

INSTRUCTION FOR Exciting To Know You for ...

The game creates an open atmosphere and helps people to get to know each other. The game is suitable for a group of people who are meeting for the first time or who are just starting joint activities (first-year students, training groups, working groups, project teams), as well as groups with whom new people have joined (workgroup, fellowship, family, community).

Uniqueness of the game

- All the players are winners; there is no competition.
- The duration of the game is up to the players to agree upon.

The game consists of:

- task cards (blue background) – 40 pc
 - activity cards (green background) – 15 pc
 - cards with pictures – 30 pc
 - and ‘thank you’ tokens – 30 pc
- Pens or pencils are necessary for each player.

Preparation for the game

- Duration of the game or the number of rounds is agreed upon. Recommended duration is two hours or 4–5 rounds. During a round all the players will have a chance to answer once. Answering takes place clockwise. While planning the duration of the game it should also be considered that the two concluding rounds towards the end of the game take about 30 minutes.
- Task and activity cards are placed into separate decks, facedown.
- Cards with pictures are spread on the table, pictures upwards.
- The ‘thank you’ tokens are shared between players.

Course of the game

I Introduction

- **At the beginning of the game every player has ‘thank you’ tokens**, which they can use in showing their appreciation towards the fellow-player (as a ‘like’ icon). Players can give a ‘thank you’ token to their fellow-players after having performed a task, e.g., when their answer was important, surprising, funny or touching. It can also be used for showing support towards the fellow-player’s ideas. One can also give away the ‘thank you’ tokens received from other players. Giving the tokens is not a competition and score will not be kept.
- **Every player will choose a card from cards with picture that attracts their attention or seems important at this particular moment.** These cards will remain with the players at first. Every chosen card will symbolize the player who chose it. Other cards with picture will be placed back on the table.
- **The player whose birthday will come next will start the game.** In the first round every player will show the chosen picture to others and explain why they chose it. Players take turns to speak. After introduction, these cards will be called Partner’s cards and are put back on the table, pictures downwards, and shuffled.

II Main part

- **Performing the tasks.** In the second-round players take turns to pick cards from the task cards’ deck or from the activity cards`deck. A player will read out the text on the card and perform the task. Some of the tasks are to be performed with the partner. In that case, a player will choose a card from the deck of partner’s cards,

show it to other players, and find out whose card it is. The owner of the chosen card is other player's partner only for this task. If the player, who has to choose a card, will choose the card that they picked at the beginning of the game they will put it back and take another card.

- **The main part of the game will continue as agreed before.**

III Conclusion

- **Exploring oneself.** The players will take the partner's card that represented them during the game. Every player will speak about their card – which connections the picture has with their present stage of life, trying to be more thorough than at the beginning of the game, e. g. “I am the ladder because it represents my constant movement towards the targets. Currently the target is ...” or “I see apples, they represent my new ideas. I just had an idea yesterday...” Others can ask assisting or clarifying questions: Where are you in this picture? Which symbols do you see there? How do they relate to your life?
- **Positive feedback.** All the players will write their names on the top edge of the outward side of their card and pass the card on to the next player. The next player will write positive qualities on the card about its owner. Enough space should be left for everyone to write. Finally, the card will reach its owner and they will keep it as a memory from a nice companionship and a positive experience.

Recommendations

- **It is recommended to choose a game leader.** The leader will take part in the game, but will also have additional tasks.
The leader will:
 - 1) encourage and assist with answers, e.g., “Say the first thing that comes into your mind.”;
 - 2) thank the answerers, especially when someone has been really open or honest about them, or crossed the barriers, e.g., “Thanks for sharing this.”;
 - 3) monitor that no one will be pressurized, e. g., “Everyone has the right to speak as much as they want.”;
 - 4) interfere when negative or offensive remarks are made by reminding that the aim of the game is to have good time together;
 - 5) keep track of the time and the pace of the game, e.g. announce that the last round has started;Game leader will be selected from volunteers as a result of common discussion. If suitable leader is not found, game will be continued without, but considering the above-mentioned recommendations.
- **If the player does not want to perform the chosen task, they have three options:**
 - 1) take a partner's card and perform the task with the help of a partner;
 - 2) take a partner's card and let the player whose card was taken perform the task;
 - 3) give up the task by explaining sincerely why they do not want to perform it. Each of these options may only be used once.
- **If it is not possible to perform the task, e.g. due to lack of space, another card will be taken.**
- **It is agreed upon that everything happening during the game is confidential.**
- **Deprecating and pressurizing other players is forbidden.** The questions allow everyone to decide how they want to answer. There are no right or wrong answers.

Important information: It is possible to buy extra decks of partner's cards.

Further information: www.avajaavasta.eu and www.facebook.com/ToKnowYou