

PLAYER'S PLAN

RULES OF THE GAME

"Secrets and Strategies" is a group problem solving game that encourages seeking creative solutions to common challenges. The purpose is to have players with different ideas about the challenge and different interests in the outcome work together to find the best solutions to which they can all agree. The Winners are the players who gain the most from the final solution at the end of the game. When preparing to play the game use blank lines below to plan each stage of the game.

PREPARATIONS

The game comes with a "7 Strategy Plan" that should be followed by the players to solve the "Challenge". The Team Leader guides them through the seven strategies. Everyone gets a "Challenge" card that describes the common problem the players have to solve. Each player also gets a "Secrets" card that describes who he or she are during the game and what they know and care about. Players are also given this 2 page "Rules of the Game with Player's Plan" to assist them in preparing to play the game. Players fill out their goals before the game starts.

INTRODUCTIONS: (1 Minute Per Player)

Once the game begins, the Team Leader invites each player to introduce him or herself for one minute each by saying what role each is playing according to the "Secrets" card and what his or her goals are for the game. Moving in a clockwise rotation, each player gives a one minute introduction until everyone is introduced. The Team Leader keeps track of the time and lets everyone know when it is time to move on. Before moving on to the next leg, the Team Leader summarizes what the players appear to have in common.

GROUP PLAN: (5 Minutes)

The Team Leader leads a five-minute group planning discussion about what issues need to be addressed in order to reach an agreement on ground rules, in addition to those provided by "The Rules of the Game." The players want to set a schedule of meeting(s), times, location to clarify how they will work together during the game. These rules might deal with prohibitions against personal attacks, lying, etc.

CLUE SHARE: (10 Minutes)

The Team Leader leads an information sharing discussion looking for clues to what might be included in the final solution. The Team Leader keeps track of the time and lets everyone know when it is time to move on. Players need to decide what they want find out by asking probing questions and what they want to reveal.

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MATCH UP: (5 Minutes)

Following Clue Sharing, the Team Leader leads a discussion to confirm the extent to which the players share the same interests, standards of fairness and facts, e.g., their common ground, on which they can design the best solutions to the "Challenge". Players have 5 minutes to complete this stage of the game. If there is a Team Leader s/he clarifies areas of common ground (not required). This process is helpful to finding an optimal agreement and keeps everyone on schedule.

BRAINSTORM: (10 Minutes)

The Team Leader leads a brainstorming session, free of judgmental evaluations of the ideas produced, and to generate a list of creative ideas that might later be refined into options for the best solutions to the Challenge. The Team Leader keeps track of the time and lets everyone know when it is time to move on. The group or Team Leader writes these ideas on a black/white board.

BARGAIN: (10 Minutes)

Once the players' clues and creative ideas have been shared, the process of pinning down the final terms of the solution begins under the direction of the Team Leader, who will help the players try to reach a valuable agreement to which they can all agree. In a classroom, the Team Leader circles or stars the ideas that are agreed to from the brainstorming session, adds new ones and generally keeps track of the time and lets everyone know when it is time to move on.

FINALIZE: (10 Minutes)

During the last 10 minutes of the game the Team Leader carefully clarifies the extent of agreement and tries to move the players toward a valuable solution to which they can all agree. If time allows, the Team Leader tries to see if the deal can be improved without hurting anyone or sending the group back into disagreement. The Team Leader keeps track of the time and lets everyone know when it is time to stop. List your key issues that are agreed by group.

SCORE and DEBRIEF

The game ends when one of three things happens: 1. the players all agree that they cannot reach an agreement to which they will all agree; 2. Time runs out without an agreement; or 3. the players all agree to the terms of a solution to the common "Challenge". When no agreement is reached by the deadline, everyone loses. The Winner of the game is the player (or players) who has recovered the most value from the agreement as valued by the Points on the players' "Secrets" cards. The Team Leader leads a clockwise review of the game asking each player to state: 1. His or her score; 2. His or her bottom line; and 3. What he or she got that earned Points. The individual player with the most Points is the Winner of the game. When more than one group plays the same game at the same time the group that earns the most Points (adding up each persons points) is the Team Winner. This takes about 15 minutes to complete.