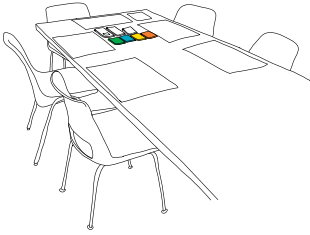


PlayDecide Instructions

Preparation.



Print out the PDFs on coloured paper or light cardboard (160 gr/m2)

You need the following A4 sheets:

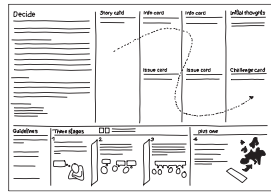
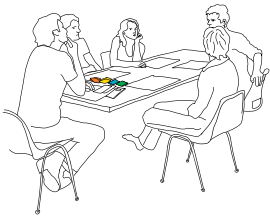
yellow (1), orange (2), green (3), blue (3) and white (7).

Cut out the cards.

Print or copy as many placemats and instructions as there are players.

Decide works best when played by 4 up to 8 people.

Getting started.



From start to finish, decide will take about 80 minutes to play.

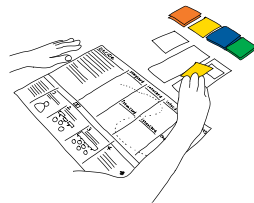
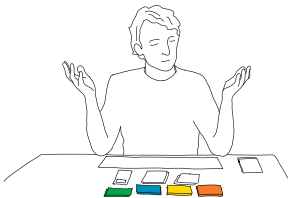


All players have a 'placemat' in front of them.

There are different types of cards that will gradually fill up the placemats. The facilitator talks the players through the flow of decide using the visual instructions. He or she points out the aims of the game.

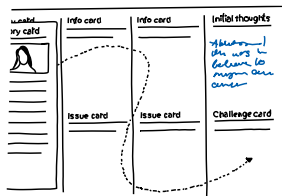
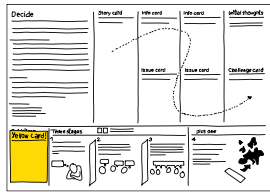
During the first part of decide, information is gathered and shared. Then the discussion phase follows.

In the third part the players try to formulate a shared group response. Decide ends when the results are uploaded to www.playdecide.org



Before the first phase starts, the facilitator reminds all players about the conversation guidelines (bottom left) and hands out the yellow cards.

Anyone can raise a yellow card to pause the discussion in case they feel someone is not respecting the guidelines. When the issue is solved, the discussion resumes.



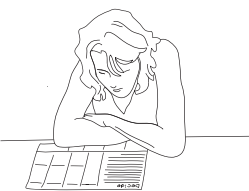
On the top right of the placemat there is a space for notes and 'initial thoughts'.

Phase 1. Information

This part of the game will take approximately 30 minutes.

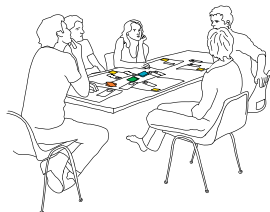
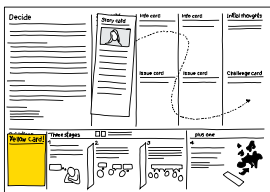


All players read the introduction (top-left).



All players read a few storycards, choose one which is significant for them and put it on the placemat. Each player briefly summarizes their storycard to the other players (who maybe haven't read that card).

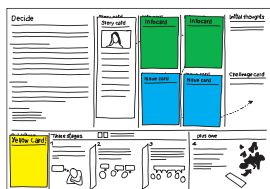
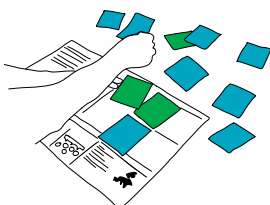
All players exchange and read infocards, choose two which are significant for them and put them on the placemat. Each player briefly summarizes their infocards to the other players.



All players read issuecards, choose two, which are significant for them and put them on the placemat. Each player briefly summarizes their issuecards to the other players.



Players can use the white cards at any time to add information and issues if needed.



(not all steps are shown, the same procedure is repeated for story-, info- and issuecards. At the end of this phase all types of cards are on the placemats as shown in the last image)

