

Kutharika

The Board Game

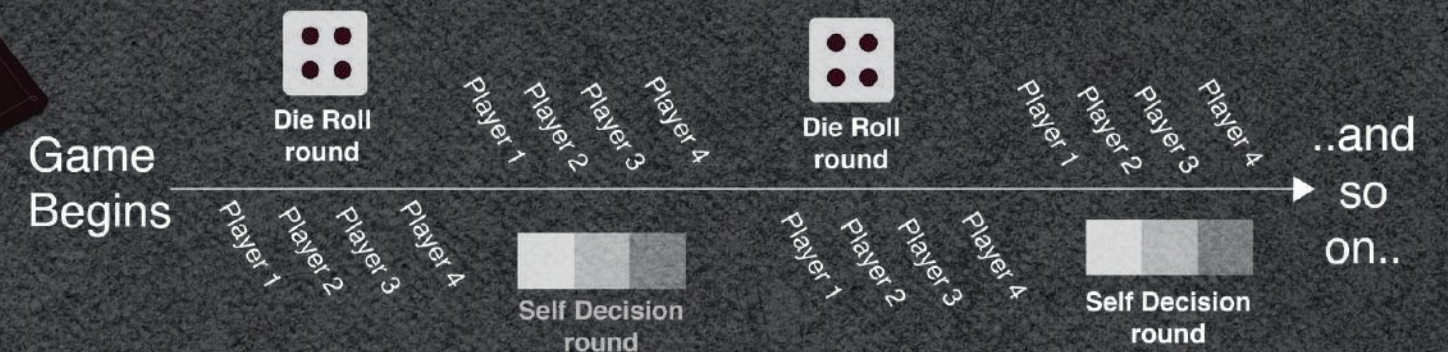
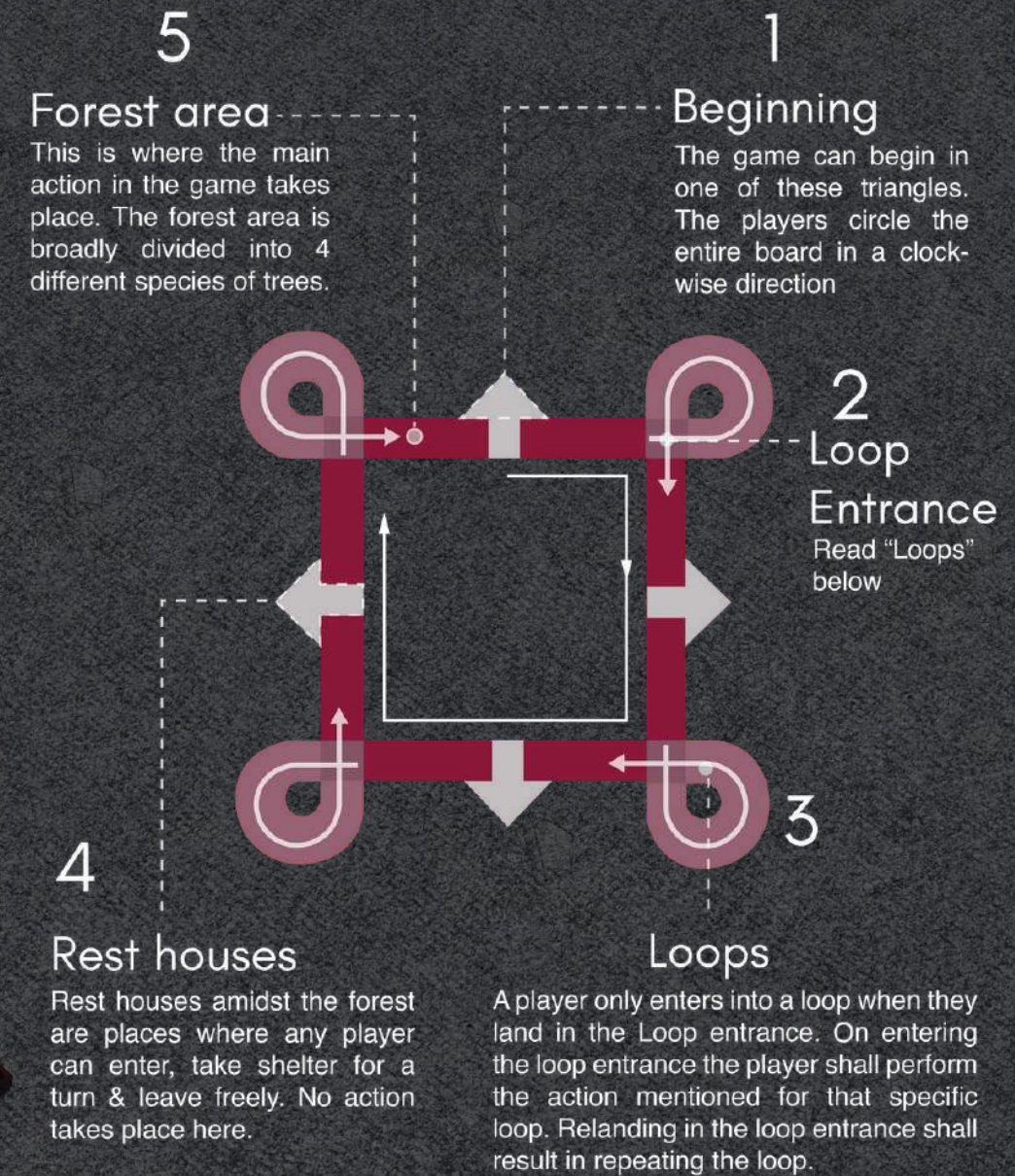
Can Environmental conservation & Human aspirations go hand-in-hand?

