

D▷FORCE®



Defend your friends


*Defending*  
**WESTHAVEN**

**PLAYER'S GUIDE**



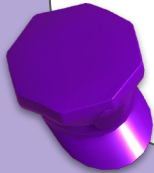
# Defending WESTHAVEN

## Welcome to Westhaven



**Westhaven** is a thriving **regional township** somewhere **not far** from where **you live**. It's a town with a **proud history** - however, things have been **changing** recently - and **not** in a **good** way. There's **more crime** in Westhaven now **than ever before**. Other **social problems** are on the **rise**.

## We have a problem

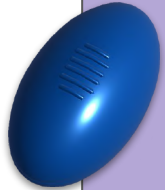


**Exacerbating** these problems is the **drug, Ice**. **Everyone** has stories; most people know **someone** who has **experienced** the **negative impact** of Ice. **Community resources** are being **drained** as the **Ice problem** continues to grow. What started as a problem among **adults** is now **impacting** the **lives** of the **younger people** of **Westhaven**.

## You can change this

**D-Force** is about **young people** becoming **positive advocates** for **change** in their **community**. You're the ones who can **defend Westhaven**. You can **show** your **peers** that there is a **better way**. Everyone **wins** together.

## Set your goals



Your **goal** is to **reduce** the **impact** of **Ice** upon the **community**. The **strategies** for **success** in the **game** are the **same** as the **real world**:

- **Work to achieve** your **goals**;
- Make **positive** life **choices**;
- **Look out** for your friends.

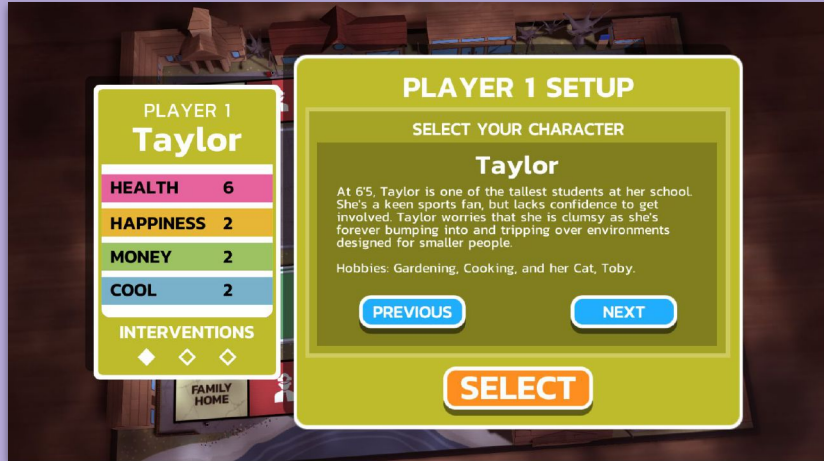
**Lives** are defined by **choices**; **helping** your **friends** to make the **right** ones can help **save** your **community**.



Let's get started...

# GETTING STARTED

## CHOOSE A CHARACTER



In *Defending Westhaven*, you play as a **character**, not as **yourself**.

Each **character** has a short **biography** which provides you with potential **motivations** for the **choices** you might make during play.

**Importantly**, each **character** begins with **different values** in their four **Life Attributes**.

When **playing**, try to **imagine living** in Westhaven as your **character**. How does being the **character** you have **chosen** to play **impact** upon the **choices** you make?

## CHOOSE A PERSONAL GOAL



Each **character** must set themselves a **Personal Goal**.

This **Personal Goal** represents a **challenge** to make **positive change** in **her/his own life**, as well as becoming an **inspiration** for your **peers**.

The **Goal** can be **accomplished** by reaching **required** scores in each of your four **Life Attributes**, and then moving to a **specific location** on the game board.

Achieving your **Personal Goal** will reduce the **Ice Impact** significantly.

# WORKING TOGETHER

All players share a **Common Goal**. To win, all players must reduce the impact of Ice upon Westhaven.

Everybody wins when the Ice Impact meter reaches zero.

ICE IMPACT

The Ice Impact meter tracks how Ice is damaging the community.

Character Cards help you track your **Life Attribute** scores. As you play, these scores will go up and down.

Achieving your **Personal Goal** will seriously reduce the Ice meter.

**Crime Spaces** represent instances of Ice-related crime.

Draw a **Crime Card**.

Collecting **Boosters** will increase your **Life Attribute** scores. Boost these scores to achieve your **Personal Goal**.

**Interventions** allow you to prevent bad things from happening.

**Life Spaces** represent the random events which life throws at you.

Draw a **Life Card!**

Visit your **Family Home** to boost all your **Attributes**, or acquire an **Intervention token** and reduce Ice Impact.

Landing on different **Spaces** will trigger different **Event Cards**.

