

On the edge

A game about living in poverty

About the game

It can be easy to take our way of life and the resources that we have for granted. Sadly for people across the world, including those in Nicaragua, it can be a challenge just to survive from day to day.

We hope that by playing this game you'll gain an insight into the struggles faced by people in Nicaragua and how the lack of resources and opportunities can hold them back in life.

Making the game

1. Print out the four board pieces onto thin card. Cut them out, making two slits on each piece where indicated by the black lines.
2. Slide each tab into the corresponding slit on the neighbouring piece until all four pieces link together and form a large square. Use tape on the back to hold the pieces in place.
3. Cut out the player counters, the **resource points** and the **opportunity points**.
4. Print out the **situation cards**, using page 1 (Nicaraguan flags) for the fronts of the cards and pages 2-4 as the backs of the cards. Cut out the cards and place them, flag side up, on the situation card pile.
5. You will also need a die (not supplied) to play the game.





Playing the game

1. Each player should place their counter at the start of the board and collect **3 resource points** and **3 opportunity points** from the bank.
2. Everyone should roll the die and the person who gets closest to 6 goes first.
3. When it's your turn roll the die and move that number of spaces around the board:
 - a) If you land on a white space then your turn ends.
 - b) If you land on a orange space then you need to take a **situation card** from the pile, which you should read out to the rest of the group.
 - c) Follow the instructions at the bottom of the card, if you can, paying any points to the bank.
 - d) If you don't have enough points you will have to wait on this space for another turn. At the start of your next turn roll the die. Refer to the top-left of the board to find out how many points to collect from the bank. Now return to the previous step and try to complete your turn again.
5. The winner is the first person to reach the finishing space.