

GO COMPETENT!



GAME MANUAL

These are the rules of the game so that the **person organizing** the activity **can explain them to the players**

WELCOME!

Hello, and thanks for getting "Go Competent"! These are the rules of the game and some tips on how your participants can get the most of it.

The purpose of this game is to teach the players about **the 8 main competences** that you can acquire by participating in an Erasmus+ project, or any other formal or non-formal education activity, in a **fun and interactive way**.

COMPONENTS

32 competence cards:

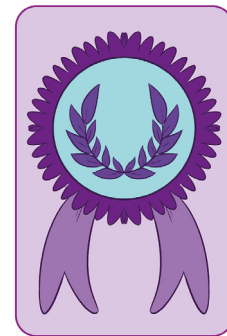
4 for each competence, each one describing a simple task that will be done during the game.



32 X

80 certificate tokens:

10 for each competence. These are given to the player that wins each of the minigames in the competence cards.



80 X

NOT INCLUDED:

- You will also need paper sheets and writing materials.
- Also, tell the players to have their phones charged beforehand, as some of the tasks will require them to use their phones. Ideally with internet access (otherwise some

SETTING UP

1. First, divide players into **groups of 4 or 5 people**. There should be **at least 2 groups** for this game to work properly, since the tables will interact with each other. Also, as usual, try to have a good gender and nationality variety in each table, as some of the cards will depend on people being from different countries or cultures. If it's not possible, don't sweat it, the game will work fine either way.
2. Once all the players have been divided into groups, give a deck with the **32 competence cards to each one of the tables**, and a bunch of certificate tokens.
3. Once everyone has been divided, it's a good moment to use the presentation included in the file to explain the game to everyone.
4. **Each table will have a winner and will play independently from the others**, but some cards will have them interact with each other.

THE ROUND STRUCTURE

Each game will consist of a series of rounds, **one per player in that table**.

At the beginning of the game, the oldest player will be the first "**Facilitator**", which means they will be the "**game master and referee**" for that round.



The rest of the players will be "**participants**" and will be **the ones doing the tasks and earning the certificates** for that round.



5. Each round will consist of three "Turns" in a 5-player table, and four "turns" in a 4-player table. On each turn, the facilitator will draw a card from the deck and read it to themselves (**not out loud**) and then **explain the task** in the card **to the participants**.
6. Once the task is finished, **one or more participants** will **get a certificate** of the same competence as the game card and then they will move on to the next turn.
7. After three turns, the **round is over** and it's time to **vote for the facilitator**. All the participants will vote, raising their hands **if they think the facilitator has done a good job, or not** raising it if they think they haven't. If the vote is successful, which means a strict majority of participants have raised their hands, the **facilitator will take two certificates of their choice**.

Whether the vote has been successful or not, the player to the left of the current facilitator will be the **new facilitator** and a new round will begin. Once **every player has been a facilitator once**, the **game is over** and it's time for determining the winner.

THE ROLE OF THE FACILITATOR

IT'S VERY IMPORTANT THAT YOU EXPLAIN THIS CLEARLY TO THE PLAYERS:

Although we've tried to make the rules in the cards as understandable as possible, we've left out some details in order to make them more straightforward.

This is where the facilitator's job gains importance.

The facilitator **is the absolute authority** on the table, and **their interpretation** of the rules in the card will always **be final**.

The facilitator is one of the players.
They are still trying to win and have fun.
They just have a different role while being the facilitator.



If there's **any doubt** on how one of the games in the cards is played, it's the responsibility of the facilitator to **find an answer** and make the final decision.

This is as much part of the game as playing the games and earning the competences. If a facilitator doesn't understand a card, try to make them interpret it without telling them directly what to do. It's gonna be hard, and they might fail, but we promise you they will be better off for it.

Maybe tell them to ask the rest of the players their opinion or re-read the card.

Help them only if you **REALLY** see them frustrated.

The only rule the facilitator cannot change is that they cannot give themselves certificates or win them in any other way. They can only earn certificates at the end of the round.

WINNING THE GAME

At the end of the game, each player will have **several certificates in front of them**, which will give them points.

Each different certificate is worth 3 points

But repeated ones give **diminishing** returns of points, so the second certificate of the same kind will give 2 points, and the third one, only 1 point. A fourth certificate doesn't give any points.

After adding up all the points, the player with **the most points is the winner**. In case of a tie, the player with more different kinds of certificates wins. If the tie persists; players share the victory.

REPEATED	POINTS
2	2
3	1
4	0



HOW DO I PRINT THIS?

There are a total of **9 files**, 1 for each competence and a box. Each of these files should be printed in a **different colored paper**. So that the certificates and the cards for each competence can be distinguished easily. As we said earlier, you will need **several copies of the deck**, since the players will be divided into several groups, each with their own copy.

The 9th file is a box that you can print if you want to, to keep your cards organized and to make your copy of "Go Competent" even more awesome!

FINAL NOTES AND VARIANTS OF THE GAME

If you think interpreting the rules of each card will be too difficult for the players, because you're playing with children, or any other reason, **you can assign a permanent facilitator to each table**, who will just be a referee and will explain the rules to the players.

Being the facilitator can be **quite stressful** for some people, especially if they are shy or anxious. Everyone should be comfortable while playing this game, so **if someone doesn't feel like being the facilitator**, I would suggest you **let them skip it**, and even get a certificate of their choice "for taking care of your mental health" if you feel like the table will be ok with that. This is just, of course, a suggestion. Same goes for someone not wanting or not being able to participate in one of the games for any reason (An example of this would be a card that asks you to post on social media, and one of the participants being against social media or not having any account for some reason).

PEOPLE GO FIRST



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