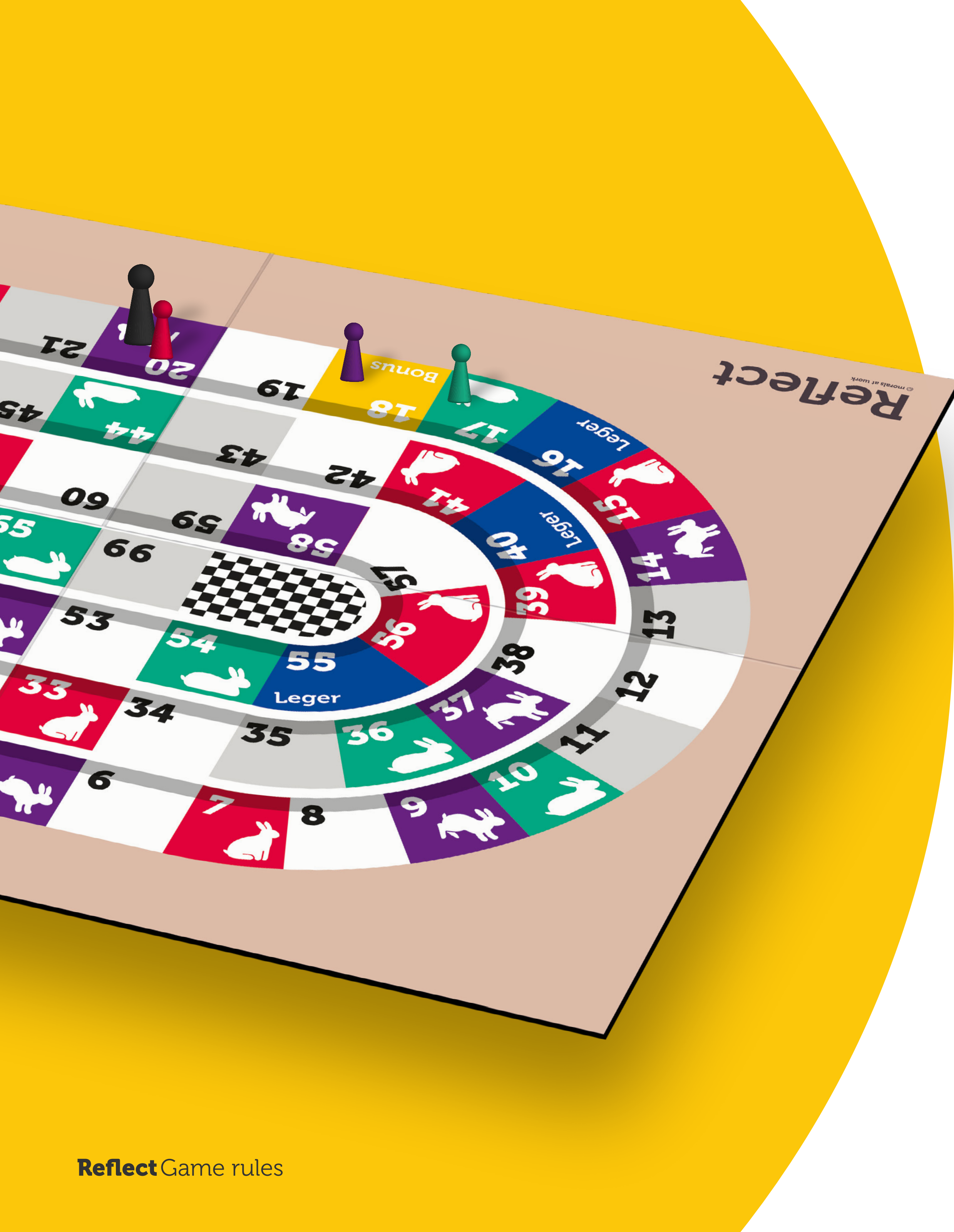


Reflect

Game rules





The board game Reflect

Reflect consist of a board game, 6 pawns, a dice, 100 tokens, a hunter and a digital dilemma box, with 45 dilemmas in it.

Players that land on a box with a hare are given custom-made dilemmas on their laptop or tablet. The choices made are rewarded or punished. Sometimes it is possible to receive a bonus. The first one to reach the end point is the winner.

Reflect can be played in groups of 4 to 6 people and by multiple groups simultaneously. The game takes about 90 minutes.



