips this round

~ INCREASED RAINFALL ~

Can be a seasonal occurrence where great amounts of rainfall ensue. However, if an anthropocentric worldview is not counter measured, this kind of phenomena can increase and spread to environments unfamiliar to such surge in rain.

1 Water Card is regained this round

~ LIFE FINDS A WAY ~

Life on Earth is a continuous churning of events between its different organisms and inhabitants. This sometimes takes the shape of mating season.

1 Wildlife Card is regained this round

~ POST-HUMAN ACTION ~

With the separation from an anthropocentric worldview, and a clearer focus on adaptation with Earths natural cycles, the possibilities of a more equal footing for all is revealed.

Nothing happens this round

*~ RECYCLING ~
OF
MATERIALS*

By recycling old, defunct, or unused material objects, they can be made into new materials without further exploitation of the natural environment.

1 Geological Mineral Card is regained this round

~ ROCKSLIDE ~

A rockslide is a type of landslide where a rock, on its way downward, collapses en masse, instead of in individual blocks.

Lose 1 Geological Mineral Card is this round

~ SCHOOLS OPEN ~

An invaluable institution where humans can organise and provide a learning environment for education, and involvement with a variety of theoretical, and practical subjects.

Nothing happens this round

~ TECHNICAL FAILURE ~

With advanced technologies comes technical errors, or unforeseen technological shutdowns, that have major impacts on the lives of contemporary humans.

The Technician skips this round

~ WILDFIRE ~

Uncontrollable fire that spreads fast and cause destruction for most living beings in its wake. Can be a natural feature in the ecosystem. But through a continued anthropocentric relationship with the natural environment, human action can be responsible for how frequently these phenomena occur.

1 Forest Card is lost this round

3 ~ EVENT ~ HOLISTICA 3

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~ WORKERS STRIKE ~

Due to unreasonable working demands without sufficient compensation, workers launch a strike, refusing to do labour until a compromise has been settled.

The Social Worker skips this round

~ FIX YOUR ECONOMY ~

To help structure a financial trading system within the society a banking institution could be useful.

Build a Bank within 3 rounds

~ LUNGS OF THE EARTH ~

In order to save the natural forests of Earth, and be able to sustain housing or other human needs, you need to construct a Forest Plantation.

Build a Forest Plantation without letting the Forest Cards reach 0

~ SHELTER THE PEOPLE ~

Having enough homes for the amount of people living in the society is a must for the goals of wholesome living.

Build Housing within 3 rounds

~ KNOWLEDGE FOR ALL ~

Without the availability of reading material, free for everyone, the prospects of a well-rounded relationship between humans and their surroundings will be an even greater struggle.

Build a Library within 3 rounds

~ RESPONSIBLE ACTIONS ~

The aims to live in harmony with the environment and Earths other spieces is the goal for a sustainable future. Prove that you are capable to live up to those expectations.

Reach and/or maintain max capacity for any Affected Card within 3 rounds

~ HEALTH IS WEALTH ~

To sustain the health amongst the people, and their possibilities to exchange wares and services that can benefit holistic goals, a marketplace must be arranged.

Build a Marketplace within 3 rounds

~ REUSABLE TOOLS ~

To further the technologies needed for a more sustainable future, humans need to utilize what they've already got. A Metal Recycler can help in this endeavour.

Build a Metal Recycler without letting the Geological Mineral Cards reach 0

~ REMEMBER HISTORY ~

The past holds many keys that could unlock solutions and answers in regards to a meaningful and peaceful future. For this, a museum is an excellent provider.

