



#speakup BAROMETER

Game Instructions

Object of the game

The game takes place in a fictitious country. The object of the game is to create measures in the country that increase opportunities for digital participation, which will strengthen freedom of speech and access to information.

Every player will be grouped into five clusters – Access, Media and Journalism, Digital Rights, Innovation and Society. The goal of each player will be to improve digital participation for their cluster. However, this is only possible if the player is successful in convincing other players about his or her ideas.

Game setup

- Each player chooses a game piece and the player is assigned a role that will be explained in the accompanying card. The player also receives a name tag that should be worn.
- A role is assigned to a specific cluster. This is written on the role card and can be identified by the cluster color codes on the board and on the game pieces and name tags. The number of roles should be equally distributed among the five clusters.
- Players should sit next to their respective clusters on the game board.
- Each player gets a starting set of participation coins.
- Each player also should briefly read the information provided about the fictitious country before play begins.

Course of the game

- The game starts with each player quickly introducing his or her role. Please state your role's age.
- The player with the role that is the youngest will roll the dice first.
- The player moves the game piece forward according to the number rolled.
- The following actions are taken, depending on where the game piece lands.

Pitch:

If the player lands on a “pitch” space, they have two minutes to create an idea on how to improve digital participation for their role and cluster.

In these two minutes, the player must also pitch the idea to the other players and convince them that the idea is worth investing in. The other players are invited to ask critical questions if the idea is worth investing in.

After the two minutes, the moderator will ask participants from other clusters if they want to support the idea. If so, the other players can hand the amount of participation coins they want to invest to the player that pitched the idea.

There is no limit on how many participation coins can be given out for each pitch. The moderator will note the content of the pitch on a card and pin it to a display board.

Note: Players can not invest their participation coins in pitches coming from their own cluster.

Take a chance:

If a player lands on the “Take a chance” space, the player picks up a card and reads it out loud. All players then have to do whatever the card says.

Coin space:

Receive or give away one of your participation coins

Prison space:

Miss one round or pay two coins.

Conclusion of play

After time is up, the participation coins that every cluster managed to collect will be counted. The team with the most participation coins wins the game.