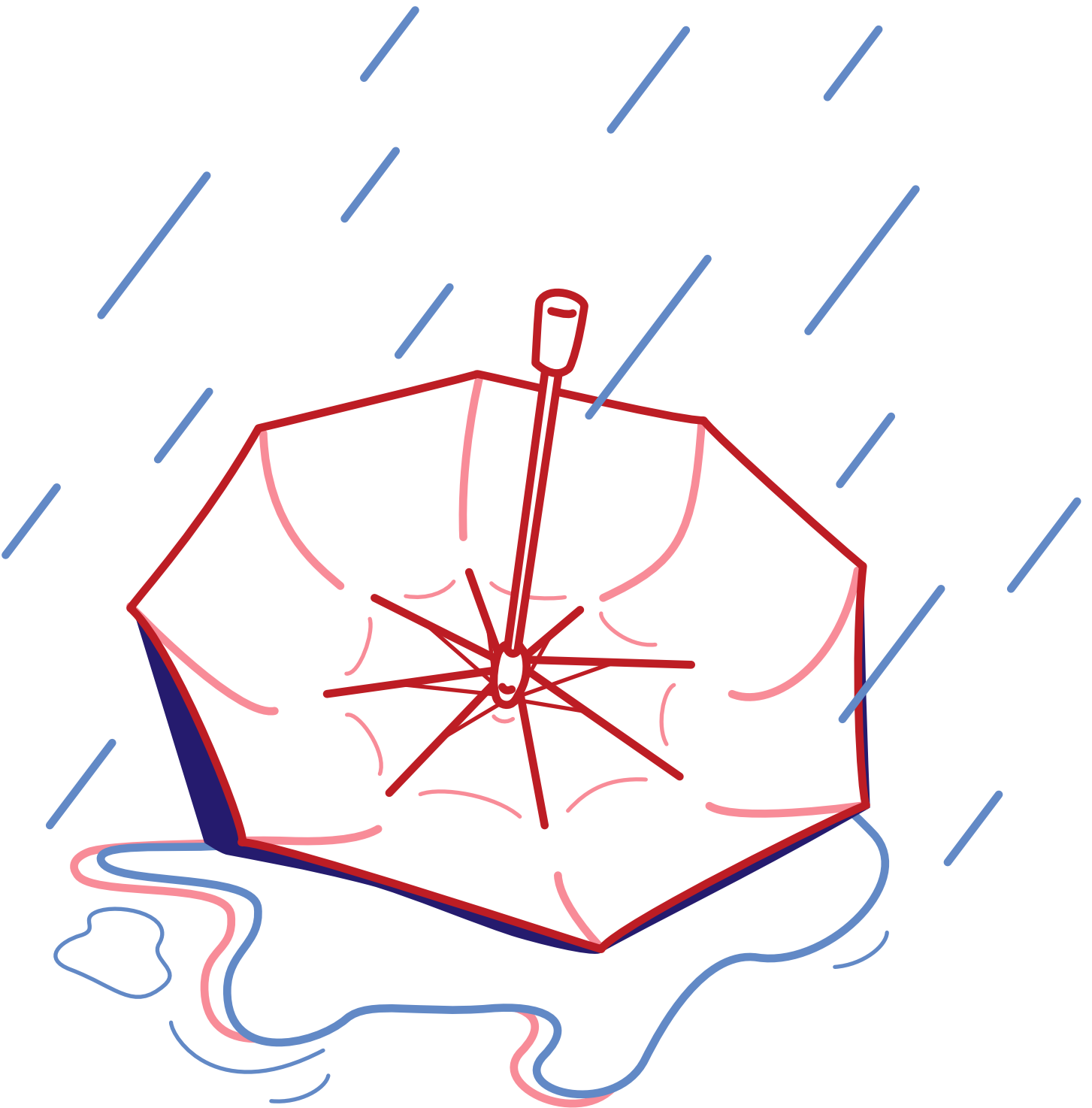




DEMOCRACY GAME BOX

Rulebook



OBSERVERS

Become a democratic detective! Get to know surprising and relevant stories from democracies while uncovering the riddles.



