



Me-We game Overview_Components_board_Cards

Amount	Discription
	ME-WE GAME PARTS
1	Gameboard (prototype 6.1)
24	Livelihood tiles
2	Community resereve tiles
1	Me-We-World reserve bucket
1	Me-We-World reserve waste bin
12	Talent Cards
32	Sick Cards
60	Community coins
1000	Tokens (wood sticks or push pins)
	ME-WE GAME RULES
1	Level Booklet
1	How to Improve Me-We-Word Booklet
1	Set General Game Rules
1	Quick Start up guide
1	Me-We game Points & costs overview
1	Game Overviews



- 01 Gameboard center
- 02 Home-element-mark
- 03 Action-element-mark
- 04 Action-endpoint
- 05 Community point track
- 06 Community Knowledge strip
- 07 Community Functionality strip
- 08 Community Value strip
- 09 Livelihood tiles 24x (House or Barn)
- 10 Community reserve tile (2x)

Legenda

* Element-claim coin		* Tribe-pawns	
02 Element-symbol		03 Tribe-element-symbol	
House	Barn	01 Center	04 Action-endpoint

T01

SYSTEMS THINKING

T02

TECHNICAL

T03

55 34

8 5 21

13

NUMERICAL

T04

OBSERVATIONAL

T05

VISIONARY

T06

INQUISITIVE

T07

NEGOTIATOR

T08

PLANNER

T09

PRACTICAL

T10

COOPERATIVE

T11

EMPATHIC

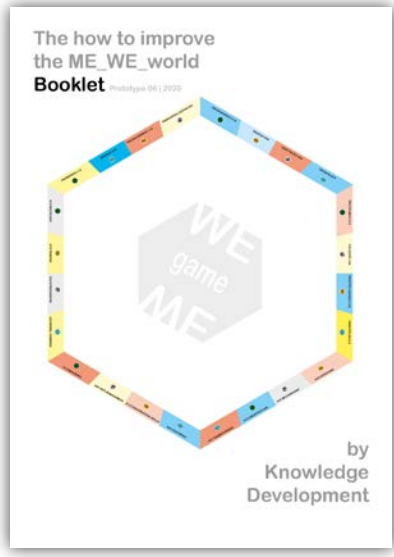
T12

CARING

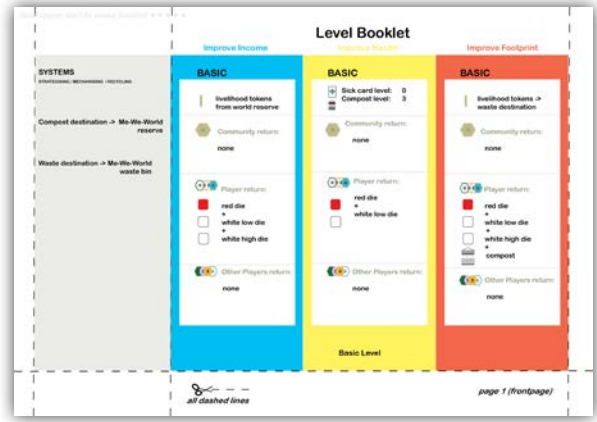
Total12

SICKNESS CARD

Total 24x



How to Improve the Me-We-World Booklet (1x)



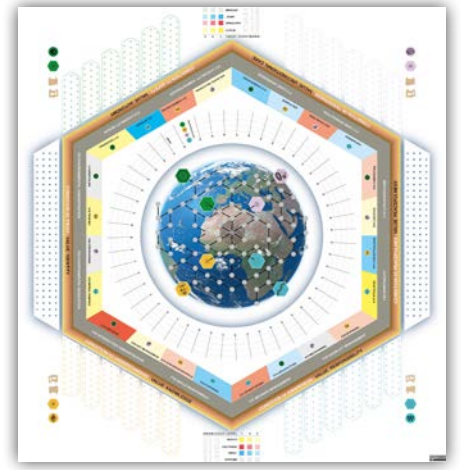
Me-We Level Booklet (1x)



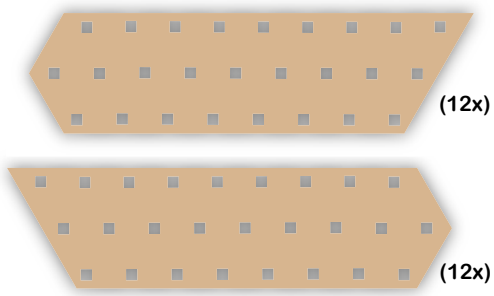
Sickness Cards
Total 24x



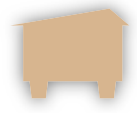
Talent Cards
Total 12 types



Gameboard version 6.1 (print on Tyfek)



Livelihood (house /Barn)tile



Barn (24x)



House (24x)

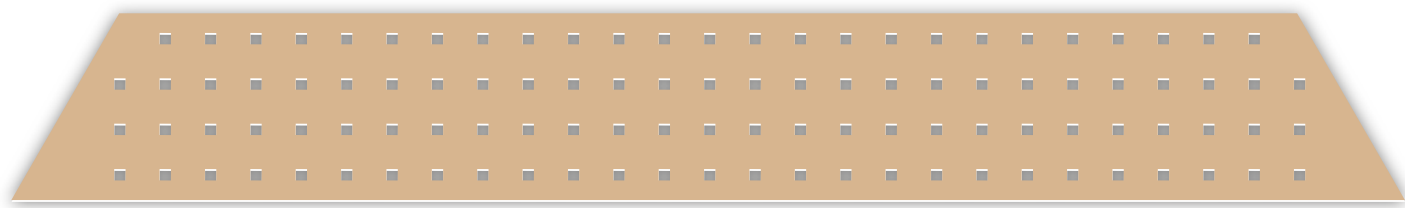


Tokens (1000x)

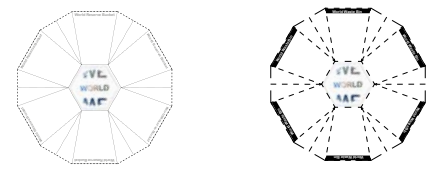


Tribe claim coins 4 types

Tribe pawns
4 types



Community reserve tile (2x)



Me-We-World
reserve bucket & waste bin
(download)