Build a Museum within 3 rounds

1 ~ REQUEST ~ 1
HOLISTICA

1 ~ REQUEST ~ 1
HOLISTICA

1 ~ REQUEST ~ 1
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1 ~ REQUEST ~ 1
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~ CLEARWATER REVIVAL ~

*For the continuation of life
clean water is essential.
Through human
infrastructure the cleanliness
of the water can be put at risk.
Take your responsibility to
counteract this problem.*

*Build a Wastewater Treatment
without letting the Water Cards
reach 0*

~ SHARING IS CARING ~

*As the human population grows,
other living beings risks to be
forced to the fringes our shared
environment, putting their ways
of living in danger. Mitigate this
by providing them with safe
spaces where they can live in
peace.*

*Build a Nature Reserve without
letting the Wildlife Cards reach 0*





ROLEBOARD



Socialworker
Build - Place this Role Token on a Building to progress it by 1 Round.

Help - Give another Role an Extra action. Place this Role Token at the specified actions location.



Environmentalism
Build - Place the Role Token on a building to progress it by 1 Round.

Restoration - Place the Role Token by an Affected Deck of your choice. Gain back one Affected Card from its Discard Pile. This action does not work on empty Discard Piles.



Economic
Build - Place the Role Token on a Building to progress it by 1 Round.

Sustainable Sales - Place the Role Token on a Building. Remove one Affected cost of your choice from the Building if it's completed the same round. (This action will not progress a building).



Technician
Build - Place the Role Token on a Building to progress it by 1 Round.

Weather Prediction - Place the Role Token next to the Event Deck. Look at the top Card in the Event Deck and put it back on top or at the bottom of the Deck. If the Event Card is "Technical Failure" you have to place it at the bottom.

**2. PLAN
YOUR
MOVES**

Holistica - customizable cards: add your personal cards, and create your game

A

Rounds:



Affects:



A

Rounds:



Affects:



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Rounds:



Affects:



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Affects:



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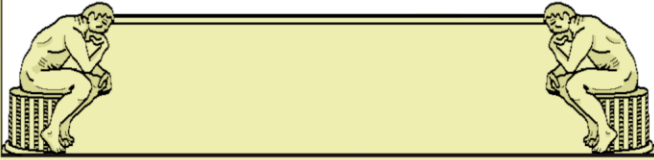
Rounds:



