Look into the past to understand the future.

Go from AntarctiCAN'T, (know) to AntarctiCAN! (foresee)

PURPOSE

The purpose of this game is to help players imagine trends that could define future scenarios, while increasing their understanding of how these scenarios are defined by different perspectives coming together to interpret past and present.

GOAL OF THE GAME

CHALLENGES link together to define a CHALLENGE CHAIN describing unknown aspects of an unknown future. Free your imagination but root it in FACTS as you work with your teammates to create the story of this future. Each team's goal is to look at past and present FACTS from different perspectives in order to imagine these unknown aspects of the future. The more FACTS and the more CHALLENGES, the greater the score.

The highest scoring team wins the EYES OF STEEL, the ability to gaze hard into the past and long into the future! Lowest score wins ICE OF FIRE, a future possibility so impossible to contemplate it cooks you just thinking about it. Don't be that team!

GAME ELEMENTS

LENS cards: Each player draws one, gaining a new perspective.

FACT cards: Each round, a team draws up to four.

CHALLENGE cards: For every FACT card, a relevant CHALLENGE card is added to the chain.

RULES

Every round:

- (1) Each player picks a LENS card and an empty STORYBIT;
- (2) One player is selected to draw one FACT card and one CHALLENGE card. The FACT card is placed face up in the middle. Beneath it, the CHALLENGE card is placed face up. The team decides if to draw another FACT & CHALLENGE pair. If they choose to, the next player over draws the cards and places them again, placing the new CHALLENGE card next to the previous one to form a CHALLENGE CHAIN. This can be repeated up to 3 times, i.e. up to 3 FACT and CHALLENGE cards are allowed.
- (3) Timer is started (3 mins);

- (3) Each player creates a STORYBIT by first picking which FACT card they want to write about, then writing down the LENS and the FACT category on the STORYBIT sheet, then writing a tiny story connecting FACT A to FACT B. Each player does this for only 1 FACT card, unless there are more FACT cards drawn than PLAYERS.
- **(4)** At the end of timer, the STORYBIT is traded to the player on the left, and steps 3 and 4 are repeated. This is repeated until each STORYBIT sheet has 3 tiny stories, or until each player has their original STORYBIT sheet back.

Done only once:

(5): CHALLENGE SOLVE: Timer is started (6 mins) and players discuss STORYBITS to come up with FUTURES that address CHALLENGE CHAIN. One player writes down a FUTURE per CHALLENGE on the FUTURES sheet.

SCORING

Per CHALLENGE addressed with a FUTURE:

1 point per CHALLENGE

Multiply by the number of FACTS used.

Add the number of LENSES used.

Per CHALLENGE in the chain without a FUTURE:

-1 point per CHALLENGE

Per FACT not used:

-1 point per FACT

TOTAL IT UP.

Highest scoring team: EYES OF STEEL!

Lowest scoring team: ICE OF FIRE!

<u>STORYBIT</u>						
LENS: FACT CATEGORY: TINY STORY: [FACT ID:				
LENS: FACT CATEGORY: TINY STORY: [FACT ID:				
LENS: FACT CATEGORY: TINY STORY:		FACT ID:				
1						

<u>STORYBIT</u>					
LENS: FACT CATEGORY: TINY STORY: [FACT ID:			
]					
LENS: FACT CATEGORY: TINY STORY: [FACT ID:			
]					
LENS: FACT CATEGORY: TINY STORY: [FACT ID:			
]					

<u>FUTURES</u>
CHALLENGE 1:
] # OF LENSES USED ABOVE? # OF FACTS USED?
CHALLENGE 2:
] # OF LENSES USED ABOVE? # OF FACTS USED?
CHALLENGE 3:
] # OF LENSES USED ABOVE? # OF FACTS USED?
CHALLENGE 4:
] # OF LENSES USED ABOVE? # OF FACTS USED?