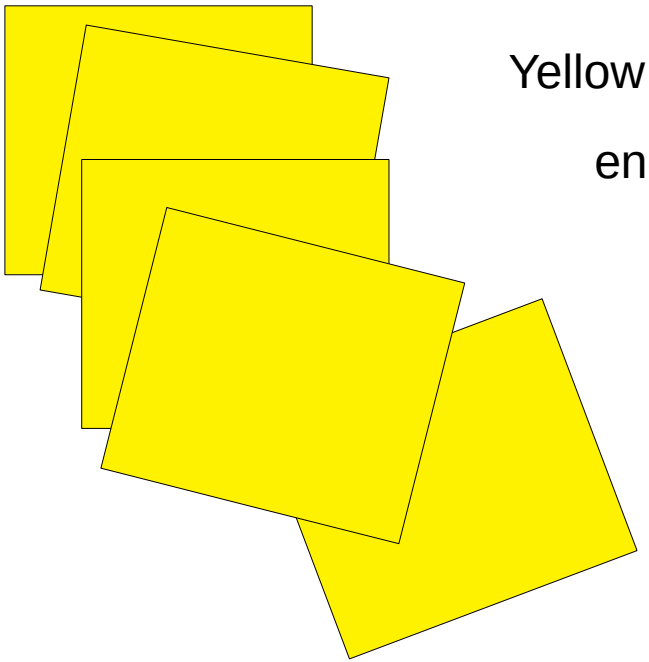
Collaborative Game

Goal for a group : to stay alive

Goal for the collective : avoid planet collapse

10 rounds

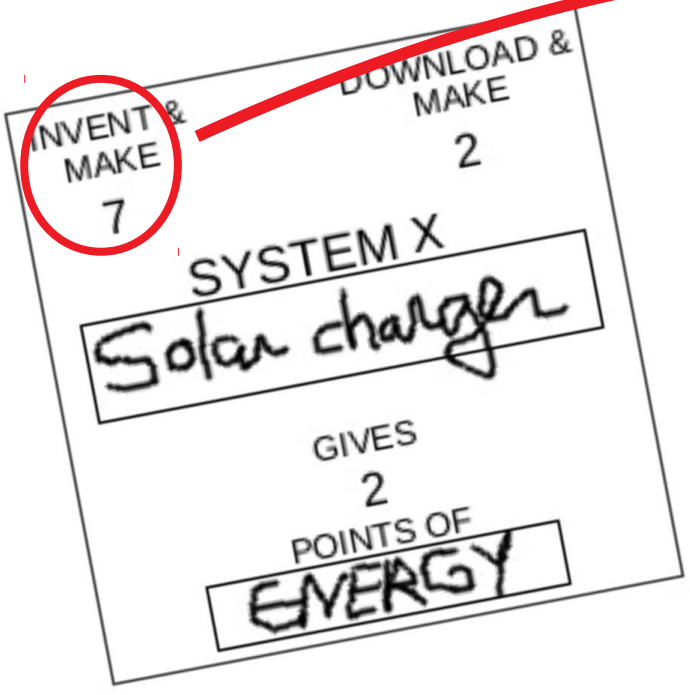
1. Throw the dice to get ENERGY



Yellow post-its
=
energy

2. Spend Energy

To invent a SYSTEM



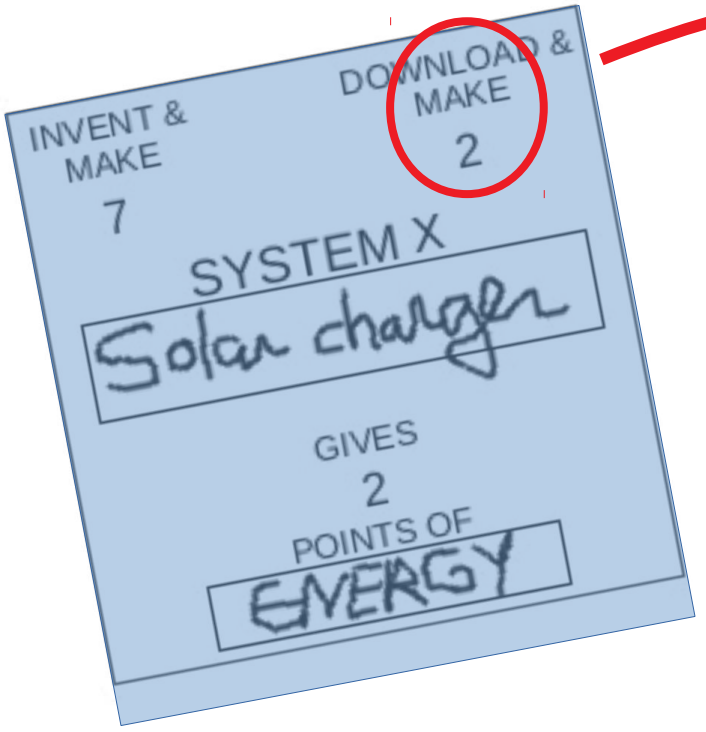