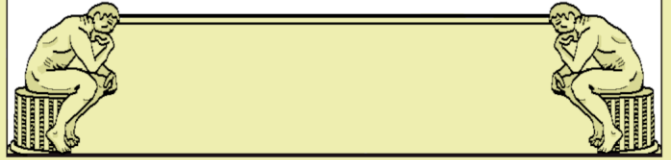
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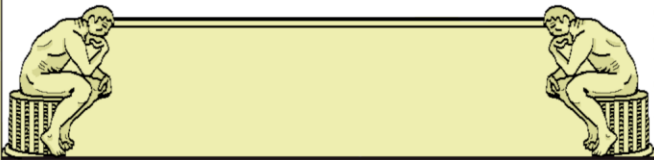
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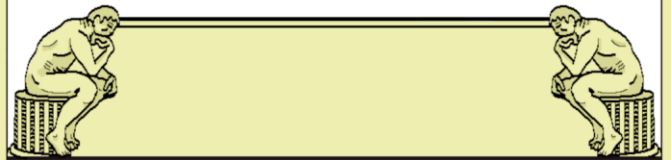
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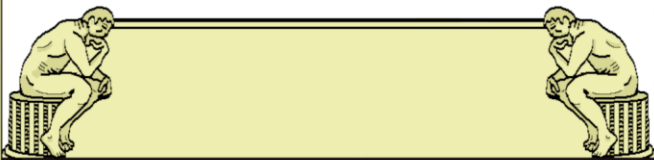
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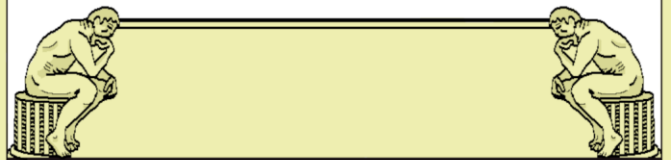
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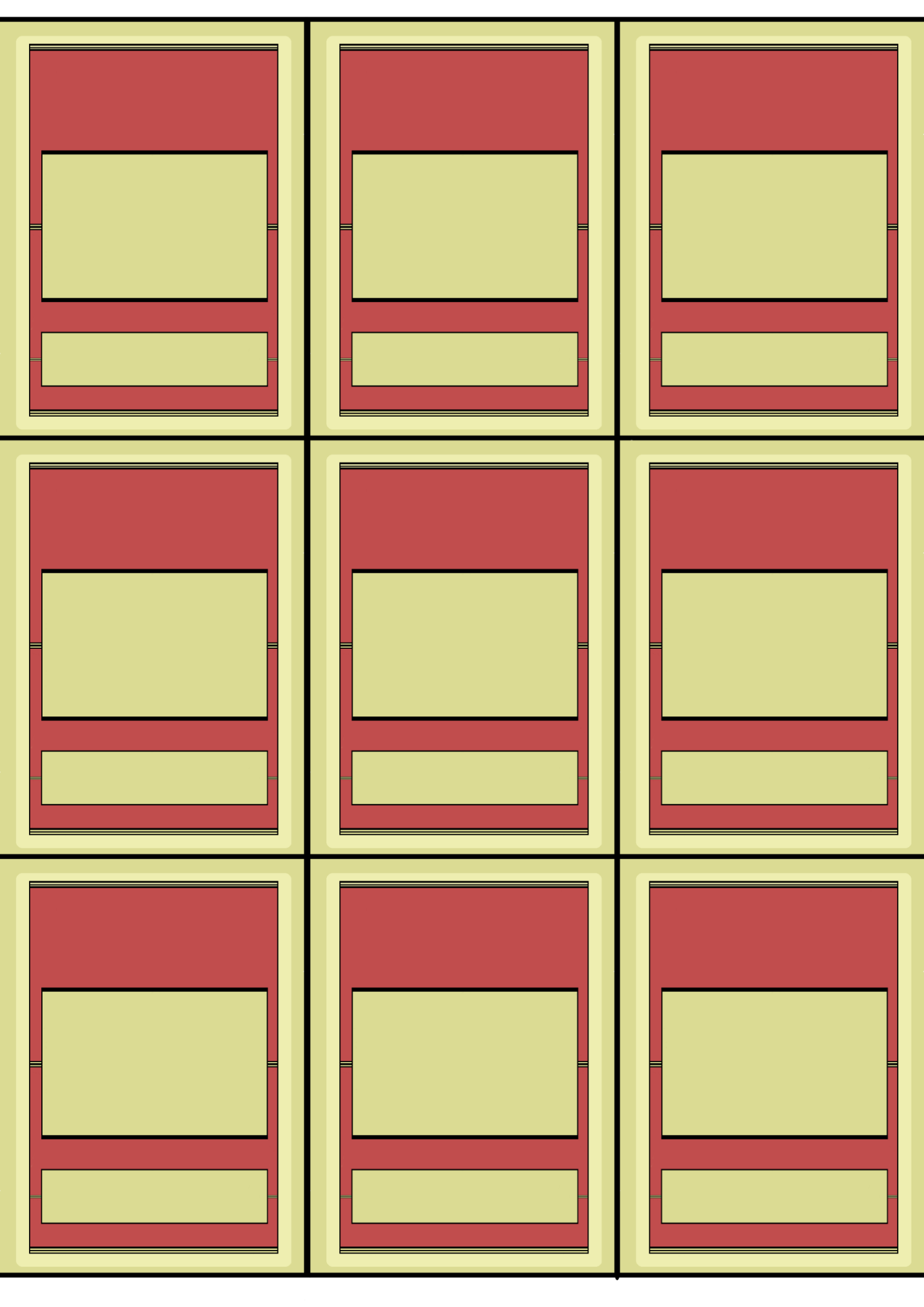


