

# TANGLE: knot our future!

Imagine a world  
without the need  
for **food banks**.

Play your part...

### You will need

1 x Kerplunk game set  
(can be any version)

To download and print  
(at home or at your local printer)

- these game rules
- 1 x game board
- 1 x set of 32 barrier cards
- 1 x set of 30 people cards
- 1 x Ideas board

They can all be printed on an A4 black and white printer and photocopied or you can download files that can be sent to a professional printer for colour multisize printing.

### Objective of TANGLE

One in seven people in the UK are facing hunger and hardship. We will not stop until everyone has enough money for the essentials, and the distribution of emergency food can end for good.

Can you work together to unpick the tangle of rising costs, insecure work, our social security system and adverse life events? Can you remove these barriers by imagining new ways forward?

In Tangle, these barriers are represented by the sticks.

When the barriers are removed, the marbles can travel down **to a future free from hunger** - where we want everyone to be.

There are 32 marbles. Together they represent **9.3 million people currently facing hunger and hardship in the UK**. That's 1 in 7 people.

Each marble represents 290,625 people, which is about the same number as the population of Nottingham or Newcastle.

**How quickly can you help everyone reach a future free from hunger?**

# Setup for TANGLE

## Preparation

Print and cut out the game pieces before you play.

### 1: Get the pieces in position

- Place the game board in the centre of your table.
- Place the barrier cards in the marked positions.
- Place the tangle structure's base onto the centre of the game board.
- Assemble the rest of the tangle structure by attaching the tube pieces together (some versions will have a central connector with holes through and others will have a two piece, bowl-like, structure which fits on top).
- Fit the tube to the base.

### 2: Set up to play

- Insert the barrier sticks inside the tube connector or bowl (depending on the version of kerplunk you are using). Place the stick through a hole in one side of the tube and out through a hole on the other side. You should do this as randomly as possible so you create a crisscross pattern.
- Drop the people (marbles) into the top of the tube. They should stay on top of the barrier sticks that you placed. If any fall through the sticks, drop the marble through the top again until it stays in place.
- Each player chooses a number compartment at the bottom of the base that they will use for the rest of the game.
- Choose a player to go first. Play will move left throughout the game.

# Playing TANGLE

To start your turn you will turn the tube until the hole in the bottom is lined up with your compartment. You should carefully turn the tube to prevent any marbles from falling. You will then choose which barrier card you want to turn over.

Read out your barrier card and discuss what could be done to remove this barrier.

Discuss or write down your idea or action on the Ideas Board then remove a barrier stick that matches the colour of the card.

Once you touch a stick, you cannot change your mind and choose

another stick. While pulling out the stick you can hold the tube to stabilise it.

If any people journey down during or after you pull out a stick, they will fall into your compartment. Take the same number of cards as marbles you have in your compartment.

Read out your people cards and share any reflections. What surprised you? What did you not know?

The next player then turns the tube to face their compartment and chooses a barrier card for their turn.

## Winning TANGLE

The players keep taking turns, choosing barrier cards, removing the stick associated with it and winning people cards.

The process repeats itself until all of the people have reached a future free from hunger.

At the end the person with the most people cards is the winner.

They look at everything that has been shared on the idea board and choose which action or idea they want to commit to.



If players struggle to generate ideas they can look at the suggestions on the back of the ideas board or find out more by scanning this QR code or visiting [trusselltrust.org/churches](https://trusselltrust.org/churches)