

It's a Wonderful World: War or Peace

Details

Topic: Strategy, Competitive

Age: 10+

Time: 30 - 60 minutes

Tupe: Board Game

Context: in classroom

Cost: 30€

Language: English, French, German, Italian, Spanish

Players: Multiplayer

Developer: Benoit Bannier, Frédéric Guérard

Description

Expansion for It's a wonderful world game.

At the start of a game, players open an envelope containing the story, the special rules of the scenario and the extra cards for this scenario. Then, at the end of the game, each player receives different rewards depending on whether he won or lost and according to his own choices during the game (depending on the scenario).

Game strategies

Infomation on diversity

Leadership

Competences

Analytical and Critical Thinking

Empathy

Itself Efficacy

Listening and Observing

Respect

Responsability

