

# BASIC RULES



## The game consists of two parts

22 cards with general activities anyone can perform;

5-10 cards with specific activities that promote the sharing of local knowledge and helps connecting people;

The activities, when accomplished should/could be documented with some photos. For the first twenty two cards the activities should be as simple as possible, allowing anyone to perform them easily and feel rewarded by its accomplishment. The idea is to have activities that will be easy to perform, and rewarding to the users and the people in the village/local community. Additionally, anything promoting communication between people is a big plus.

## EACH CARD SHOULD HAVE:

Name of the Activity: Short and attractive name;

⚙️ : Difficulty level of the activity ranging from 1 to 5;

🕒 : The expected amount of time to complete the activity,

The description of the activity (600 caracteres);

🔍 : Small tip to help the implementation of the activity;

One image to illustrate it.



## RULES

**1** Anyone can play! There's no age-limit for this game and all it needs is you and your community. For children under the age of 12 the activities might require parental consent;

**2** The game can be fit in many different time frames according to the community need. Its flexibility can go from one day to one year. We would not recommend to extend the game for more than one year as it will be likely that its participants will become less interested and disconnect from it;



**3** The performance of the participants can be measured by the amount of accomplished tasks. Each task awards the participants a total of  $1 + (\{\text{difficulty level}\} * 2)$  points. For example, if you have accomplished a task with level of difficulty 5 you will earn 11 points.

**4** To win the game you must perform at least two specific cards within your community.

**5** This game has no political or religious affiliation. Any activity having with a clear political or religious affiliation must be excluded from the game. You choose!

**6** To prove that you have finalised your card, you must have a proof that you will agree with the facilitator. It can be a photo posted on social networks with the hashtag #commcomm, a written note or an e-mail. You chose!

**7** Owners of specific card activities may reserve the right to set a minimum and a maximum of participants per activity.

**8** To share your achievements with a worldwide community playing the game just post on your social networks using the hashtag #commcomm and #erasmus. Let's see how European communities improve all together!

**9** The organisation creating specific community cards must brief any involved individuals about the activity. In many cases the organisation might handle the scheduling itself.

**10** The participants will get a location and/or a way to contact the person to schedule the activity, in case it is required. The organisations may also handle these.



#### **CREATING NEW CARDS FOR YOUR COMMUNITY:**

Following the guidelines, you can download the Let's Play Together Cards template from our website at [www.commcomm.eu](http://www.commcomm.eu). Please share your new cards, which might be an inspiration for other organisations around Europe!