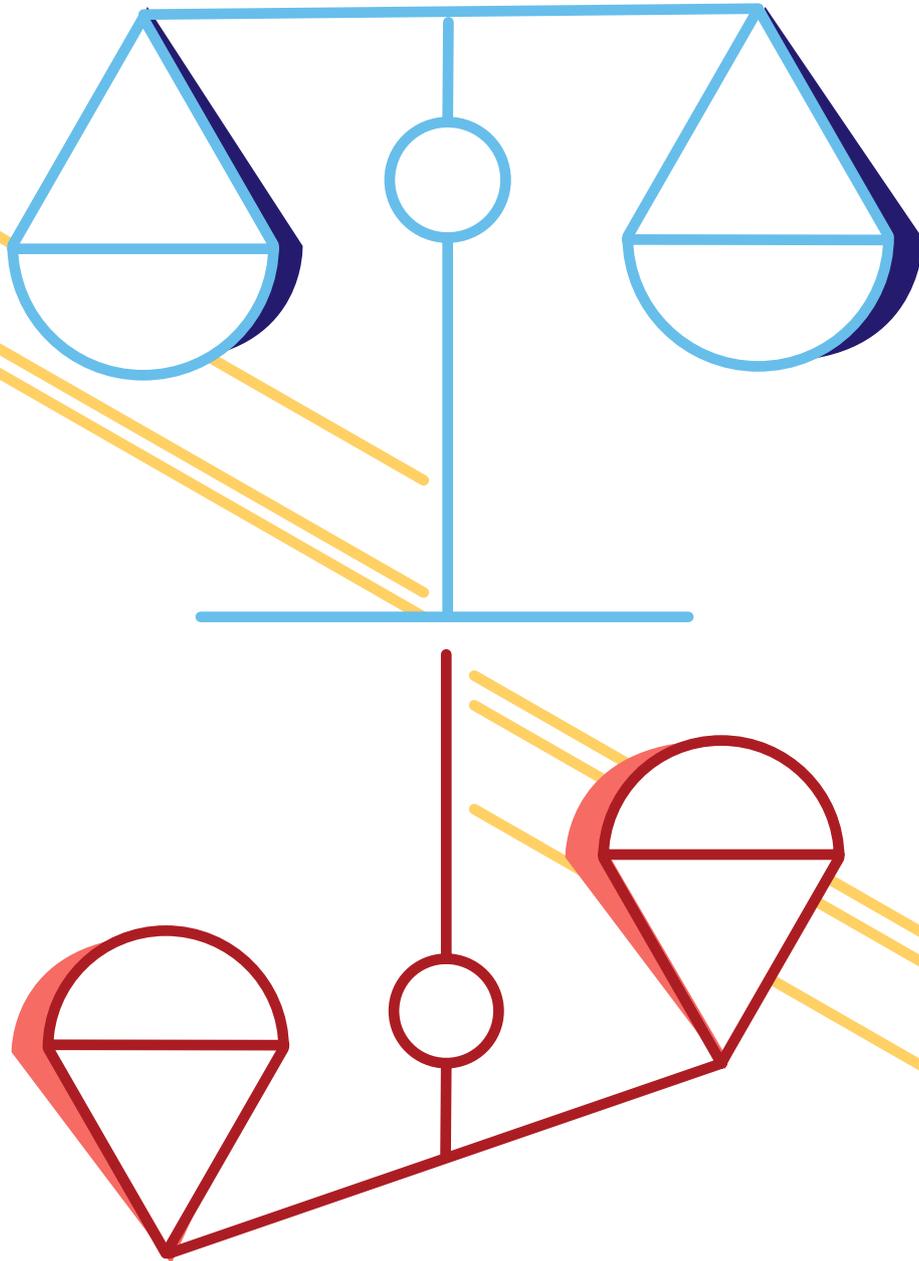




DEMOCRACY GAME BOX

Rulebook



DEMODICE

Demodice is a cube-based storytelling game. The symbols on the dice trigger and guide the imagination of the players to create stories around democracy.



Demogames

The game **Demodice** is an output of the Erasmus+ project **Democracy and Games: Analog and Digital Game-Based-Learning Tools for Youth Work Demogames** (2019-2022).