SYSTEMS BOARD

Completed	1	2	3	4	5	6		8	9
Completed	1	2	3	4	5	6	7	8	9
Completed	1	2	3	4	5	6	7	8	9

SYSTEMS BOARD

2. Spend Energy

To duplicate (download and make) a SYSTEM



SYSTEMS BOARD

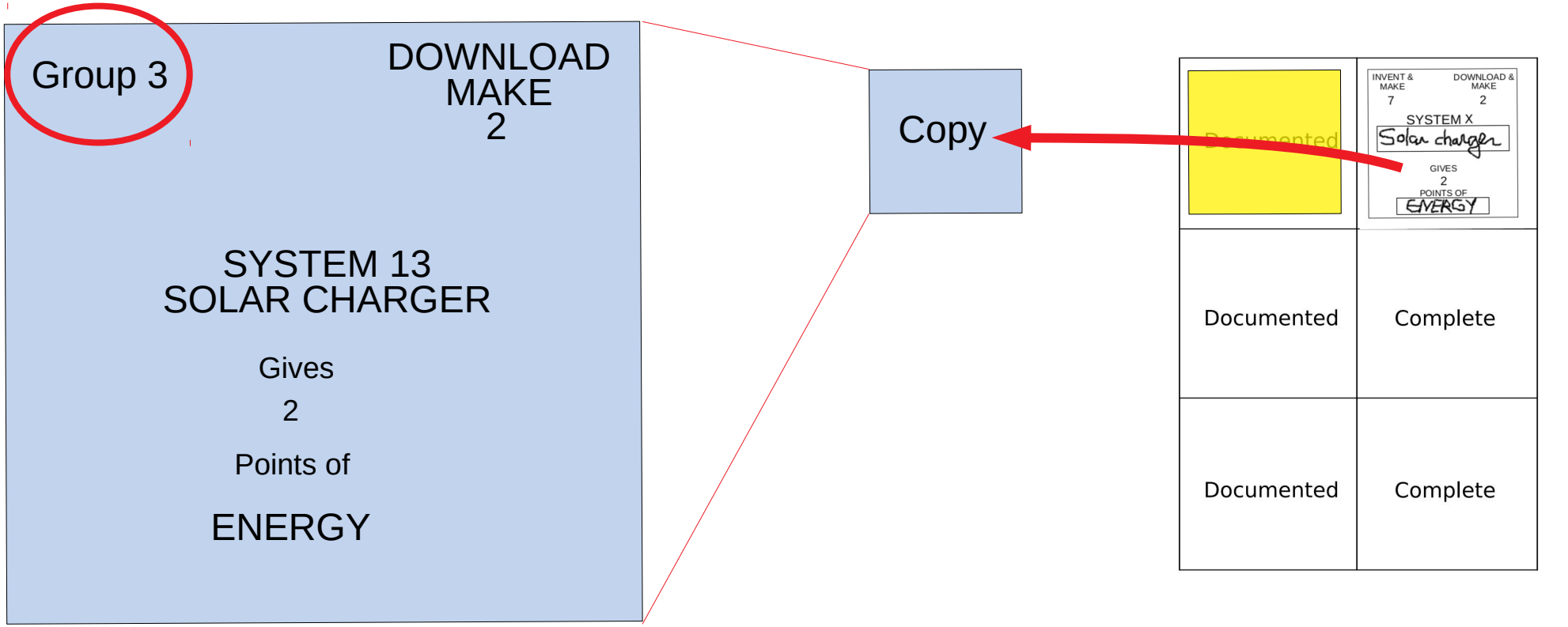
Completed	1	2	3	4	5	6	7	8	9
Completed	1		3	4	5	6	7	8	9
Completed	1	2	3	4	5	6	7	8	9

