

DRAFT

# The Collaboration game

An Over the Edge  
Experiment in Group Process

Fiscal Policy Studies Institute

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# FPSI

## Collaboration Game

Most all games have a winner and a loser. The basic version of The Collaboration Game is one where the only way to win is for everyone to win. But there are also variations which simulate the different roles and conflicting objectives found in real life groups working together. Consider it an over-the-edge experiment in group process. And, if you are crazy enough to try this, please let me know how it turns out (xfpsi@aol.com).

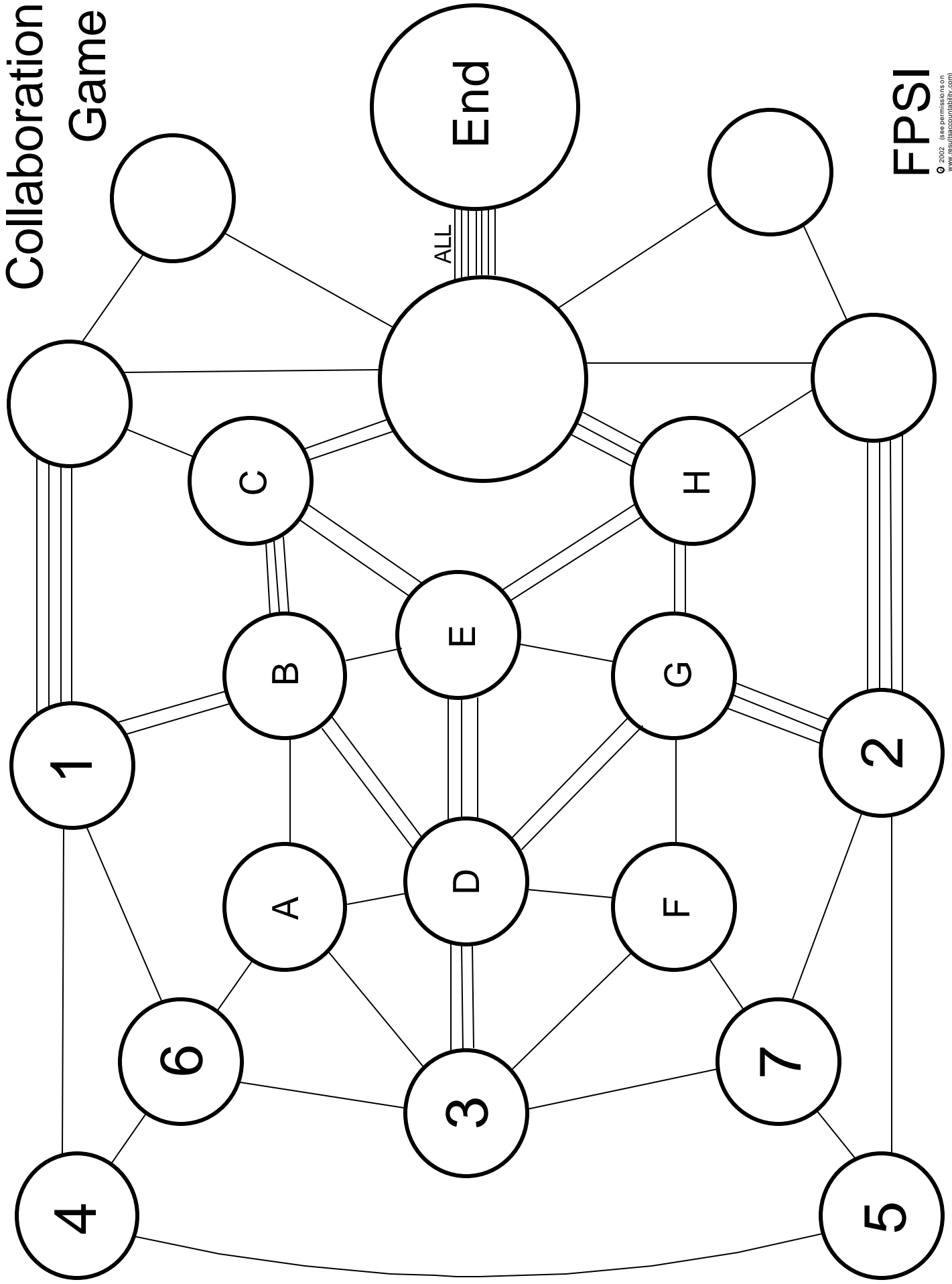
### Basic Rules:

