

# **THE RURAL ALLIANCES CHALLENGE! – GAME INSTRUCTIONS**

This game can be played with approx. 9 people to a table, each group representing one 'Alliance'. A leading facilitator(s) acts as overseer and time-keeper.

There should be more than one table, with competition between the tables. An attempt should be made beforehand to allocate people of similar interests to the same table. Each has a facilitator.

## **Aim:**

For each table (representing a new Alliance that wishes to do something specific), to apply the Rural Alliances Tool Cards within the context of the Alliance Building Model, and to develop an Action Plan as to how they would apply these to build their alliance and achieve their stated objective.

Along the way, players will become more familiar with the applicability of the different Tool Cards across the 4 cross-cutting Rural Alliances themes, and how these may be used effectively at different stages of the Alliance-building process:

- Inclusion
- Resource Efficiency
- Governance Structures
- Financial Engineering

**There will be 3 prizes, as follows.** The 'Alliance' that:

- collects the most Tool Cards, placed appropriately on the Alliance Building Model diagram.
- presents the most fun and interesting Action Plan.
- creates the most intricate paper web by linking together the common themes of the different Tool Card links.

## **What you need per table:**

• 1 table (approx. 1m x 2m size, or round equivalent)	• 1 dice
• 1 'The Rural Alliances Challenge!' 'board'	• 1 counter
• 1 large diagram of the Alliance Building Model on a pin-board	• 1 egg-timer (& supervisor!)
• Flipchart (for writing Action Plan)	• 1 flipchart pen (Action Plan)
• set of Tool Cards	• 1 fine-tipped marker pen (Skills & expertise list)
• set of paper links (representing Tool Cards & their cross-cutting themes)	• drawing pins x30-40
• set of Modelling cards	• play dough
• protective tablecloth	• stapler

## **How to Play:**

Players at each gaming table to introduce themselves and, through discussion, agree on:

- **an Alliance name**
- **what the Alliance aims to do.**

Write these in the space provided next to the 'board'. (15 minutes)

Players take it in turns to roll the dice, passing it to the person on their left side after each throw.

**The first team member to roll a '6' starts.**

- After rolling the '6', roll the dice again, and move your counter onto the board, starting from the arrow on the outer corner (the number of spaces to move is indicated by the uppermost number on the dice). Follow the direction of the arrows on the board in a clockwise, spiral direction towards the centre of the board.
- Players take turns to throw the dice, each time passing it to the person on their left side.

The different features of the board and what to do next is as follows:

### If the counter lands on:

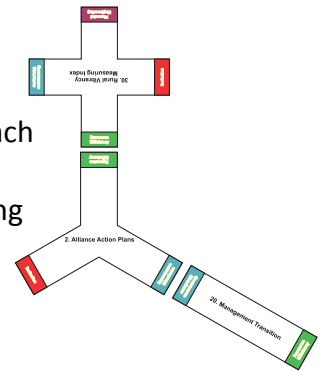
**A NUMBERED SQUARE**, mark the number on the board with a pen, and collect:

1. **The Tool Card** corresponding to the number marked on the square.

The text on the back of the card to be read out loud to the group. All players round the table then discuss where they think that Tool Card fits best on the **Alliance Building Model** and pin it in its appropriate place. Consideration should be given to the overall aim of the alliance and what it wishes to achieve. If there is no general agreement, the person throwing the dice must decide where it should be placed, and explain why.

2. **The paper link** corresponding to the same **Tool Card** (marked with the same number and the Tool Card name). The different links have different numbers of protruding ends, depending on the number of themes that they relate to, and each end is colour-coded and marked with the theme it represents.

**Staple together the matching coloured ends** as you collect the paper links, joining them where their themes coincide, to make a paper-link web.



### A GREY SQUARE:

- The person who rolled the dice must **state one skill or area of expertise** that they can bring to the alliance.
- **List these in the box next to the 'board' marked 'Skills and expertise of Alliance members'.**

### A RURAL ALLIANCES LOGO:

The person who rolled the dice must pick up a **Modelling Card**, and not show it to anyone else. (*Don't worry – not the cat-walk variety!*).

They must then select one of the 3 options on the card and, **using the play dough, model a 3D representation** of that option to the other team members, who have to guess what it is, within a timed period using the **egg-timer**.

**Mime** (silent play-acting) may be used to help animate the models, but no noises are allowed!

- If the option has been correctly guessed, the game can then continue.
- If not, the next member of the team selects another Modelling Card and repeats the exercise until one has been correctly guessed.

The dice is then passed to the person to the left of the last one to model the play dough, and the game continues.

### AN INTERREG IVB NWE LOGO:

**Roll the dice again.** You have the option to **continue forwards or go backwards** (i.e. to collect cards that have previously been by-passed). If by going backwards you would land on a Tool Card number that has already been used, you only have the option to go forwards.

Remember the winning team will be the one who has collected the most Tool Cards, and not the first to reach the centre of the board!

**THE GAME ENDS** either:

- a) when all tables have reached the centre of the board; or
- b) when time is called. (*Max time allowed: 1 hour 30 mins*)

**THEN:**

Each table then reviews each of the Tool Cards pinned onto the Alliance Building Model diagram in the context of what they wish to achieve as an Alliance. These can be moved and adjusted if necessary to develop an Action Plan - to both develop the Alliance and deliver its objective.

**Write this Action Plan on the Flipchart.** (*20 mins*)

**Each 'Alliance' then presents their Action Plan to the other tables, along with the story of their alliance, and their paper web** showing the many combinations and links between the Tool Cards and the cross cutting themes (*3 mins per table – allow 30 mins*).

The presentations are then evaluated by the leading facilitator(s), who awards a prize for the winner of each of the 3 categories (*15 mins*).

**Timetable overview**

(tea and coffee 'on tap' throughout):

13:45	15 mins	Allocation of players to tables. Explanation and overview of the game.
14:00	15 mins	Group formation and introductions. Alliance named & objective identified
14:15	1h 30mins	Game
15:45	20 mins	Tool Cards review and Action Plan preparation
16:05	30 mins	Presentations (x8 @ 3 mins each = 24)
16:40	15 mins	Evaluation and Prize-giving
16:45	(5 min contingency)	END