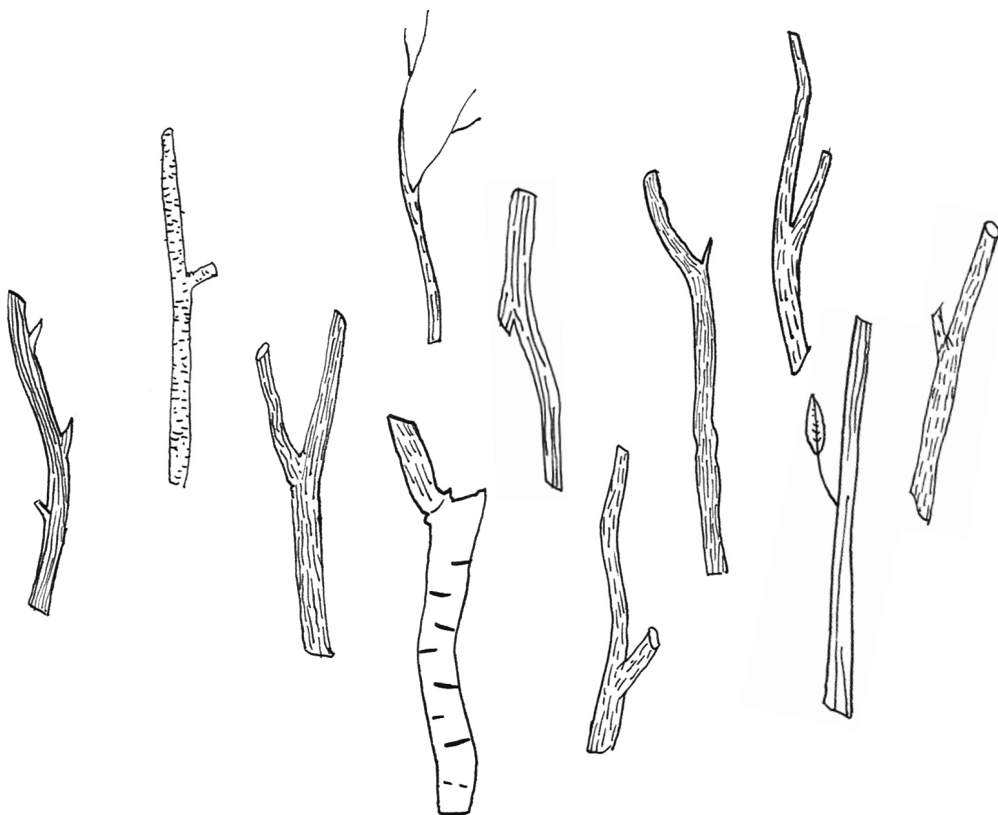
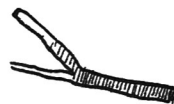


CLIPS GAME

MANUAL





INTRO

This game simulates the dynamics of groups that work closely together. The frame of the game is the CLIPS model, designed to support group processes by using horizontal management. During the game, players will discover and try simple tools that can support group dynamics in different situations that a group may face. The game offers the opportunity to learn while having fun with your friends. It can be used in many different ways, depending on the experience and imagination of the players. The rules provided here are designed for beginners and include some hints on how to play the game differently.

This is a collaborative game, it can be played with 3 to 6 people. Players would need to use their storytelling skills as well as performing tasks.

The more you use your imagination, the more fun you'll have!



The aim of the game is to score as many points as possible for each layer:

	3 players	4 players	5 players	6 players
less than 10	You didn't make it.	You didn't make it.	You didn't make it.	You didn't make it.
10-11-12	You had some trouble, but you made it!			
13-14-15	Well done!	You had some trouble, but you made it!		
16-17-18	Very good!	Well done!	You had some trouble, but you made it!	
19-20-21	Amazing!	Very good!	Well done!	You had some trouble, but you made it!
22-23-24		Amazing!	Very good!	Well done!
25-26-27			Amazing!	Very good
28-29-30				Amazing!

To reach the goal, the group will meet different challenges and will practice solving problems and making decisions in an organized way. Observe your feelings and your friends' feelings during the game and you'll learn a lot about yourself and others.