1. Two to Seven players start on the numbered spaces, one player per space. After the game begins, there is no limit on how many players may occupy one space. (Pennies work well as pieces.)
2. Every player must move every turn. However, each player may choose one “pass turn” on which to stay on the same space. The player must declare which turn is used in this way. A player who cannot move, and has used her or his pass turn, must remain on that space until the end of the game.
3. All players move at the same time (i.e. simultaneously, not in sequence). This means the group must decide how each player will move on the upcoming turn.
4. The lines connecting the spaces show the exact number of players (no more, no less) allowed to traverse on a given move.
5. The team, as a whole, wins the game when all players move simultaneously into the End space.

### Variations:

1. Planning matters: The game is won by the team only if the total number of moves needed to finish is 8 or less. Two or more teams may play in competition. The fewest moves or fastest time wins.
2. Special Needs: In this variation a minority of players have special needs which must be accommodated by the whole group in order to win. Deal a lettered card from Deck 1 to less than half of the players. The card specifies a lettered space that the player must occupy at some point before arriving at the End space. (For added challenge, give the players more than one card.)
3. Conflicts of Interest #1: As in variation 2, cards are dealt to less than half of the players using Deck 1. For players with lettered cards, the lettered space on the card is the destination space. For all other players the End space is the destination. The game is exactly 10 moves. Each player wins only if the player is on the destination space on move 10.
4. Conflicts of Interest #2 for 7 players: The game is played for exactly 10 moves. The following special rules apply: Two or more players may move into the End space together and then wait there until the end of the game. Each player is dealt one role card from Deck 2, the content of which is kept secret from the other players, unless otherwise specified on the card. Each card describes a role, one or more objectives, and in some cases special powers for that player. At the end of the game each player is awarded points for achieving their objective(s) in the manner described on their card. The player with the highest number of points wins.
5. Combinations: You may combine the rules (e.g. Special Needs plus Conflicts of Interest) to make the game more complex. The group may also enlist a game master who assigns roles and cards.

# The Collaboration Game



## Card deck #1

A	A	A	END SPACE
B	B	B	END SPACE
C	C	C	END SPACE
D	D	D	END SPACE
E	E	E	BLANK
F	F	F	BLANK
G	G	G	BLANK
H	H	H	BLANK

## Card deck #2

1. Your role is leader. Your objective is to get as many players to the End space at turn 10 as possible. You receive 8 points for each player in the End space on turn 10. You have three special powers: 1<sup>st</sup> you may move between spaces without regard to the number of lines connecting the spaces and 2<sup>nd</sup> you may move 2 spaces at a time and 3<sup>rd</sup> you may remain on any space for as many turns as you wish. You must declare your special powers.

2. Your role is obstructionist. Your objective is to NOT get to the end space, and to keep others from getting there. You receive 18 points if you are NOT on the End space at the end of the game. You receive 5 points for each starting player not in the End space on turn 10. You have three special powers: 1<sup>st</sup> you may move between spaces without regard to the number of lines connecting the spaces; and 2<sup>nd</sup> you may remain on any space for as many turns as you wish; and 3<sup>rd</sup> except for the End space and space before the end, no other player may occupy that space while you are there. Each turn, you must move before the team as a whole moves. You must declare your special powers.

3. Your role is competitor. Your objective is to get to the End space as quickly as possible. You receive 24 points if you are among the first to arrive at the End space. You receive 4 point for each player on the End space at the end of the game. If, at the end of the game, you are tied with the leader, subtract 2 points.

4. Your role is expediter. You receive points based on the fewest number of turns to get players into the End space. You receive 8 points for each player in the End space on move 8. If, at the end of the game, you are tied with the leader, subtract 1 point.

5. Your role is time maven. You receive points based on how long the game takes. You start off with a total of 58 points and lose 2 points for each minute (or part of a minute) the game takes. You must get another player to agree to be timekeeper for the game.

6. Your role is helper. You try to help others achieve their objectives whatever they are. You receive 7 points for each player who has fully achieved their objective at the end of the game and 2 points for each player who partially achieved the objective.

7. Your role is passivist (as opposed to pacifist). You should not make any suggestions and should generally do what others tell you to do. You receive points only if the leader does not come in first (i.e. have the most points at the end of the game) , in which case you receive the same number of points as the leader plus 1.