SYSTEMS BOARD

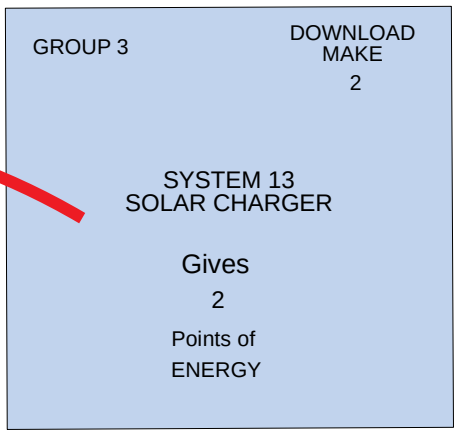
3. Documenting

Document a SYSTEM you invented

Example :

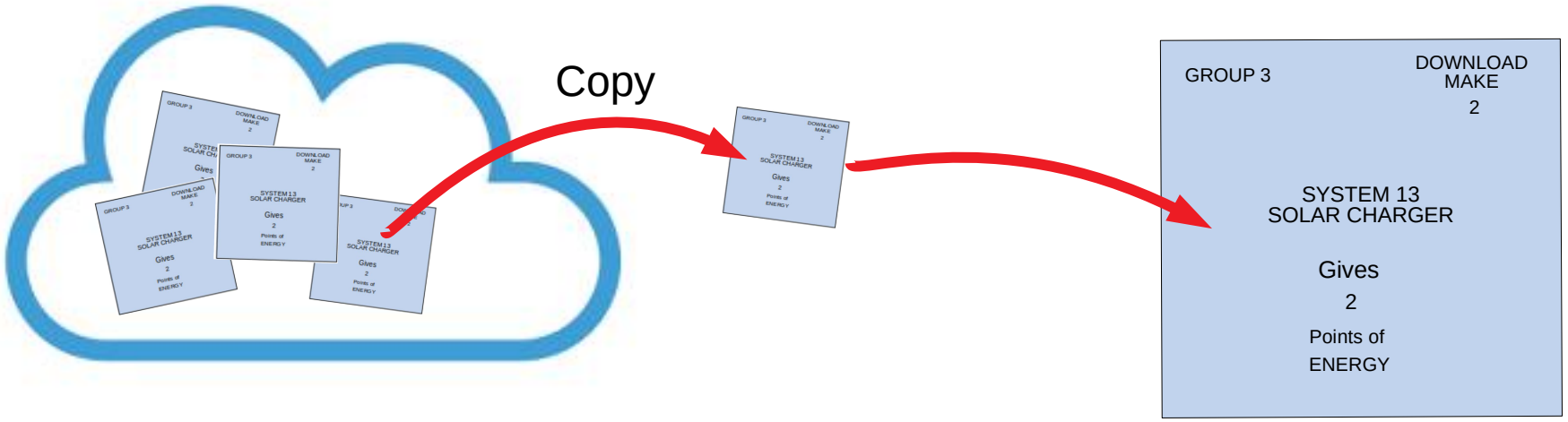


3. Documenting



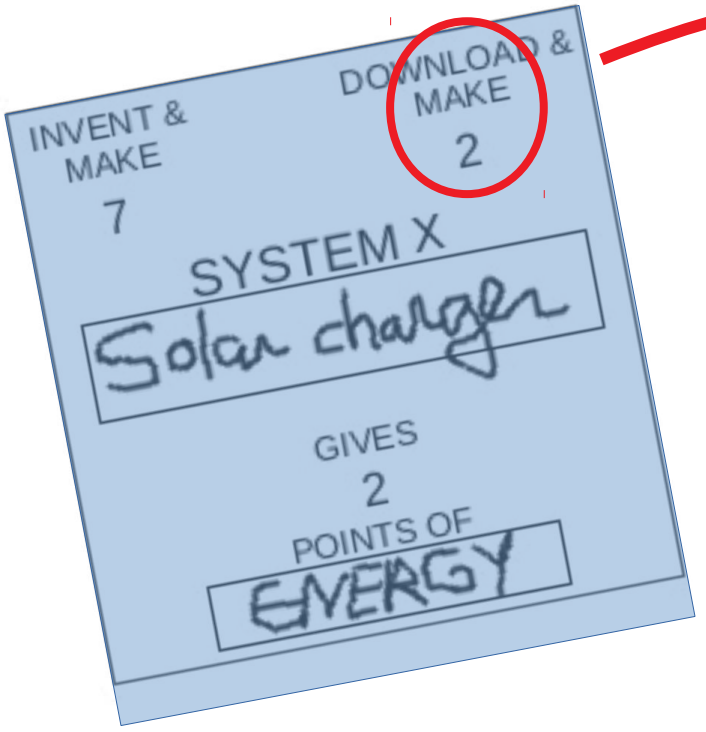
3. Documenting

Send your “Data agent”