Demogames

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

Observers learning targets in a nutshell:

- ◇ Increase the factual knowledge as well as the comprehension and critical understanding of democratic norms, values and institutions
- ◇ Connect individual examples of democratic practice to abstract concepts of democracy
- ◇ Analytical thinking, flexibility, observing
- ◇ Reflect upon and strengthen democratic values of equality, fairness, and justice

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.

Observers 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

Observers is a card-based riddle game. Players independently identify values and challenges in existing democracies through real-life examples.

The detective-character of the game is based on the format of Black Stories. It helps to develop curiosity as well as training analytical and critical thinking skills concerning current democratic developments.

Who can play?

- ◇ Group size: 4 - 12 players
- ◇ Level of difficulty: This game requires language skills and a basic understanding of political and societal issues.

Timing:

Introduction and reading/

explanations of rules :	10 minutes
Gameplay (one card):	15 minutes
Discussion (one card):	25 minutes (max.)

Game materials

This game is available as a print and play version. You can print out the documents (on A4 paper) and fold the cards yourself. Preparation takes about 10-15min.

You can find the material on www.demogames.eu

- ◇ A full set of analog Observers-cards (or only the cards you want to play)
- ◇ ALTERNATIVELY, the browser-based Observers-App on a device with internet connection (www.observers.curiousbird.se)

Additional useful, but not necessary materials:

- ◇ A mobile phone with internet access to scan the QR-codes that contain information for follow-up activities
- ◇ A stopwatch to keep track of time
- ◇ Empty Observers-cards (also included in the Print and Play material)
- ◇ The front pages of the Observers-card deck (printed full scale on A4 paper, also included in the Print and Play material)

Game setup and preparation

1.

Familiarize yourself with the game-flow and different possibilities for adaptation (stopping time, narrator-teams, counting questions)

2.

Which cards would you like to play? There are three possibilities to choose which cards of the Observers deck you would like to play (you will probably not get around to play ALL of the cards in one playing session). We recommend starting a game with three cards and adding more cards if you feel like it afterwards.

- ◇ Random choice of the cards: The first narrator (-team) picks the first card, the second narrator (-team) picks the second card and so on...

- ◇ Selection of cards: You can select your cards according to which titles appeal to you. You can find the list of available cards below.
- ◇ Facilitator selects: If you play the game with a facilitator/teacher, they might choose the cards you will play, to make sure that you get into a conversation about specific topics or issues. You can find a short description of all stories and the topics/locations they relate to in the chapter on Observers in the Demogames facilitator's manual.

3.

Prepare a circle of chairs and place the front pages of your selected stories in the middle (if you have printed them) as well as the respective playing cards and if necessary, add the game rules.

4.

Read the playing guide. Recommendation: To ensure a minimal social and communicative environment begin up front with an ice-breaker-method (for ideas see the Demogames manual).

5.

Make sure that all players have understood the rules of the game. Let's go! ☺



Observers Demogames card deck

Story 1: **Free Hate for Everyone!**

Story 10: **Half a Win**

Story 2: **Low-Cut**

Story 11: **The Divine Order**

Story 3: **Left out in the Rain**

Story 12: **Hotspots of Solidarity**

Story 4: **Persistence is powerful!**

Story 13: **Two Necessities in Line
or in Conflict?**

Story 5: **David against Goliath?**

Story 14: **A Battleground of
Protecting One of the
World's Ancient Lungs**

Story 6: **Power to the People?**

Story 7: **Clean up your mess!**

Story 8: **We Still Need Jobs!**

Story 15: **When the Reaction
Steals the Show**

Story 9: **Money Makes the
World Go Round!**

Story 16: **A Small Step in the Right
Direction**

Gameplay

Introduction of the Game

Start the game with looking at an example-card together. Familiarize yourself with the different sections (Title, Picture, Riddle, Tips, Answer, Discussion Questions, QR-Code)



If needed, share your thoughts on this specific story: What are the three most interesting/relevant pieces of information for you? This could be dates or places mentioned, specific challenges or complications that arose, contradictions that you noticed, the development of situations, the reasons behind issues or anything that you find noteworthy.

Please Note:

- ◇ the Answer is divided into different questions. One question doesn't equal one piece of

information. You are welcome to use them as a guidance, but you can choose freely which information the others need to guess!