Enjoy!



IMPORTANT

Please read these instructions carefully before you play the game for the first time.

The expected duration of the game is up to 2 hours, depending on the number of players.

PREPARATION

This game includes:

- 1 Playing board
- 5 figures
- Context template
- Character templates
(print one for each player)
- Context cards
- Character cards
- Relationship cards
- Intention tool cards
- Goal setting cards
- Decision making cards
- Challenge cards
- Surprise cards
- Activity cards
- Evaluation cards

You will also need a few additional things:

- pens (1 for each player)
- 10-15 blank sheets of paper

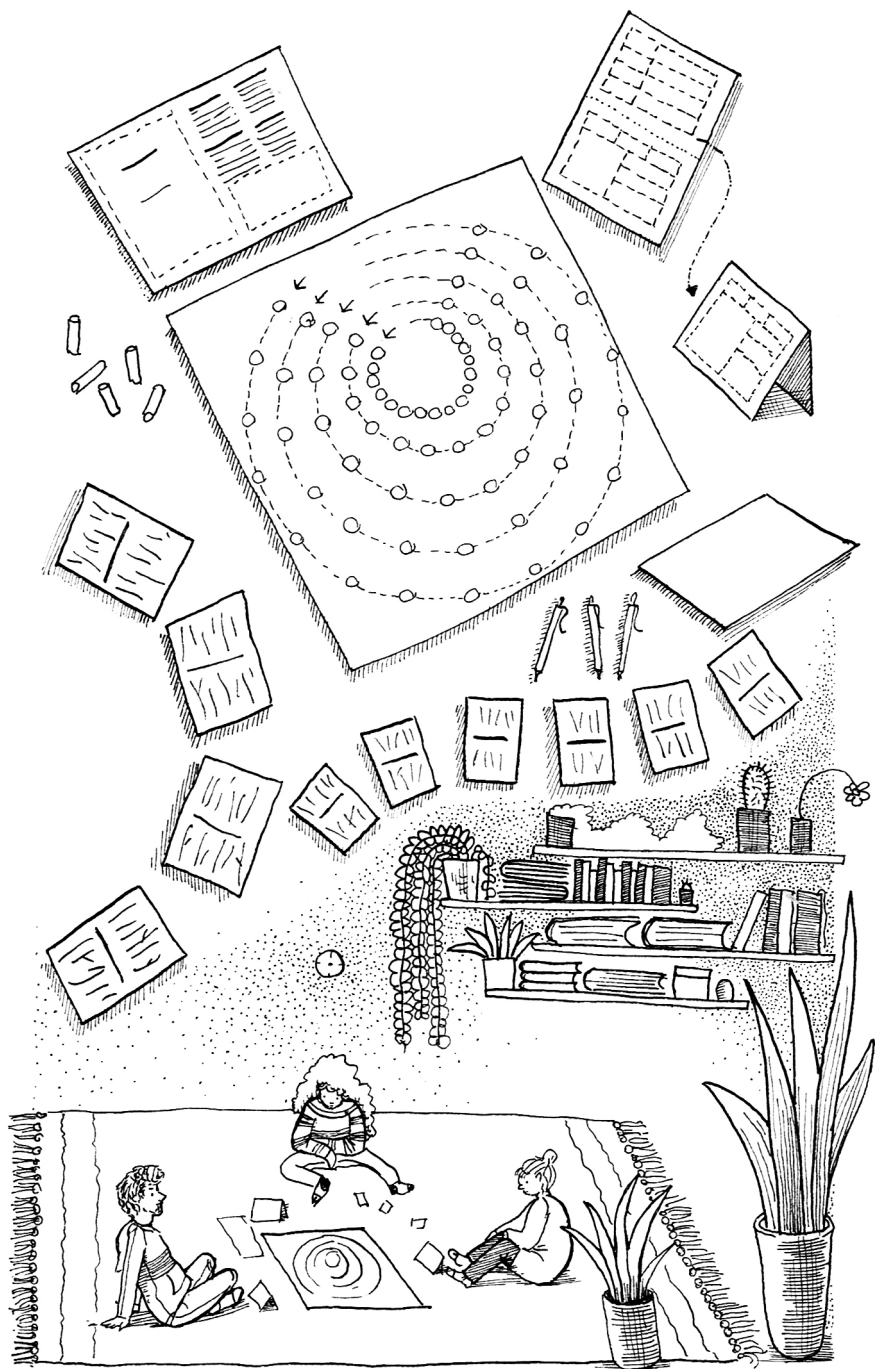
Assign two important roles to two different players:

