



Engage! Game Rules

Contents

- 1 board
- 1 Dice
- 2 Game pieces per person
- 1 Record Sheet
- 12 Engage! Cards
- 10 Caution Cards
- 8 Reversal Cards
- 16 Persona Cards

Before You Play

- Players must stack the four decks of cards face down on the game board on the corresponding spaces.
- One game piece, referred to as a '*game piece*' will be used to move the player from box to box around the board.
- The second game piece, to be referred to as a '*token*' will be used to move from round 1 - 3 of the counter in the centre of the board. This will be referred to as '*Lifecycle*' on game boxes.
- All players must place their *game pieces* on the START box and their tokens on Round 1 in the centre of the game board.

Rules

1. The game is played using one dice. Players begin by rolling the dice. The player who rolls the highest number goes first. The game is played clockwise.
2. Both the **Engage!** and **Caution** cards prompt brainstorming and group discussion. Players must record group discussion on the record sheet provided. The player who chooses a card prompting discussion is responsible for beginning the group discussion, as well as filling up the record sheet for that question.
 * *Note: it is possible that, depending on cards chosen by players, not all questions will be addressed by each game.*
3. When a player lands on a space that says: **Reversal**, the player must select a card from the corresponding stack on the game board.

4. **Reversal** cards present players with some of the more difficult situations that can arise throughout the Community Engagement Lifecycle. These cards cause players to lose their next turn or go back spaces.
5. When a player lands on a space that says: **Caution**, the player must select a card from the corresponding stack on the game board.
6. **Caution** cards indicate some considerations for practitioners working in the field of Community Engagement. These cards prompt players to partake in discussion and brainstorm results.
7. When a player lands on a space that says: **Engage!**, the player must select a card from the corresponding stack on the game board.
8. **Engage!** cards indicate positive and common things that can occur throughout the Community Engagement Lifecycle and prompt players to engage in brainstorm and group discussion.
9. If a player lands on a space that says: **Persona**, the player must select a card from the corresponding stack on the game board.
10. **Persona** cards either nullify the effect of a corresponding card like Reversal or Caution or bring a positive effect by themselves. They can only be used once and must then be returned to the **Persona** stack. If they have to be used immediately or can be kept until they are needed is written on the card itself.
11. When a player lands on a space that says: **Take a break!**, the player's turn ends and the next player rolls the dice.
12. Once a player moves all the way around the board and returns to the **START** box, they are allowed to move their token to the next round of the Lifecycle. Example: Joe began with his token on **Round 1**, so once he makes his way around the board to the **START** box, he must move his token to **Round 2**.
13. If a player **falls into the Reversal area** and is sent back to the **START** box, they may not move their token to the next round of the Lifecycle. Players must move their game pieces fully around the board in order to advance their token in the Lifecycle.
14. The objective of the game is to facilitate discussion among players. The **winner** of the game is the first player to finish **Round 3**.

Have fun playing and visit our website <http://schreibman.eu/engage/> for further information and to give us feedback!

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