Demodice learning targets in a nutshell:

- ◇ Get into conversations and controversial discussions about democracy
- ◇ Reflect and share different meanings and interpretations of democracy, its core functions, and challenges
- ◇ Exchange personal experiences with democracy, and connect abstract concepts with personal experiences, views, perspectives, and meanings.

About Demogames:

Demogames was a project of six partner organizations from five European countries co-financed for the period 2019-2022 by the Erasmus+ Programme of the European Union (2019-2-DE04-KA205-018330). One project output is the Democracy Game Box (D-BOX) with eight analogue and digital educational games with the purpose to foster competences for democratic culture.

Demodice is one of these games.

Other project outputs are the **Demogames** facilitator's manual and learning videos, which support the use of games in democracy education in general and the use of the **Demogames** in particular.

Find out more about Demogames:
www.demogames.eu



**DEMO
GAMES**



**DEMOCRACY
GAME BOX**

demokrative
Initiative für Politische Bildung

GIGA
German Institute for Global and Area Studies
Lehrstuhl für Globale und Regionale Studien



dare
Democracy and
Human Rights Education
in Europe





Idea and objectives

Demodice is a cube-based storytelling game. The symbols on the dice trigger and guide the imagination of the players. The players create stories around democracy using the symbols on the cubes as shown above. The individual experiences combined with selected key elements of democracy on the dice will allow players to discover a variety of stories and perspectives on democracy.

The game can be played with or without background information about the symbols and their meaning.

Who can play?

- ◇ Group size: 1-10 players
- ◇ Difficulty: Demodice has simple and easy to understand game mechanics. The game works best in a group where players feel safe to share their personal stories, experiences and views.

Timing:

Introduction and reading/
explanation of the rules: **10 min .**
Gameplay: **20-60 min.**

Game material

This game is available as a print and play version. You can choose to fold the cubes or to attach stickers on existing cubes (size: 3 cm edge). Preparation takes up to 1,5hrs. You can find the material on www.demogames.eu

The **Demodice** standard set includes 9 dice with six symbols each:

- ◇ Three dice on democracy as a **Political system**
 - ◇ participation
 - ◇ rule of law
 - ◇ basic/human rights
- ◇ Three dice on **Individuals and Interactions**
 - ◇ actors
 - ◇ emotions
 - ◇ power relations
- ◇ Three dice on **Contextual factors**
 - ◇ social policy areas
 - ◇ places
 - ◇ challenges and threats
- ◇ Two optional **Special dice**.
 - ◇ sustainability
 - ◇ the pandemic
- ◇ A Symbol-Sheet to assist with the interpretation of the dice
- ◇ A bowl of your choice, where all dice fit in

Game setup and preparation

1.

Get to know the symbols on the dice, for the different interpretations there is the **Demodice Symbol Sheet**. Familiarize yourself with storytelling possibilities of the game

2.

Prepare the table(s) with the **Demodice** in the bowl of your choice and, if necessary, the rules and the symbol sheets.

3.

To ensure a minimal social and communicative environment begin up front with an ice-breaker-method (for ideas see the **Demodice**-section in the facilitator's manual).

4.

Read / explain the rules to all players.

A Story could go like this:

Once upon a time there was a  who lived in a big . He was very  because a lot of people in this city ignored his articles about . He got very frustrated until he came up with a new : Every  should engage in a forum to protect our common planet. After a lot of hard work the religious leaders came to an  which later on was implied by the UN into .

Gameplay

Introduction of the game:

Start the game with a showcase of the fundamental storytelling mechanism. Roll three dice and share a story by showing the specific cubes at the proper moment. The showcase can be done by the facilitator (if there is one), by a player who has experience with storytelling, or simply by a volunteer.

Please note: the players association is key to the game and the symbol sheets are merely a helping asset. The realm of interpretation is intentioned to be broad (private life, society, politics, and more ...). Players are not bound to their personal experience, and they are welcome to envision alternate narrators.

Flow of the game:

The player who throws the dice becomes the narrator of the story and freely picks one of the displayed symbols of one of the dice as a starting point. The different rounds enable the players to broaden their imagination and experience their story-telling skills. You're free to repeat certain stages if e.g., the players are eager to train a little further.

Reminder: It is totally fine not to include all dice in the stories.

Players take turn to roll the **Demodice** and tell a story beginning with "once upon a time..."

A Gameround

Round 1

Start with the three dice portraying individuals and interactions: "Actors", "Emotions" and "Power Relations". The starting player rolls all 3 dice and makes a statement which combines the symbols. The game continues clockwise: The next player rolls their dice and adds them to the story.



