

INITIAL VALUES

AREA	PROPORTION OF THOSE WHO DO NOT GET ENOUGH (QUALITATIVE) FOOD	PROPORTION OF THOSE WHO DO NOT GET ENOUGH (QUALITATIVE) DRINKING WATER	ENERGY SOURCES (HIGH-CARBON RATIO)	INFRASTRUCTURE
A(1)	0%	5%	75%	ES, AES
A(2)	5%	10%	50%	
A(3)	0%	5%	65%	ES
A(4)	20%	25%	80%	
A(5)	5%	5%	90%	
A(6)	10%	10%	75%	ES
A(7)	5%	10%	70%	

Fundamentally Unity receives 45 GE, but the unpredictability of current changes, economic crises or booms is symbolized by a dice roll, which the SP is obliged to do on the scale after stepping on the marker banknote pictogram.

If the thrown value :

- 1: economic crisis occurs, Unity receives $45 - 6 = 39$ GE,
- 2-5: the economy meets expectations, Unity will receive 45 GE,
- 6: the economy is booming, Unity gets $45 + 6 = 51$ GE.

ARMED CONFLICT

The suffering party (?) must be raffled by rolling a dice. When a value corresponding to the aggressor area is thrown, then it must be thrown again.

Area determination based on thrown values:

- 2- A(2),
- 3- A(3),
- 4- A(4),
- 5- A(5),
- 6- A(6),

- 7- A(7),
- 8- A(1),
- 9- A(2),
- 10- A(3),
- 11- A(4),
- 12- A(5).



**EUROPEAN
SOLIDARITY
CORPS**

 The project is funded by the European Solidarity Corps.

 The contents of this post reflect the views only of the author, and the European Commission cannot be held responsible for any use which may be made of the information contained therein.

LAST STEP © 2020-2021 and all original, own work, product and it's part which can be seen here, made by the 'Társasjáték fejlesztés' - 2020-1-HU01-ESC31-078416 which is not attributed / attributable to others is licensed under CC BY-NC 4.0. To view a copy of this license, visit:
<http://creativecommons.org/licenses/by-nc/4.0/>



**EUROPEAN
SOLIDARITY
CORPS**