- **the game keeper** will read the rules and keep the game going,
- **the time keeper** will take care that the exercises are done in designated time.

Different color squares require different actions. When your pawn lands on

- **red:** draw a **challenge** card and follow the instructions on the card
- **green:** draw an **activity** card and follow the instructions on the card
- **yellow:** draw a **surprise** card and follow the instructions on the card

Take turns in drawing the cards, starting with the person next to the gamekeeper, and so on.



PLAY PART 1

TELL A STORY OF YOUR GROUP!

1) CREATING THE CONTEXT OF THE STORY

The person on the right side of the gamekeeper draws a **context card** and reads it out loud. The other players listen carefully. This is the context of the game and the intention of your group. Keep this context in mind throughout the game and connect your actions and story to it.

NOTE

The game offers 10 different context cards and an empty template, so you can think of your context, or play with the real context of your group.

2) CHARACTER CREATION

Fill in the **character template** by giving your character the features you want. You may use the character card for inspiration. Keep in mind the context of the game and imagine how your character can contribute to its realization. Be playful!

Distribute 6 points in total among 4 types of strengths that are listed on the character template spreadsheet. Place the character template in front of you, so that the character portrait faces the other players.

/5 min/

OPTION

- the player can decide to be him/herself instead of a fantasy character*
- group players can decide to switch each other's roles (example: John plays Mary and Mary plays Ann, Frank plays John and Ann plays Frank...)*

3) INTRODUCTION OF CHARACTERS

Players introduce themselves as their characters one by one in a circle.(1 min each)

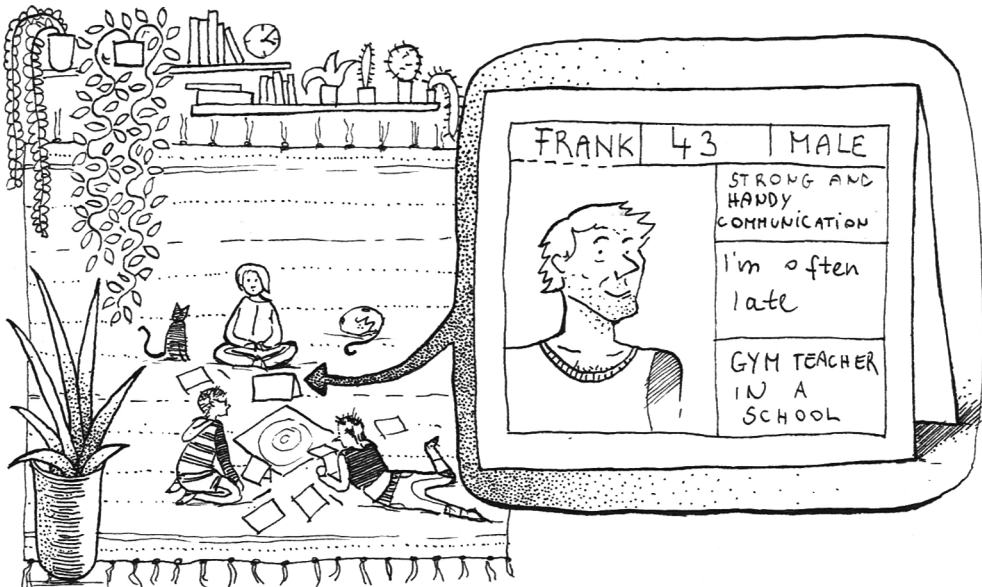
EXAMPLE

I am Frank, 43 years old, divorced father of three children: 7, 12, and 20 years old. I work at school as a gym teacher and I like to flirt with my colleagues. I am strong, good at craftwork and I like to help. I have good communication skills and people like my company. I am often late.

