



SHARED YEAR

A collaborative mapping game about collective sense-making,
participation, and shaping the future together

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Chapter 1: Gather

What this is

Shared Year is a collaborative map-drawing game about understanding a group and shaping its future together.

During the game, players explore the current reality of their team, organisation, or community. Through structured turns they introduce observations, opportunities, tensions, and ideas. These contributions form a shared map that evolves during play.

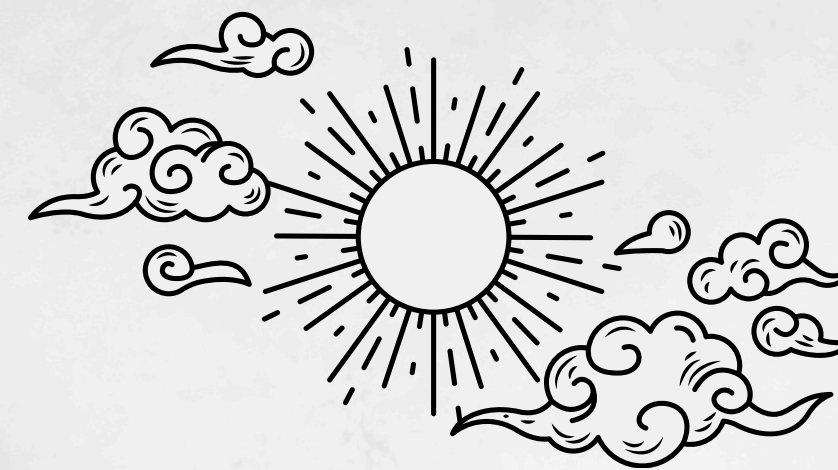
Players do not represent characters. Instead, they represent voices, perspectives, concerns, and ideas that exist within the community.

Players help the group grow.

Players challenge the group to see clearly.
Both roles are necessary.



[Download Game Print&Play.](#)



Basic principles of gameplay:

This is not a game about winning.

This is a game about understanding.

This is not a game about perfect plans.

This is a game about seeing clearly.

This is not a debate.

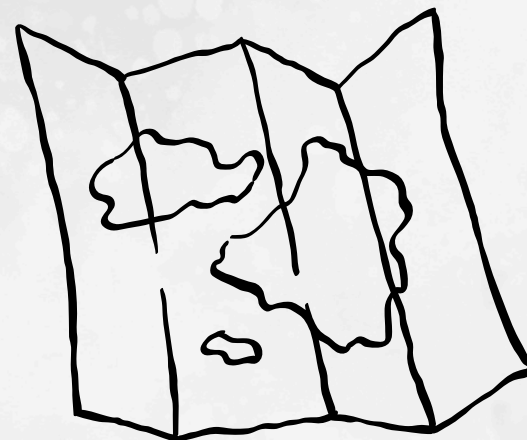
It is a process of adding perspectives

If you disagree with something, you do not argue.

don't reject, build on it and add something new to the map.

Purpose of the game

The purpose of Shared Year is to help groups:



- **build shared understanding**
- **identify priorities**
- **surface tensions safely**
- **develop collaborative ownership**
- **generate meaningful collective actions (Quests)**

The result is not a plan.

The result is clarity.

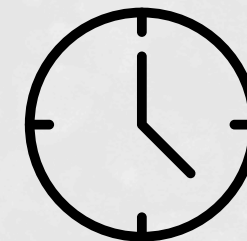


Players

Recommended: 6–12 players

Minimum: 4

Maximum: 20 (with strong facilitation)



Duration:

2–3 hours

[Download](#)
[the full print-and-play version here:](#)

