

FIX THE WORLD

Do you have super-high intelligence and an absurdly creative mind? No? It doesn't matter, it's still up to you to save us all.

In Fix the World 3–6 players try to come up with solutions to various global problems. However, there is a catch. They must base their solutions on two completely random keywords found on their solution cards.

Each round, one player acts as an investor, investing 100 million dollars in the idea they like the most and 50 million dollars in the second-best idea. The player with the highest total investment when the game ends wins.

GAME SETUP

1. Spread out all *solution cards* face down on the table, making a big mess, and shuffle them thoroughly. This is important so the cards are properly rotated. When done, create a neat face-down pile.



2. Shuffle all the *problem cards* in any way you like to create another face-down pile.

3. Place the *investment cards* face up, sorted in three different piles. In a 3-player game, the \$50 million cards can be left in the box, as they are not needed.



4. The first player to volunteer to be the investor for the first game round receives both the *investor card* and the *sand timer*.

PLAYING A GAME ROUND

1. The investor draws a card from the pile of problem cards and places it face up in the middle of the playing area for everyone to see.

2. The player to the left of the investor draws two solution cards and places them face down in front of them. The cards should be placed overlapping each other with one edge clearly facing forward. The cards may NOT be turned over until the investor has started the sand timer.



3. The investor turns over the sand timer and the player now has 1 minute to pitch a solution to the problem on the problem card. However, there is a twist. They must first turn over their two solution cards and use BOTH words that end up on top of the cards in their pitch. Once turned over, the cards may NOT be rotated.

EXAMPLE: The investor draws **Poverty** as the problem to solve.

You are first to pitch and turn over your solution cards. The words **Dinosaur DNA** and **Lasers** end up on the top, and you must now quickly come up with a solution for poverty using both Dinosaur DNA and Lasers.



4. When the time is up, the investor is allowed to ask a follow-up question if they want before the turn moves to the next player in clockwise order. The investor turns over the sand timer again, and the new player pitches their solution to the SAME problem but with the help of their own solution cards.

NOTE: If a player does not use the full minute when pitching, the investor should keep the pitch going by asking questions until the time runs out. If a player does not use both their words, the investor may disqualify them from the round.

ENDING A GAME ROUND

1. When all players except the investor have pitched their ideas, the investor must decide which two ideas they like the most. Before deciding, the investor may refresh their memory by asking the other players one question each about their ideas.

The investor may decide to invest in an idea that could actually work, or the idea that made them laugh the most, or maybe the most controversial idea – it's completely up to them.

2. The investor takes a \$100 million investment card and gives it to the player who they think pitched the best idea. The player with the second-best idea receives a \$50 million investment card, while the remaining players all get a "Don't call us, we'll call you" card.

IMPORTANT: All investment cards are handed out FACE UP but are then kept FACE DOWN, making it harder to know who is going to win and also making it harder to invest strategically for your own benefit.

NOTE: In a 3-player game, the \$50 million investment cards are not used. The investor hands out a \$100 million card to the best idea and a "Don't call us, we'll call you" card to the other player.

3. The used solution and problem cards are removed from the game and not used again.

4. The investor passes the investor card to the player to the left, who then draws a new problem card and a new round begins.

TIP: In a game with many players, it's perfectly acceptable for the investor to use a notepad to write down pitches.

WHO WINS THE GAME?

With 5 or 6 players, the game ends when everyone has been the investor once. With 3 or 4 players, the game ends when everyone has been the investor twice. Then, all players reveal their investment cards and the player with the highest total investment wins. If it's a draw, all players with the same amount win.

OPTIONAL GAME MODES

Actually help fix the world

Before starting the game, all players bet a small amount of real money that everyone feels comfortable parting with – for example, a dollar each or similar. The winner of the game then decides on a charity to donate the pot to. If you need help to choose, we have prepared a list of trustworthy organizations here:

www.mindmadegames.com/fixtheworld/donate

Take it easy

Instead of having to use both keywords in their pitches, players may select ONE of the two keywords to use. This makes the game easier and the ideas also tend to become a bit more realistic.

Let's be serious

Play without using the solution cards and try to come up with serious solutions to the problems. You can also play without the timer if you want.

Face up or face down

Hand out and keep all investment cards face up for a more casual game where everyone knows who invested in whom and who is in the lead. Hand out and keep all investment cards face down for a more competitive game where nobody knows who invested in whom and the winner is not revealed until the end of the game.

7 players

It's possible to play Fix the World with seven players by appointing one player as a permanent investor for the entire game.

All facts in the game come from reliable sources such as the United Nations, the World Health Organization, and Encyclopedia Britannica.

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