After the introduction, move the figures in each layer related to the points on the character template.

EXAMPLE

John has assigned 3 points to the community layer, 2 to the individual layer, 0 to the structure layer, and 1 to the intention layer. For the 3 points he will move the figure three steps on the community layer, 2 on the individual layer, and so on. The next player will add their points to John's, and so on.



4) CREATING CONNECTIONS

When you know who your fellows are, each player takes one **relationship card** as an inspiration and tells a story about their connection with another character (*1 min each*). Use your imagination... Keep in mind how the other characters have presented themselves in previous rounds and connect to it and the context of the game.

EXAMPLE

John knows Frank from school, once they went to a music festival together. It was the first time they traveled abroad and they got lost. They missed the whole festival and they had to call their parents to buy them new train tickets so they could come home.

5) CONTRIBUTING TO THE INTENTION

Now think about the intention of your group as described on the context card.

Tell others how your character contributes to the common intention. You can use one of the **Intention tool** cards. One of the players draws the card or the gamekeeper decides which tool you'll use. Follow the instructions on the card.

EXAMPLE

A group intends to plant 10.000 trees. Frank as a gym teacher could say from the 'I' level: 'I see the trees growing around the school, and children exercise outside'.



6) STRUCTURE

Look at the ideas you collected in the 'intention' exercise. Ask yourself a question: What needs to happen first to achieve these goals? Take into consideration your role in the group.

You can use one of the Planning tool cards. One of the players draws the card or the gamekeeper decides which tool you'll use. Follow the instructions on the card.

EXAMPLE

Frank with his communication skills and charm could say: I'll contact the local tree nursery for the seedlings next week. The next person will say according to their role something like: I'll organize the digging of tree holes.

PLAY PART 2

GROUP DYNAMICS

7) Look at your board. Where are your figures standing? In which layer do you have the least points? You start there. If there are two layers with the same score the gamekeeper decides where the group starts.

Depending on the color of your standing point you'll have to act.

Grey: you can't move.

Yellow: take a surprise card and follow the instructions on the card.

Green: take an activity card and follow the instructions on the card.

Red: take a challenge card and follow the instructions on the card.

After you complete the required action move to the next layer with the least points. If this is still the same layer, proceed there.

When you draw a CHALLENGE:

a) Read the challenge on the challenge card. You can choose the challenge randomly or choose a specific one. You can also think of a challenge that is relevant for your group or make one up. Challenges can be economic, environmental, social, or cultural.

b) There are different ways to make decisions in the group. Choose a **decision-making card** that will instruct you on how you'll make a decision for this challenge.

END OF THE GAME

End scores are in the Introduction.

The game has different endings:

- 1.) You've reached the AMAZING score for the number of players in the practice layer (see the spreadsheet in the INTRO section). Congratulations! Move to the evaluation part.
- 2.) You got stuck on the grey squares in all the layers. In this case, you can take a surprise card that will move you forward or backward. If you end up on a grey square again, we are sorry, but your project got stuck. It happens sometimes. Move to the evaluation part or try again.
- 3.) You play for more than 2 hours and you haven't reached the goal. Sometimes projects take longer than anticipated. You can stop here and move to the evaluation part or proceed with the game.