2. Spend Energy

To duplicate (download and make) a SYSTEM



SYSTEMS BOARD

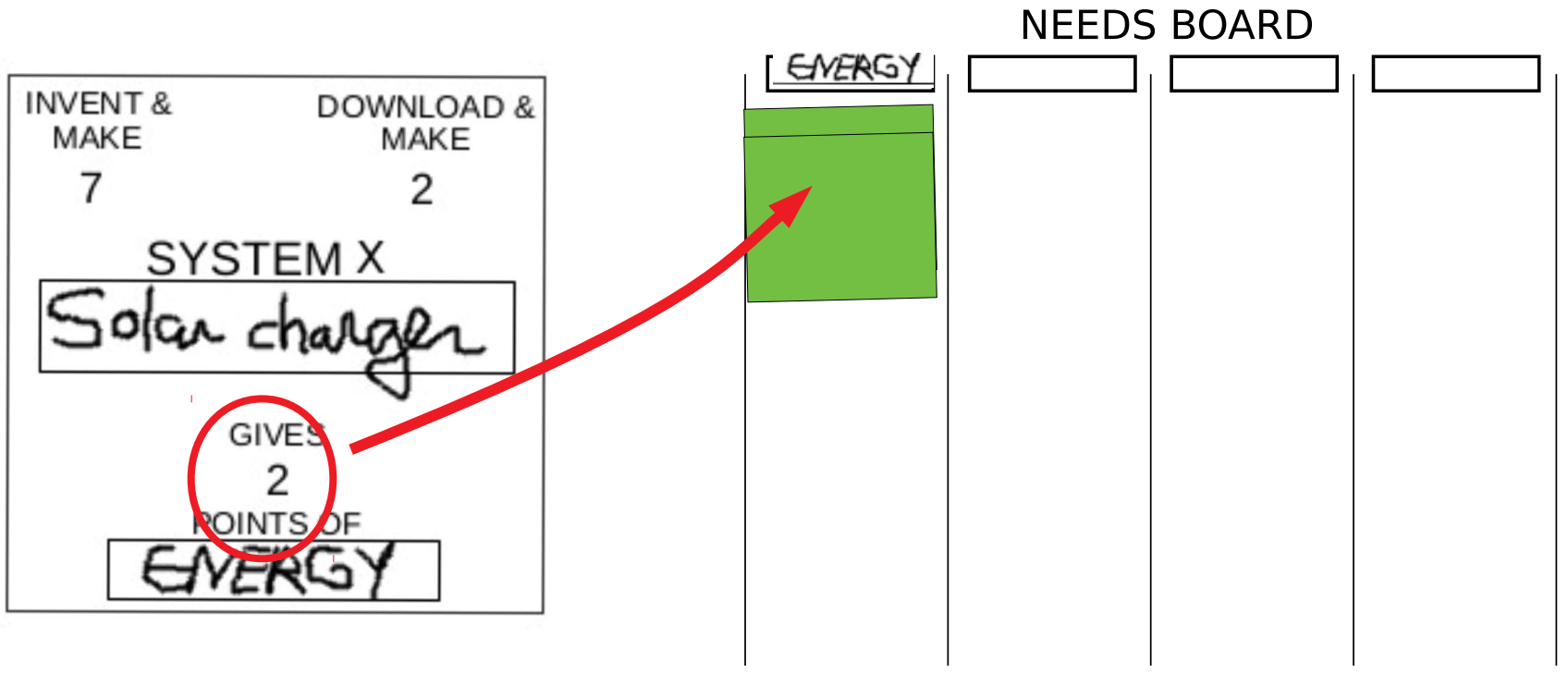
Completed	1	2	3	4	5	6	7	8	9
Completed	1		3	4	5	6	7	8	9
Completed	1	2	3	4	5	6	7	8	9

