

PEASANT SCHOOL OF BUSINESS

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A decorative graphic element consisting of a thick teal horizontal bar that transitions into a series of thin, overlapping horizontal lines in shades of teal and white on the right side of the slide.

The game has been created
in the cooperation of

- Polish National Bank
- Association of Andrychów Lovers.

Andrychów

- is a town located in the south of Poland, near the cities of Cracov and Katowice.
- It has been known for flax cultivation since the 17th century.
- It was given the right to organize 12 fairs a year.

- In the first half of the 18th century, Franciszek Czerny-Schwarzenberg (the owner of Andrychów region) brought weavers from Belgium, Saxony and Silesia.
- Their experience and local weaving traditions made Andrychów a great weaving centre.

- Thanks to acceptance and support of the land owner, peasants could produce and sell linen canvas on their own.
- They created so called “kolegacje” (the word comes from the Polish word colleague) which were the counterparts of contemporary partnerships.
- They also worked on their own.

- More enterprising peasants organized trade expeditions to:
- Lviv, Kraków, Warszawa
- Amsterdam, Hamburg, Lübeck
- Barcelona, Moscow, Istanbul

THE GOAL OF THE GAME

- During the game players take the roles of **bakers**, **weavers** or **blacksmiths**.
- Their task is to gather as much wealth as possible.
- The players produce goods, trade on the markets and organize trade expeditions.

There are three kinds of craftsmen in the game:

- A blacksmith who produces wagons
- A weaver who produces canvas
- A baker who produces bread

At the beginning each player receives:

- 12 MGPs (mountain gold points),
- Character Card (randomly) and primary supplies:
 - ❑ 6 Baker's Time Cards to Bakers
 - ❑ 6 Weaver's Time Cards to Weavers
 - ❑ 6 Blacksmith's Time Cards to Blacksmiths



Productivity:

- During the period denoted by 1 Time Card, i.e. 1 month, the players can produce:
- 4 loaves of bread (baker)
- 3 sheets of canvas (weaver)
- 2 wagons (blacksmith)
- Even if a player decides to produce less than the maximum possible number of products, the Time Card must still be spent, e.g.:
- - the production of 4 loaves of bread costs 4MGPs and 1 Time Card
- - the production of 2 loaves of bread costs 2MGPs and 1 Time Card.

To organise a trade expedition

- The characters need to collect efficient amount of products (bread, canvas and wagons).
- They can do that by “buying” them in the bank or by trading in the market with other craftsmen.
- In the market you can bargain (the prices are not fixed) or exchange products

The amount of products needed for an expedition depends on the city they want to travel to.

You can find the requirements on the game board, next to the cities' names.

When you reach your destination

you exchange products for money (in the bank).

The sum you earn can vary, depending on the supply and demand in the city. (The banker draws the city card from the pile which says how much MGPs you get.)

The game finishes

- when no one has enough bread, canvas and wagons to go on another expedition.



- Bank buys the left products in the sale prices.



- The winner is a craftsman who has got most money.



START

What can we experience through the game?

- the lesson of history of entrepreneurship
- experiencing the role of an entrepreneur
- making decisions
- taking risk
- negotiating
- creating and realizing the strategies
- learning basic rules of free market
- team and individual work
- learning by playing

pictures







