ISLAND EXCHANGE GAME

Squares needed

Housing

Water / Clean Water

Coconuts

Fish

Security

Clothing

Medical Services

Sanitation Services

Have "rounds" ...

ROUND 1: Anyone without water will die within 1 round

ROUND 2: (Anyone without water dies)

Anyone without food has one round to get some, or they will die

ROUND 3: (Anyone without fish or coconuts dies)

Anyone without sanitation services will get severely ill next round if they don't find one

ROUND 4: Anyone without sanitation dies UNLESS they have medical services

Anyone without a shelter loses 2 squares to the "elements"

ROUND 5: Anyone without a security square now loses 2 of their own squares to "thieves"

ROUND 6: Anyone without "clean" water is now ill, and will die within a round without medical

Anyone without clothing is severely sunburnt and will die within 1 round without medical

ROUND 7: Anyone without clothing or clean water who does not have medical services is dead.

Anyone without food dies.

ROUND 8: Trouble in the Ranks – Groups disbanded

ROUND 9: Final Trade. No more "groups." Decide what you need to survive.

Epilogue: Anyone without 1 water, 1 food, and 1 shelter or clothing dies.

















