

# Installation sheet - Game

*Note from author: this is a checklist to help you getting all the equipment you need and to guide you in the preparation of the game setting.*

## Equipment to have

### *...for the game*

- 1 *game rules booklet* for each profile played
- 9 game boards
- Game cards and boxes (skill cards: 57, plant/seed cards: 199, equipment/input cards: 110, harvest cards: 90)
- 1 fine erasable whiteboard marker per profile played
- 500g dried white beans and 500g dried red beans for the buns that will be used as change
- White leaves
- Post-its (for debriefing)
- Supplier catalogs and technical advisors
- 1 calculator per market gardener profile played + at least 1 calculator for each of the other roles (optional)

### *...for the host*

- 1 *educational booklet*
- 1 *game rules booklet*
- 1 Printed *game leader sheet*
- 1 Printed *debriefing sheet*
- 1 Game *installation sheet*
- Slideshow *Animation support The key to the soil*
- 1 video projector (with audible sound output for the whole class)
- 1 computer
- 1 notebook or sheet + pen for note-taking (optional)

## Preparation in the room

Time needed: 20-30mn depending on how experienced you are with the game.

- 1- Setting up tables and chairs
- 2- Installing trays
- 3- Installing cards with the help of catalogs
- 4- Distribute the buns
- 5- Distribute sheets, post-its and markers (veledda and normal)
- 6- Catalog distribution
- 7- Setting up computer and projection
- 8- Prepare questions on the blackboard