- ◇ the picture doesn't in every case depict a specific situation of the respective Observers-Story. Often, it is a metaphorical reference.
- ◇ The Tips (keywords at the second page) are mere suggestions. You may demand three Tips in total at any given time. The narrator(-team) decides freely which Tips the players receive, the keywords on the cards are an inspiration.
- ◇ you will not be able to play the example story together, because everyone already knows the solution. Below you see the answer section of Story 1: Free Hate for everyone!

<p>Tips: Demonstration, Freedom of Expression, Police Intervention</p> <hr/> <p>Answer:</p> <p>What happened? An anti-democratic right-wing party with clear anti-constitutional positions demonstrated on the streets. There was a counter-demonstration that outnumbered the few radicals. The police decided to break up the counter-demonstration violently and shot rubber bullets into the crowd.</p> <p>Who, where, and when? The right-wing extremist party is called PNO5 and is active in Switzerland. Around 100 members took part in the demonstration in Basel on the 24th of November 2018. About 2000 people demonstrated against them under the slogan "Basel Nazifree".</p> <p>Who did what? The right-wing demonstration appeared in a closed block, chanted anti-constitutional, racist, and antisemitic slogans, and carried fascist</p>	<p>devotional objects. The counter-demonstration protested peacefully for the most part but had no permit to demonstrate. In the resulting escalation, rubber bullets and tear gas were used by the police.</p> <p>Why? In order to guarantee the freedom of expression of the small group, the police decided to break up the counter-demonstration violently. They could no longer freely express themselves.</p> <p>What happened afterward? In the aftermath, there were heated discussions related to various court rulings and details about the demonstration that subsequently came to light. On the one hand, the harsh court sentences against the counter-demonstrators were criticized. On the other hand, videos emerged showing the use of rubber bullets by police officers, although there was no threatening situation. An independent investigation into the proportionality of the use of force by police is still pending.</p>
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(Don't look at it if you want to play this card later!)

Flow of the Game

The group decides together who should be the first narrator. Afterwards, they take turns.

Tip: If you don't feel like carrying the responsibility of narration by yourself, you can form narrator-teams. This way, it might be more fun!

The card is distributed to the narrator(-team). They now have five minutes time to read through the whole card and agree upon three pieces of information on the card, that are critical to understanding the presented riddle. They do this in secret. While the narrator(-team) decides on the information, the

players look at the front page of the story-card that is presented to them (preferably the printed A4-versions of the front pages). They may already discuss theories about the riddle together.

When the narrator(-team) is ready, the players are allowed to ask them questions that can be answered with YES or NO. They must figure out the backstory of the riddle. The riddle is solved as soon as the players have identified all three pieces of information that the narrator(-team) has chosen. The narrator (-team) tells the players when they have uncovered one of the pieces of information.

When the players ask for it, the narrator(-team) is allowed to give tips, inspirations can be found inside of the card.

Recommendations:

- ◇ You can use a stopwatch and fix the time in which the mystery must be solved (suggestion: seven minutes). This will usually make everyone more active and make the guessing-group ask a lot of questions.
- ◇ You can fix the number of questions that the group is allowed to ask the narrator (suggestion: max. 15 questions). This will usually make the game more cooperative and lead to in-depth discussions. It may lead to a longer duration of the overall game.

End of the Game

The guessing-activity continues until the three pieces of information have been uncovered or the players decide they want to stop playing and uncover the mystery.

Afterwards, the narrator(-team) shares the Answer of the story with the players. Feel free to discuss the card afterwards, there are Discussion Questions as well as Additional Information (QR code) on the last page of the card!



Gamedetails 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 Observers:

Johanna Flach, Laura Junglas, Rebecca Welge, Corina Leca (content design, coordination and game-development)
Calin Rus and Saskia Ruth-Lovell (idea and concept)
Oana Bajka, Timea Serb, Sabine Jenni (support, stories)

Observers exists also as a web-based game that can be played on your phone, tablet, or computer. You can find it at:
<https://observers.curiousbird.se/de/>

Developer of the digital version of Observers:
Amanda Warner

Acknowledgements:

We want to thank Holger Bösch for his inspiration through "Black Stories" published by moses. The pictures on the front pages were downloaded as open source pictures.

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

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Thanks for playing!