



Communicational
game for future
engineers and
managers

Rules



Accessories: challenge cards – dice – timer – paper – pencils - scorecards

Mission: You have all just been hired as interns at the Smart Games Company. Well done ! Let's see if you have the necessary collective skills in agility, mobility, responsibility and creativity ... oh .. and not forgetting a good level in English !

You will need to help each other in order to get hired on a full-time contract but you only have 40 minutes to do so! Will you manage individually and as a group ?

How do you win ?



✓ Amass 40 points **per player** (individual objective) in under 40 minutes



✓ Collect 4 Happiness tokens (Collective objective)



✓ Collect 4 Skills tokens (Collective objective)

Question categories:



Agility



Mobility
& Responsibility



Certification



Creativity

How to play: follow these simple steps

1. Shuffle the pack of cards and place it face down on the table and start the timer (40m)

2. Youngest player (player A) starts by rolling the dice to indicate the category
- If an image card is drawn a CREATIVITY challenge is imposed regardless of the dice.

3. Player to the left (player B) draws a card and secretly reads the corresponding challenge and answer/grading criteria. Then s/he announces the challenge/follows the instructions.

4. Player A takes up the challenge *

Correct answer ? Take individual points awarded or a HAPPINESS or SKILLS token.

→ Add to your Scorecard.

Wrong answer ? Lose 2 points. You cannot go below zero.

* *Some challenges are indicated as MULTIPLAYER CHALLENGE = first player to shout out the correct answer (unless stipulated to write down the answers) wins the points.*

5. Next player's turn (clockwise). Place the used card back in the pack & repeat the steps.

✓ If you are uncertain, ask a teacher.

✓ Work together so you all get hired.

✓ Players can share points if helped.

✓ Player B decides on the points awarded.

✓ Democratically decide on specific case rulings.

*Minus 2 points if you unnecessarily speak in French

Game Designed by KENWRIGHT J F 2020 - Graphic designs by CATINAT T & the noun project:

Certification icon by Gregor Cresnar -Creative thinking icon from ProSymbols - Agility icon by Adrien Coquet -Mobility & Responsibility icon by Vectors Point - Tools icon by Kenton Quatman