Kutharika (a small axe): is an interactive conversation starter tool targeted towards 9-13 year-olds. Kutharika helps young children build connections between human aspirations & their attitude towards nature.

A powerful pedagogical tool to instil critical values among 9-14 year-olds based on the "Tragedy of Commons" & study human interactions based on the prisoner's dilemma.

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How to Play



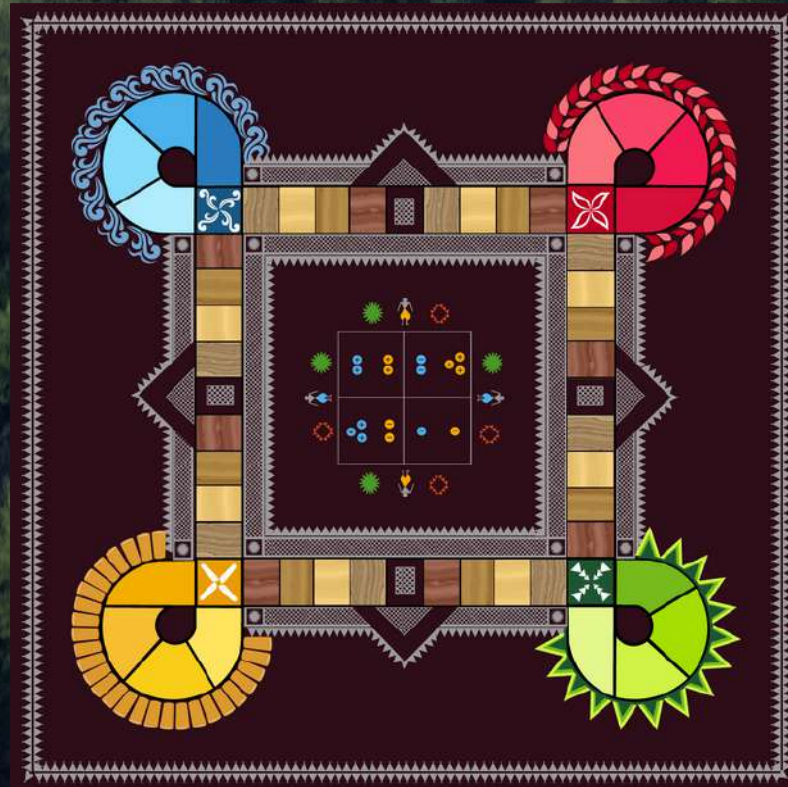
Each of 4 players play the role of a woodcutter who shall identify with 1 of these trees

Players shall use these coins to conduct transactions of timber



Loops

Loops are located at the corner of the board. Arriving at a loop, a player shall pick that loop's specific card and follow the instructions on it. The player shall repeat the loop if they reland on the loop entrance.



Each player can extract +2 coins if they land upon a plot of land

Each player shall carry 2 coins equally while starting the game.

Cooperate-Defect

Cooperate-Defect (prisoner's dilemma) has too be played between two players if they happen to confront on the board. Both players shall pick and throw one of their cooperate-Defect cards at count of 3..2..1!!

