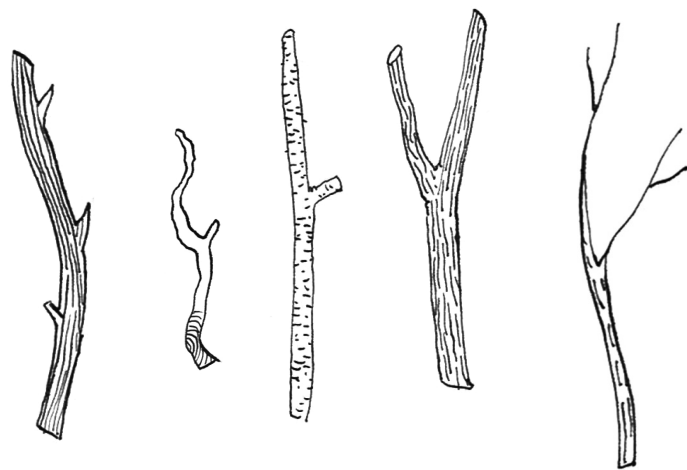
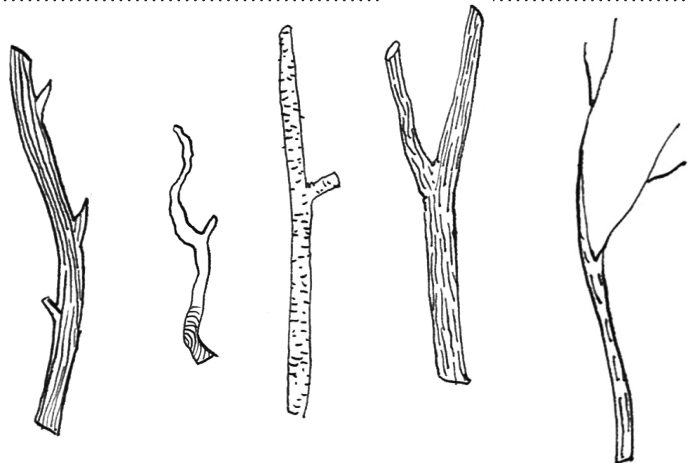


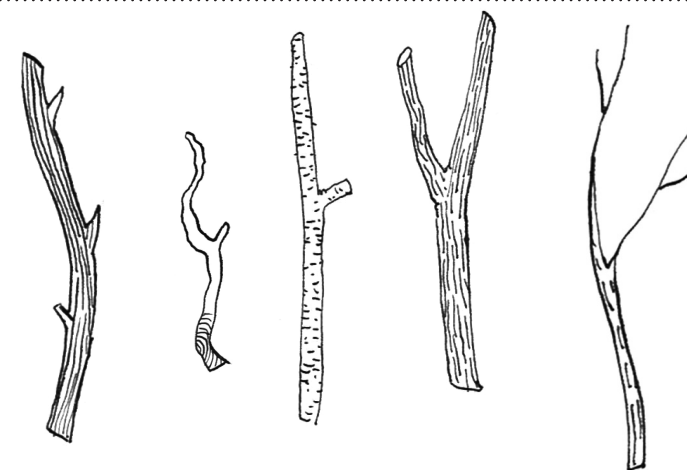
**DECISION-MAKING CARD**



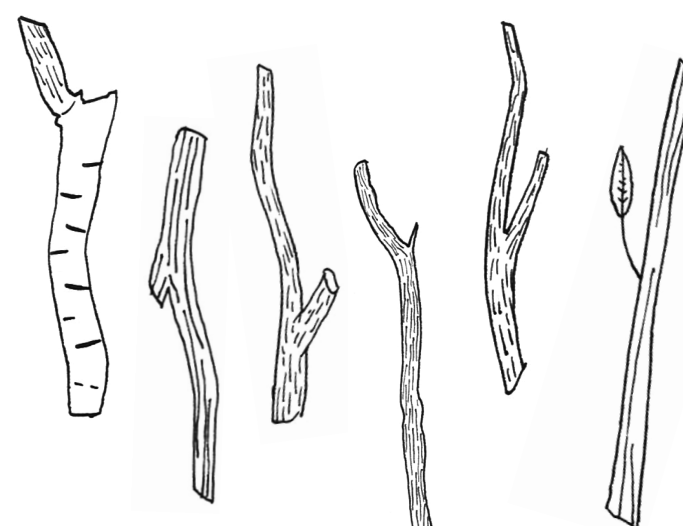
**DECISION-MAKING CARD**



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## AUTOCRATIC DECISION

1) *The player who drew this card has to make a decision in 30 seconds.*

2) *Assess the decision with thumbs up if you support the decision, thumbs down if you disagree or thumbs horizontally if you have no opinion.*

3) *Move forward in the challenge layer as many steps as thumbs are up and move backward as many steps as there are thumbs horizontal or down. Do the same in the Practice layer.*

The decision is taken by a person in charge, who may or may not consult their colleagues beforehand. This kind of decision-making isn't constructive for the community; when the decision needs to be made quickly it can be practical.

Play from your character's point of view and don't try to agree just to get a better score.

## MAJORITY VOTE

There are different proposals and the final decision is made by the majority vote.

1) *Each player writes 1-2 sentence proposals on the paper. Players with similar proposals can decide to merge them by putting their papers together. This step can last max 1 min.*

2) *Timekeeper counts 1-2-3 and on the count of 3 each player votes by pointing at the proposal they like the most.*

3) *Move forward as many points as there were the majority votes for the winning proposal and move backward in the layer of challenge as many steps as there were other votes. If it is a tie, move one step backward in the layer of challenge. Do the same in the Practice layer.*

Play from your character's point of view and don't try to negotiate with others just to get the score better.

## CONSENT

There are different proposals that through discussion are merged into one final proposal. The proposal is possibly safe to try, good enough for the time being and is time-limited. The proposal is accepted by the whole group with some concerns said, but not major objections.

1) *Each player think about how to solve the challenge and say in 1-2 sentences what is their proposal.*

2) *Facilitator of the game writes a proposal based on what has been said with the help of the whole group. (max 1min)*

3) *Facilitator reads the proposal and all players show:*  
- thumbs up for supporting the proposal  
- thumbs horizontal for having a concern (this could be better or different, but I think it is good enough for now and safe enough to try)  
- thumbs down for having an objection (I can't live with this, it is dangerous for some good and objective reason)

4) *If there are no thumbs down, listen to the people with horizontal thumbs (if any) and move to the step 5. If anyone has shown a thumb down, listen to that person, go back to step 1 and try to create a proposal that will take that objection into account.*

5) *Move forward as many steps as there are players. If you don't reach consent in 5 minutes, move 1 step backward in the layer of the challenge. Do the same in the Practice layer.*

Play from your character's point of view and don't be dishonest just to get a better score!

## CONSENSUS

The proposal is accepted by the whole group without concerns or objection (consensus).

1) *Each player think about how to solve the challenge and say in 1-2 sentences what is their proposal.*

2) *Facilitator of the game writes a proposal based on what has been said with the help of the whole group. (max 1min)*

3) *Facilitator reads the proposal and all players show:*  
- thumbs up for supporting the proposal  
- thumbs down for wanting a proposal to be different

4) *If there are no thumbs down, move to step 5. If anyone has shown a thumb down, listen to that person, go back to step 1 and try to create a proposal that will take that into account.*

5) *Move forward in the layer of the challenge as many steps as there are players and one additional step. If you don't reach consensus in 5 minutes, move 1 step backward in the layer of the challenge. Do the same in the Practice layer.*

Play from your character's point of view and don't be dishonest just to get a better score!