Objective

1/ To build a character and life story from age 13 to 25 which reflects the impact of the four life elements - expertise, health, socialising and citizenship. The outcomes of the game will be used to build the character of a puppet.

2/ Players win tokens for their character depending on their response to life events. The aim is to achieve as balanced a number of tokens in each category as possible.

Players

Teams of six young people aged thirteen to fourteen with a business volunteer leading each team.

Winning

The team with the highest amount of Tokens in their weakest life element category is the winner.

Components

Character cards – in six different colours
Event cards – 13 to 17 and 18 to 25
Response cards – 13 to 17 and 18 to 25
Tokens – in four colours to represent the life elements
Timer
Two Dice
Display Box – for Tokens and Character cards during play

Set-Up

Remove all cards from the box and set aside all but the Character cards. Place the box inside the box lid with the Impact scale facing the players.

Roles

Players agree who will take the following roles:

Game Leader – ideally a business volunteer.

Token Banker – adds and subtracts Tokens for the team.

Event Banker – orders the chosen Events and Response cards by impact.

Profiler - keeps the Character Sheet up to date with events and responses throughout play.

Time Keeper – keeps the team to time and uses the Timer to limit discussion when needed.

To Play

Game Leader deals a different coloured Character card to each player. Players read out the details and instructions.

Each Character card has scores in the four categories; the Token Banker places the relevant Tokens from each card score into the Display Box.

The Character cards are now also displayed in the Box.
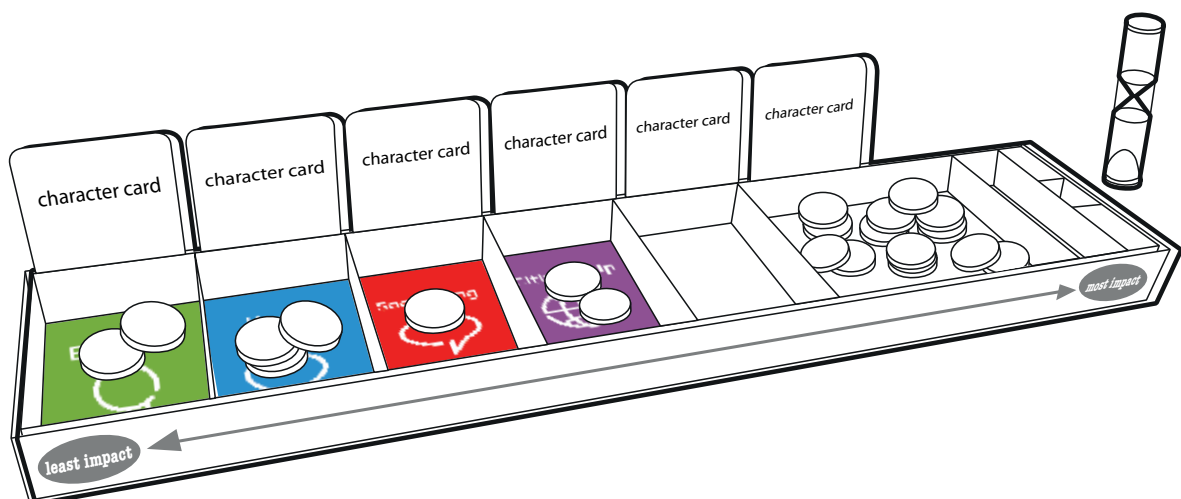
Round One - Character aged 13 to 17

1/ Game leader deals each player seven 13 to 17 Response cards. The cards are dealt face up and displayed in front of each player. Players should not look at the reverse of the cards.

2/ Game leader fans the 13 to 17 Events cards and the first player picks a card. This player, the active player, reads the card aloud and completes any instructions for tokens, dice throws or team decisions.

3/ The remaining players consider the Event and select one Response card from their seven options. Each reads out their chosen card and lays it face up in front of the active player.

4/ The active player picks the best response considering the character's personality and balance of life elements.
All players are free to lobby for and against cards but the active player's choice is final. Use the timer if the debate goes on for too long.

5/ The Token scores from the chosen Response card are now revealed and the Token Banker adds or subtracts accordingly.

6/ After full discussion with the team, the Events Banker lays out the Event and Response cards against the Impact scale on the side of the box.

7/ Unused Response cards are collected in and the Game leader deals another Response card to each player. Each player should always have 7 Response cards.

Steps 2 to 7 are now repeated until all players have been the active player.

Round Two – Character aged 18 to 25

1/ Collect in all the 13 to 17 cards except those chosen in the first round.

2/ Game leader deals each player seven 18 to 25 Response cards. These are dealt face up and displayed in front of each player. The backs of the cards should not be looked at.

3/ Game leader fans the 18 to 25 Events cards and the first player picks a card. The active player reads the card aloud and completes any instructions for dice throws or team decisions.

4/ The game now continues in the same way as Round One.

Finishing the game

Once both rounds are completed the team counts up the number of Tokens in each category. They must also discuss and check they have the events and responses in the correct impact order.

The team with the most Tokens in their weakest category is the winner. If teams have the same number of Tokens in their weakest category it will be the team who has the most Tokens in their next weakest category and so on.

If the Profiler has not already done so, the scores, events and responses are transferred to the Character Profile Sheet to help with the next stage of the day - bringing the character to life.