

## Game Rules

*Dilemma* is a board game for 3-5 players. It contains quiz-like questions and moral dilemmas relating to issues of *sustainable development*. The game is intended to be a fun and relaxed way to learn and reflect on sustainability, and it especially targets people that want to contribute to a better world through their work in sciences and technology.

The game contains a large number of quiz-like questions that help participants to develop their general understanding of sustainability as an academic subject, and 'dilemma challenges' for stimulating critical and independent thinking, contributing to the realisation that sustainability is to a large extent a subject of values. Dilemmas require participants to argue for a certain position and to counter opposing arguments from another participant.

### 1. Content

The box contains:

- 1 game board
- 2 sets of game rules
- 5 game pieces
- 40 *dilemma* cards (3 decks of 12 cards plus 4 blank cards)
- 100 *step by step* cards (2 decks of 50 cards)

### 2. How to win the game

Throughout the game, players have to answer step by step cards (right answers make you move forward) and lead dilemma discussions. The player to reach the central area with the Dilemma logo area with their game piece first wins the game.

### 3. Getting started

Start by putting the board on the table. All players should choose a game piece and put it on the yellow arrow. Choose which decks of cards to use:

- **Step by step** cards: choose from deck A (easy) or B (difficult)
- **Dilemma** cards: choose from decks 1, 2 or 3 (these correspond to different subjects, rather than levels of difficulty)

Note that only **one step by step** deck and **one dilemma** deck should be used.

Read through these rules before you begin, and keep them as reference during the game.

### 4. Game progression

The youngest participant begins. Players take turns clockwise around the table.

#### **Step by step cards**

The player whose turn it is begins by drawing a *step by step* card from the top of the deck and passes it **without looking at it** to the player on his/her right, who reads the card loud.

If the player answers the question correctly, he/she may move the game piece three steps along the green circles on the board. **Exception:** *if the piece enters a gear wheel with a dilemma warning sign, it must stop there immediately, even if it has not moved three steps yet, and the player should take a dilemma card – see below.*

If the answer was incorrect, the player to the right reads **clue #1** on the card, and the player must try to answer the question again. If the answer

is correct the second time, the player may move the game piece two steps (or stop if the piece enters a gear wheel – the same as above).

If the answer was incorrect again the second time, the player to the right reads **clue #2**, and the player must try to answer the question one last time. If the answer is correct the third time, the player may move the game piece one step.

**Note 1:** The answer does not have to be the exact wording as on the card to be considered correct, but should be reasonably close (in cases of doubt, the other players should act as judges and decide through a majority vote).

**Note 2:** A player may never move the piece passed a dilemma warning sign – if the player reaches a yellow triangle he/she must stop there and draw a *dilemma* card.

### **Dilemma cards**

If a player ends his move on a yellow triangle, he/she should draw a *dilemma* card from the top of the deck and read the card loud. On each *dilemma* card, a sustainability dilemma is described together with two opposite points of view – *positions* – associated with the dilemma. The positions are named **A** and **B** respectively.

The player that holds the dilemma card acts as **discussion moderator** in a debate between the players to the right and to the left. The player **to the left should argue for position A**, and the player **to the right should argue for position B**. The moderator's job is to make sure that both debaters get to say their arguments during a debate that should be five minutes long.

After the debate, all the other players (including the moderator) should decide who should win the debate (read below: *who wins the debate?*). If the players do not agree, they should decide by a majority vote (where the moderator has the casting vote in the case of a tie).

The moderator has then ended his/her turn on the yellow triangle, and by leading the debate the player has earned his/her right to continue moving along the path at the next turn (provided he/she correctly answers a *step by step* card, of course).

**Note:** The player who won the debate should move his/her piece one step.

### **Who wins the debate?**

When deciding who wins the debate, players should **NOT decide by considering whether they agree with the position or not**, but by judging **the strength of the debaters' arguments**. Each player should decide who won the debate, following three criteria with equal weight:

- **Analysis:** how well has the debater understood the problem and the dilemma? Are conclusions and propositions reasonable and correct (as far as you can assess)?
- **Convincing:** how convincing are the arguments? Do you believe that the debater could convince others? If you were to argue for the same position, would you be inspired to debate in the same way?
- **Rationality:** are the arguments logically structured and does the debater respond coherently to the other debaters arguments? Do arguments hold up together in a rational way, or do you see gaps in their logic?

**Note 1:** The debaters may ask the other players **short** questions regarding facts, if they think they lack certain basic knowledge, as long as the discussion does not suffer by long digressions – and as long as the purpose of the questions is to expand and inform the discussion.

**Note 2:** One suggestion for the debaters is to use concrete examples, as these often make arguments more colourful and easy to understand.