SYSTEMS BOARD

Facilitators go around and check

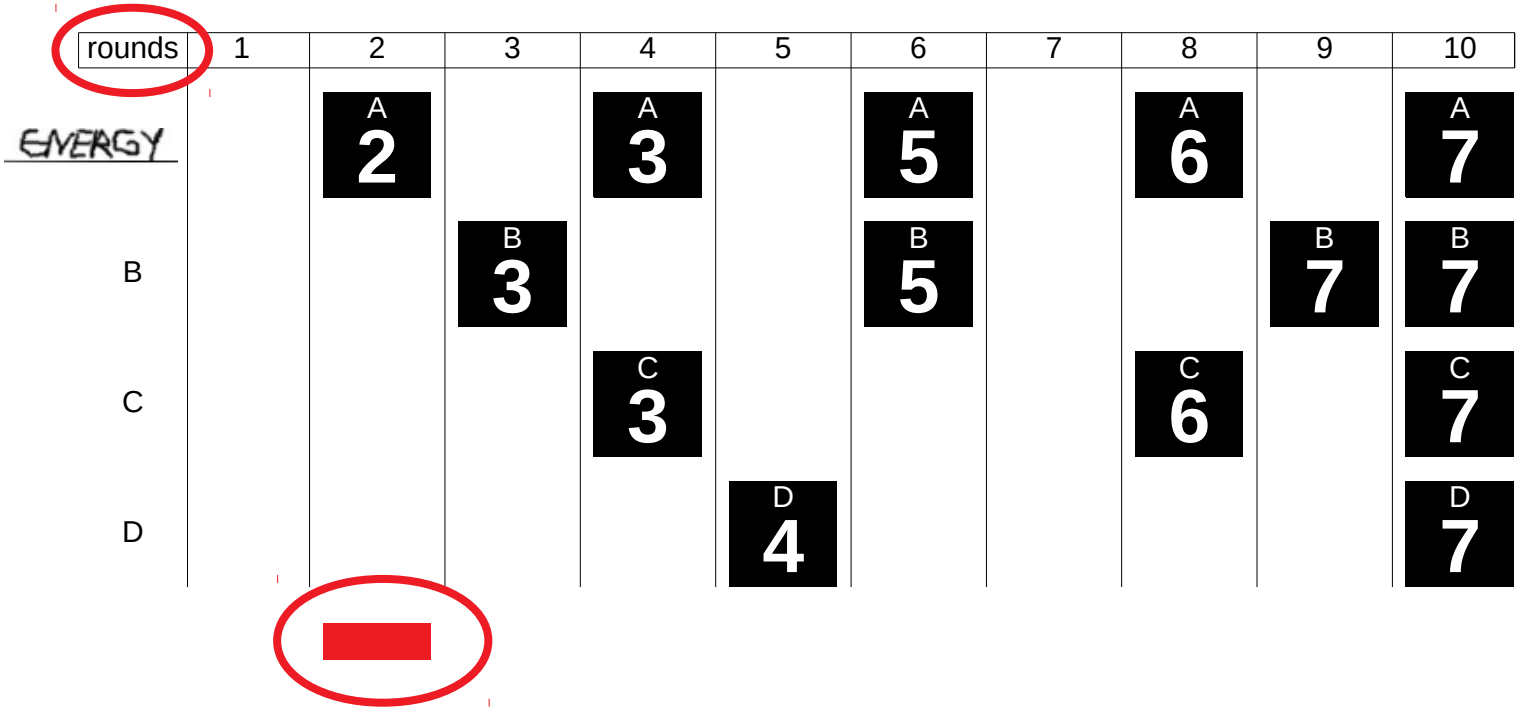
4. Fulfilling needs

Systems completed fulfill needs



4. The “music sheet”

“Notes” (Needs) must be played on time !



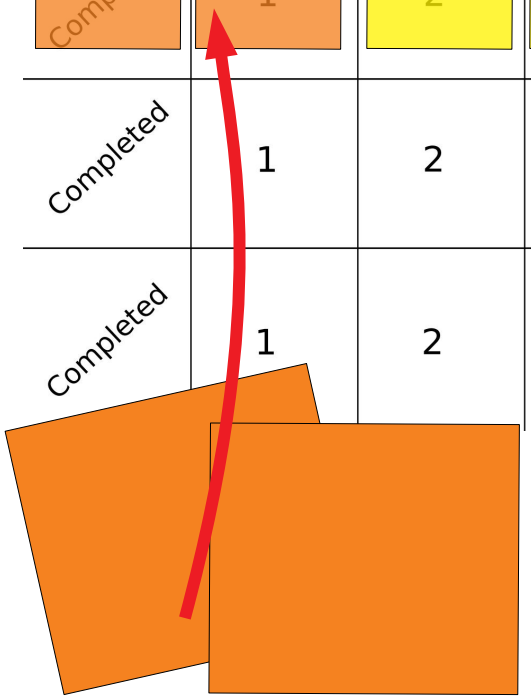
4. Fulfilling needs

Pay to invent.