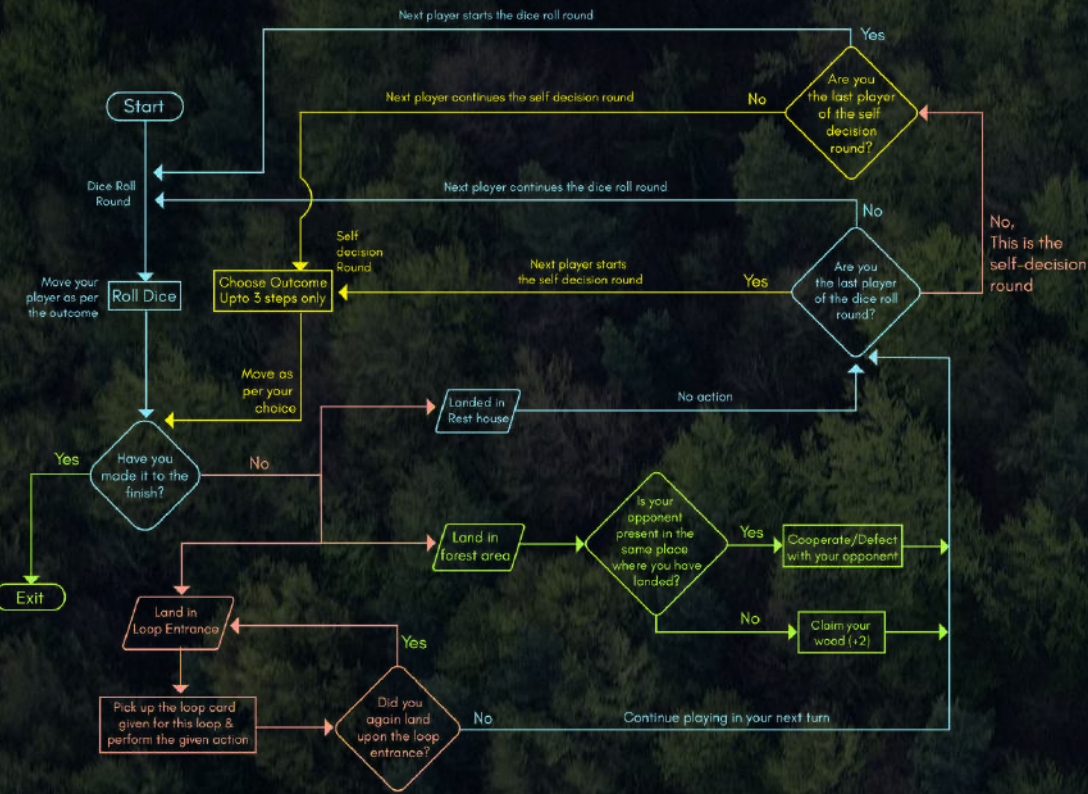
		Player A	
		☀ Cooperate	❌ Defect
Player B	☀ Cooperate	2, 2	3, - 2
	❌ Defect	-2, 3	-1, -1



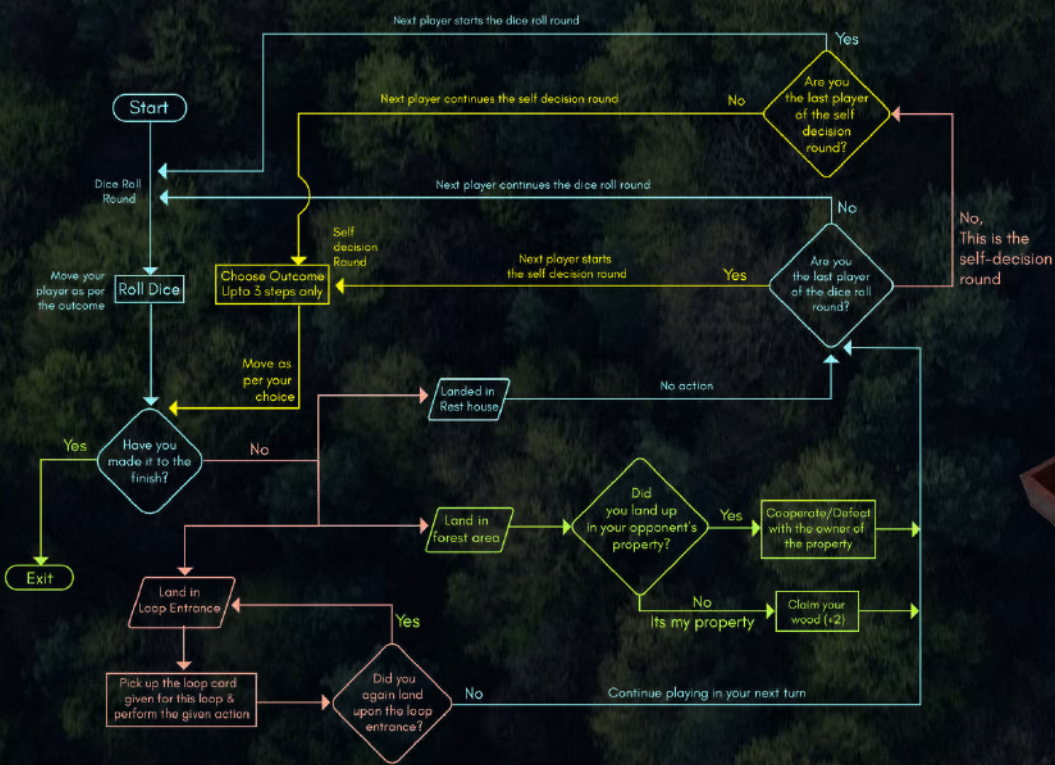
Common Property round vs Distributed Property round

Common	Distributed
Similarities	
Played clockwise - one circle around the board Loop & Resthouse rules do not change Die Roll & Self decision round remains	
Differences	
All players collectively own the forest area	Forest Area is divided into 4 equal parts - Teak, Rosewood, Vijaysar & Ayani.
Any player can collect coins from any piece of land.	A player can rightfully collect coins the property he/she owns. Trespassing into opponent's property will result into a Cooperate-Defect match with the owner of the property.
Cooperate-Defect match happens when 2 players confront in a piece of land.	Cooperate-Defect match happens when a player trespasses in their opponent's property.

Common property phase



Distributed property phase



Materials used in the game :
 For box Herringbone wood
 For coins & pawns ABS (3d-printed)
 Printing materials Sticker print with matte lamination