**Community Spaces** are institutions which support and protect the community.

Draw a **Community Card!**

The board game board features a central grid of spaces and a top Ice Impact meter. The meter is a horizontal bar with segments in red, yellow, green, and blue, ending in a trophy icon. The grid consists of several rows of spaces, each with a unique icon and name. In the center, four player cards are displayed, each with a name and three attribute scores (Health, Happiness, Money, Cool) and an Interventions section. At the bottom, three event cards are shown: Life (green), Community (orange), and Crime (red).

Player	Health	Happiness	Money	Cool
Harry	4 / 9	3 / 5	3 / 4	2 / 7
Taylor	6 / 7	2 / 10	2 / 3	2 / 3
Con	2 / 4	3 / 8	5 / 8	2 / 4
Jay	4 / 5	3 / 5	1 / 9	4 / 6

Spaces on the board include: TOWN HALL, LIBRARY, GYM, POLICE STATION, SCHOOL, SHOPPING CENTRE, SKATE PARK, SPORTS CLUB, FAMILY HOME, BEACH, BANK, and HOSPITAL. Life Spaces (heart icon) include the Library, School, and Sports Club. Crime Spaces (crime icon) include the Police Station, Shopping Centre, and Sports Club. Community Spaces (group icon) include the Town Hall, Police Station, and Hospital.

# REACHING YOUR GOALS

**BOOST YOUR HEALTH**

GYM

SPORTS CLUB

**HEALTH** represents your Character's physical fitness and endurance.

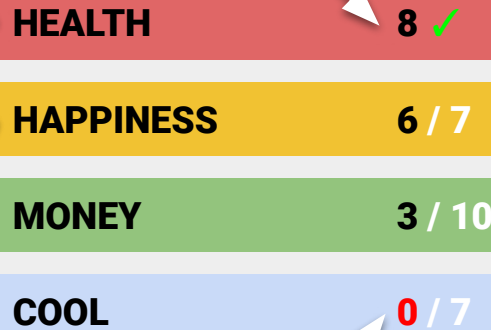
**HAPPINESS** represents your Character's positivity and resilience.

**BOOST YOUR HAPPINESS**

SCHOOL

LIBRARY

These **cards** track your **Life Attribute scores**, and your **progress** towards achieving your **Personal Goals**. Once an **Attribute goal** is met, the **Attribute** is **ticked**. Once **ticked**, you do not need to **boost** this **score**.



If **any player** begins her **turn** with an **Attribute at 0**, then **everyone loses**. **Always** keep an **Intervention** handy, so that you can **defend** your **friends**.

SHOPPING CENTRE

BANK

**BOOST YOUR MONEY**

**MONEY** represents your Character's saving acumen and financial independence.

**COOL** represents your Character's self respect and self-confidence.

SKATE PARK

BEACH

**BOOST YOUR COOL**

# ALL ABOUT CARDS



COMMUNITY

## COMMUNITY CARDS are GOOD Cards.

**Community Cards** can add **Boosters** to the game board. These **Boosters** will help you meet your **Personal Goals**.

**Community Cards** can test your knowledge about the drug **Ice**. Knowing the **correct answer** will **reduce the Ice Meter**.



LIFE

## LIFE CARDS can be GOOD or BAD.

**Life Cards** directly affect your 4 **Life Attributes**.

**Life Cards** always affect the **Ice Impact** meter.

**Life Cards** can provide you with choices. **Discussing** choices with your **Team** is **good**.



CRIME

## CRIME CARDS are BAD Cards.

**Crime Cards** can remove **Boosters** from the game board, making it harder to reach your **Personal Goals**.

**Crime Cards** can **increase** the level of **Ice Impact**, pushing the Ice meter into the Red.

**Crime Cards** can increase the number of **Crime Squares** on the game board.

# STRATEGIES FOR SUCCESS

## DEFEAT

Any player starts her/his turn with one or more Life Attributes at zero.



**Live A Positive Life**  
Landing on **Life Spaces** and tackling **Life Cards** will **slowly** but surely **move the Ice Impact Meter down**.

**Focus On Your Goals**  
**Achieving your Personal Goal** will move the **Ice Impact Meter down faster**. Each **Personal Goal reward** reduces the **Ice Impact Meter** a lot.

**Free Movement**  
When you **spin a 6**, you can **move freely to any square within six spaces**. **Completing your Personal Goal** unlocks **free movement for any spinner result**.

**Knowledge Is Power**  
**Know the facts about Ice**. Answer **Quiz** questions at **Community Spaces** to lower the **Ice Impact Meter** faster.

**Need More Boosters?**  
**Crime Cards** and **greedy players** can quickly **drain** all the Boosters. **Community Cards** can add more **Boosters** to the **game board**.

**Go Home When You Can**  
The **Family Home** is a place where you can **collect important resources**. **Talking problems** over with your **family** is always a **good idea**.

**Don't Be Greedy**  
Try **leaving at least one Booster** when you land on a **Booster location**. This will help when **Crime Cards** are triggered.

**Protect Your Friends**  
**Always** keep an **Intervention** token **handy** in case one of your **friend's attributes** drops to **0**.

## VICTORY

All players work together and drive the Ice Impact meter down to zero.