SYSTEMS BOARD

SYSTEMS BOARD

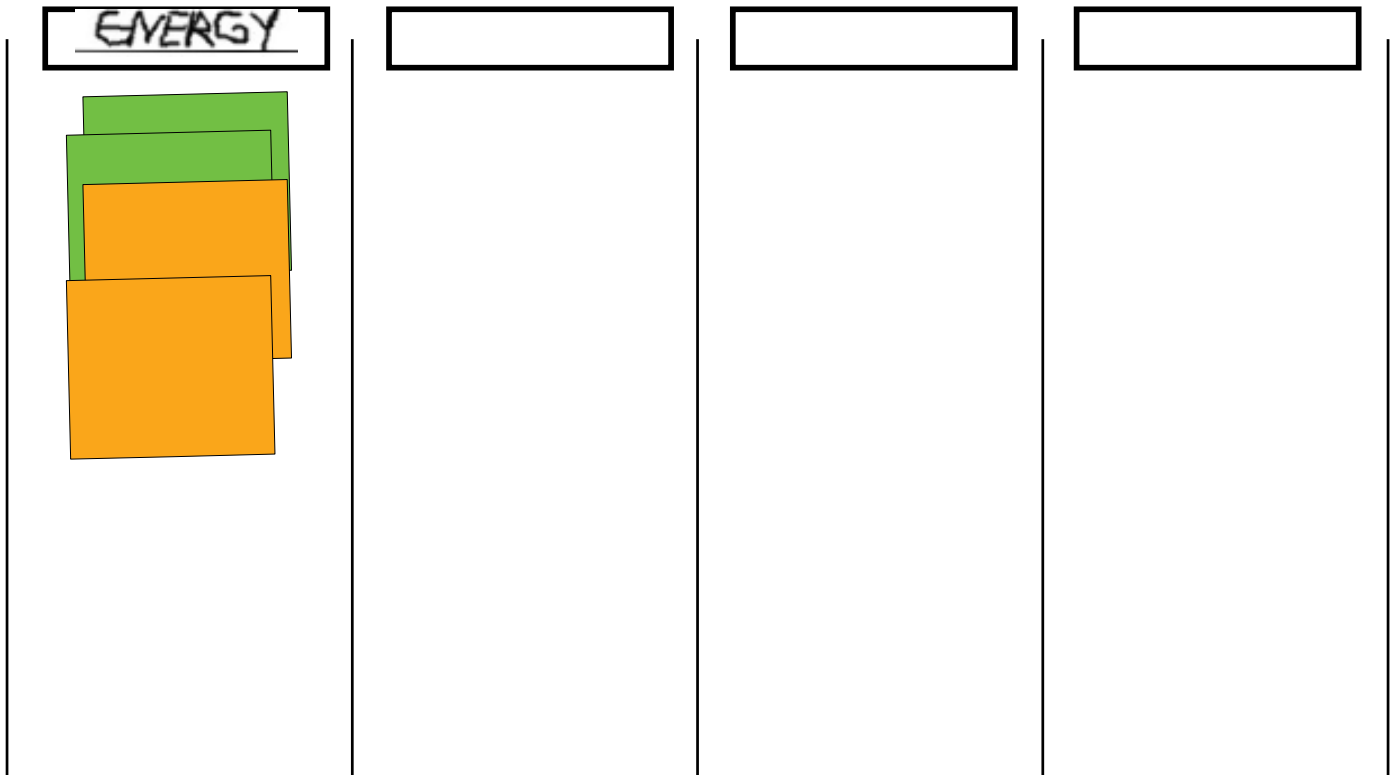
Completed	1	2	3	4	5	6	INVENT & MAKE 7 / DOWNLOAD & MAKE 2 — SYSTEM X — Solar charger — GIVES 2 POINTS OF ENERGY	8	9
Completed	1	2	3	4	5	6	7	8	9
Completed	1	2	3	4	5	6	7	8	9



4. Fulfilling needs

Pay to fulfill needs (only this round)

NEEDS BOARD



1 need point not covered = 1 stress point

>5 stress points = Group dies

1 money point used = 1 planet harm point

Planet collapse (everybody looses) after X points

X = 9/10 (total amount of money dealt)