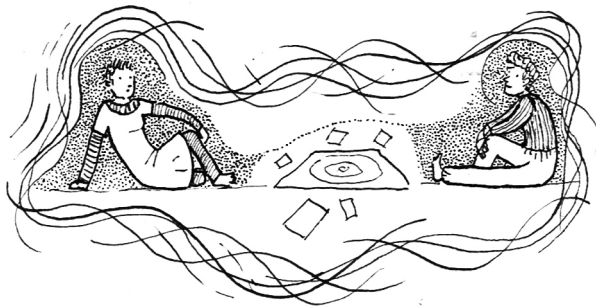


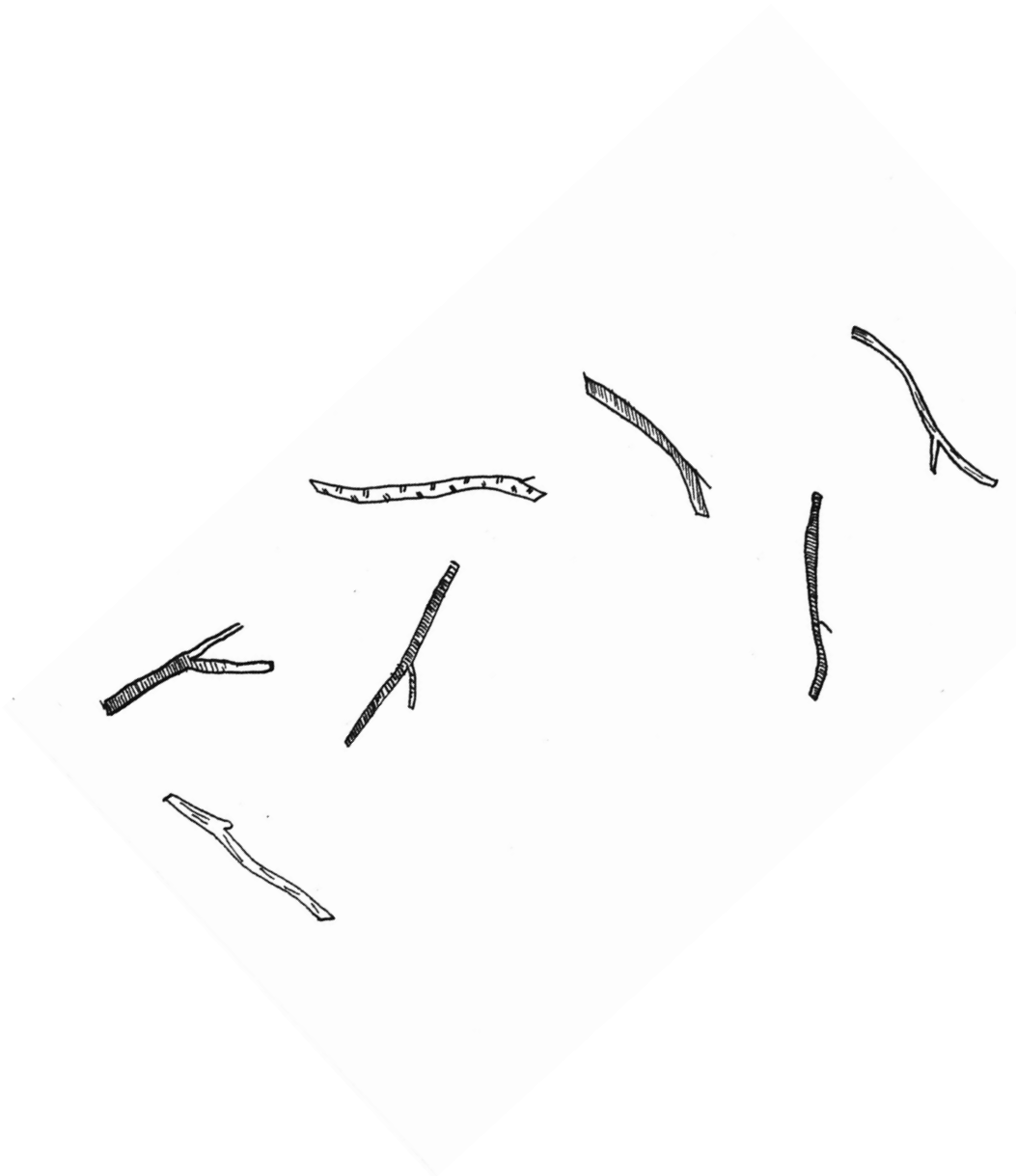
EVALUATION ROUND

Take a break (max 5 minutes), then conclude the experience by using an evaluation card. One of the players draws a card or the gamekeeper can choose the tool from the cards.

Fill in the questionnaire to summarize your experience.

We hope you had fun
and will play the **CLIPS game**
again!







CLIPS
GAME
THE TEAM BUILDING GAME