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B





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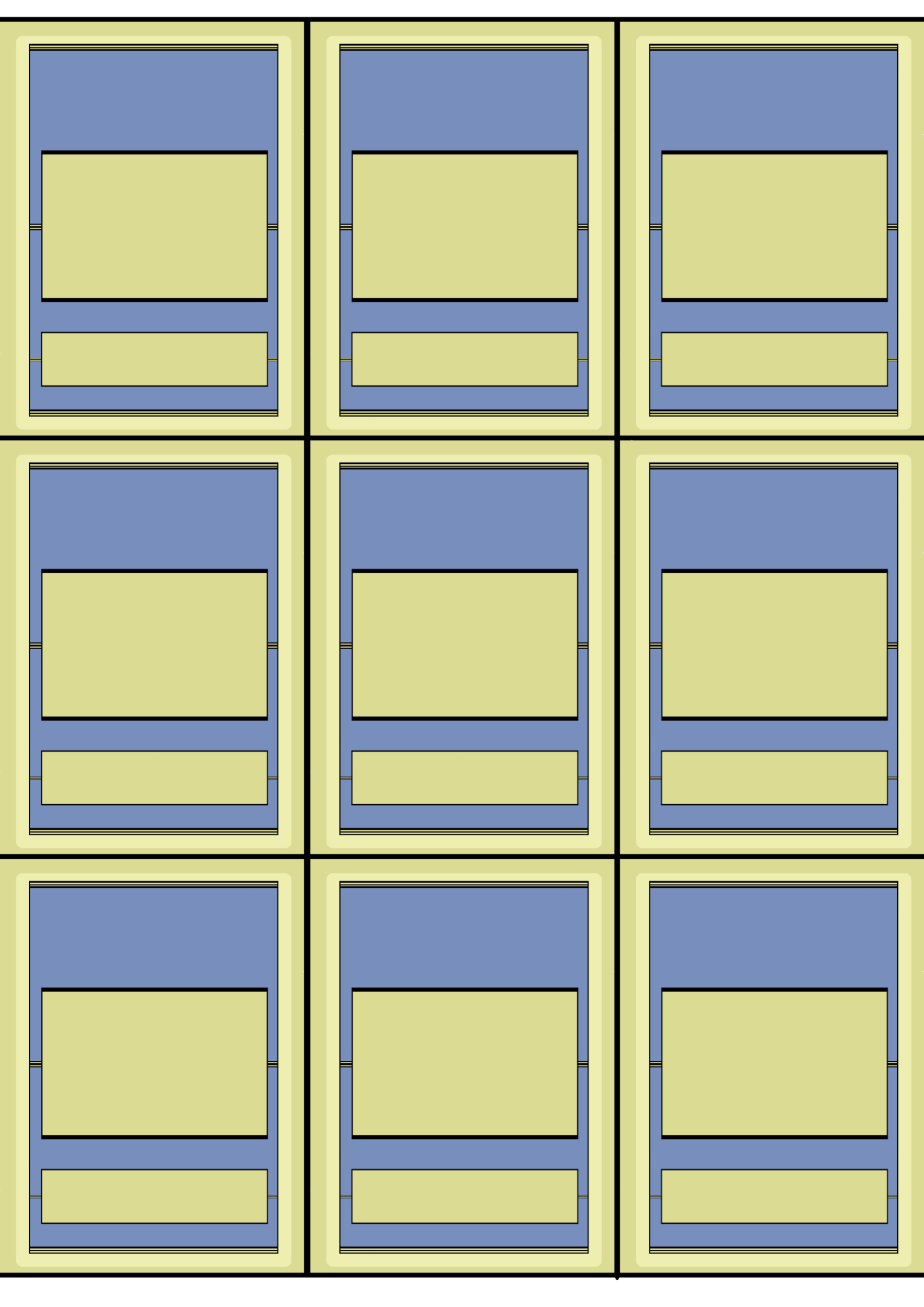
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