Round 2

Add the three dice portraying the political system: "Human Rights", "Participation" and "Rule of Law". The starting player is now the player who sits to the right of the starting player of Round 1. The starting player rolls all 6 dice and tells a story which combines the symbols. The game continues clockwise as in Round 1.

Round 3

Add the three dice portraying contextual factors: “Policies”, “Places & locations” and “Challenges to democracy”. The starting player is now the player who sits to the right of the starting player of Round 2. The starting player rolls all 9 dice and tells a story which combines the symbols. The game continues clockwise as in the previous rounds.



Round 4

Add or exchange one of the special dice: “Sustainability” and “Pandemic”. We don’t recommend exchanging the cubes that portray individuals and interactions.



The starting player is now the player who sits to the right of the starting player of Round 2. The starting player rolls all 9 to 10 dice and tells a story which combines the symbols. The game continues clockwise as in the previous rounds.

End of the game

The game ends after Round 4.

There is no winner in this game. The game objective and challenge are to narrate interesting stories. The changing narrators don’t compete but encourage each other to discover their story-telling-talent. 

Demodice variants

Variant Share your story:

With this variant, players are requested to reflect on democracy. Game material, setup, and game rounds 1 – 4 are the same as in the basic variant.

The difference to the basic variant is that players must tell a story that, by linking the symbols on the dice, answers a question. The questions are different for every stage; we suggest the following questions:

- ◇ Round 1: What does democracy mean to you?
- ◇ Round 2: How did you experience democracy?

- ◇ Round 3: What would you like to improve in your democracy?
- ◇ Round 4: What do you perceive as a current challenge of democracy?

Tip: Players are free to invert the questions. For example, the first would become: What does democracy not mean to you?

End of the game: The game ends after Round 4.

Variant Scenario X:

With this variant, players are requested to reflect on democracy in the context of current challenges: the pandemic or sustainability.

Game material is the same as in the basic variant plus 1 special dice (either pandemic or sustainability). Game setup and Rounds 1 – 3 are the same as in the basic variant.

The difference to the basic variant is that each round starts with choosing one symbol of the special dice (freely chosen or by rolling the dice). The chosen symbol is the topic/frame of the player's story, to which the other symbols must then be connected.

You are free if you wish to play also Round 4, adding the second special dice to the game.

End of the game: The game ends after Round 3 (or 4, if you choose to play 4 rounds).



Variant Writers Room:

This variant requires the players to react to the stories of the other players and to cooperate in creating their common story.

Game material and setup are the same as in the basic variant (it is up to the facilitator or the players to include or not one or both special dice).

The difference to the basic variant is that the dice are divided between all players as evenly as possible (every player should have at least one dice).

The starting player begins by rolling their dice and starting the story with "once upon a time ...".

The player continues until her/his dice are all linked up in the beginning story. The game continues clockwise: The next player rolls their dice and adds them to the story.

End of the game: The game continues until every player has had a turn to add to the story using their dice. The last player ends the story and the game round.

This game-variant can continue for as many rounds as you like. If you want to play more than one round, the starting player should change clockwise to the next player at the start of each round.



Variant Fake Expert:

For the competitive game Fake Expert, please read the specific playing guide which you can find on **Demogames Website:**

www.demogames.eu

Game details and Acknowledgement

This game is an output of the Erasmus+ project Democracy and Games: Analog and Digital Game-Based-Learning Tools for Youth Work **Demogames** (2019-2022). It has been designed and developed with contributions from experts and practitioners under the lead of the core team.

Demogames visual design concept and support:
Francis Stieglitz



Core team Demodice (in alphabetical order):

Johanna Flach, Niklas Krüger, Francis Stieglitz, Rebecca Welge

- ◇ **Demodice** exists also as a phone app! Search for Demodice in the Apple App-Store or Google Play. Developer of the digital version of **Demodice**: Amanda Warner.
- ◇ For **Demodice** as a competitive board game, please consult the playing guide for FAKE EXPERT: A DEMODICE GAME, game design by Robert Lovell.

Acknowledgements:

We want to thank Rory O'Connor for his inspiration through "Rory's Story Cubes" published by Asmodee. Icons are based on the Carbon Design System by IBM.

You are welcome to use, distribute, and further develop our game!

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Thanks for playing!