1

To win the game, the correct number must be thrown on the last roll to reach square 67. When necessary the extra odds are counted backward. The winner receives the bonus pot. If multiple boards are played simultaneously, the winner with the most chips at the end of the game session is the overall winner.

2

The players throw the dice in turn. At the start the player who throws highest chooses a color and make the first steps. The player moves the pawn as many boxes forward as the dice of a new throw indicates.

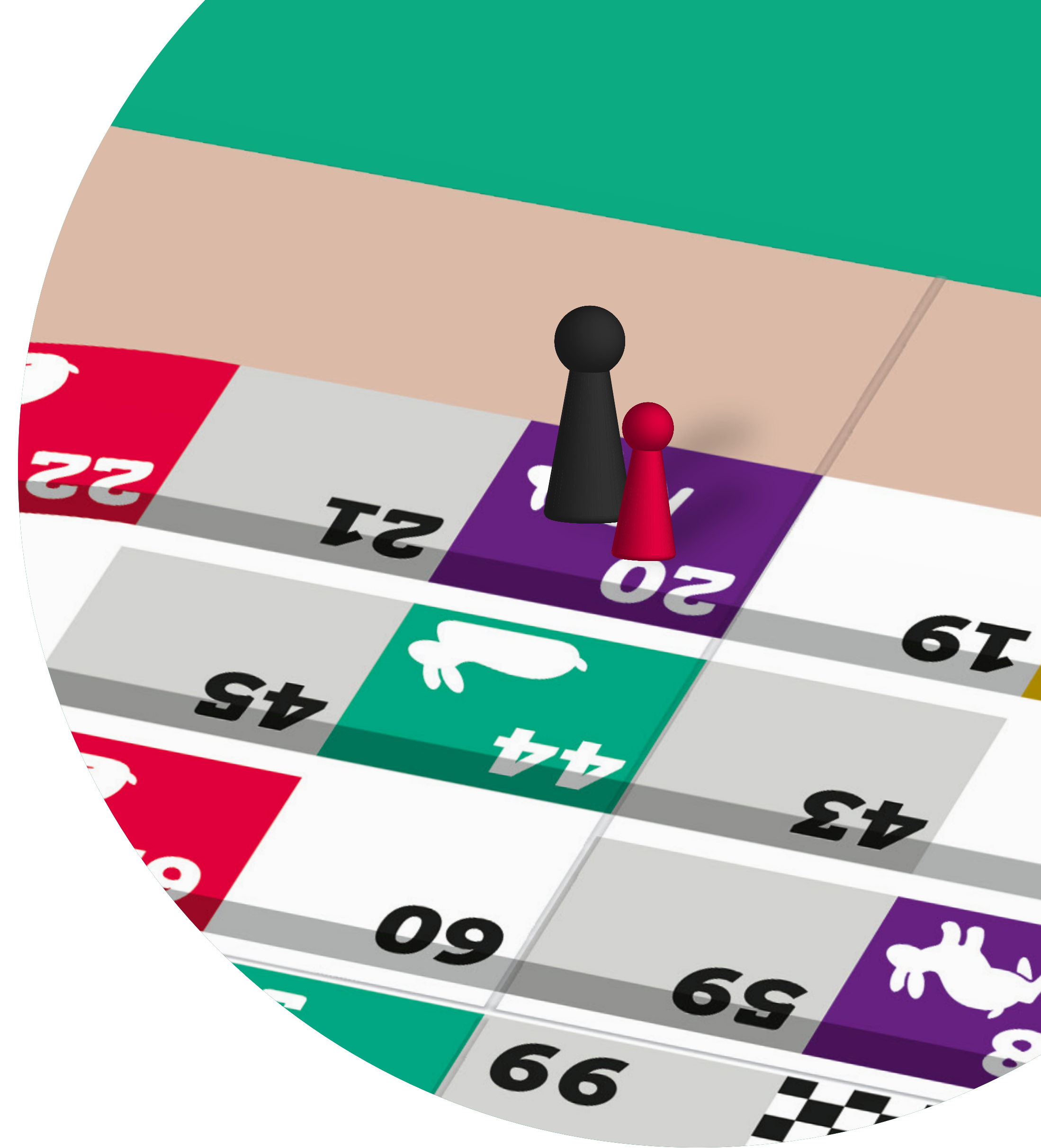
3

At the start of the game the players receive 7 tokens.



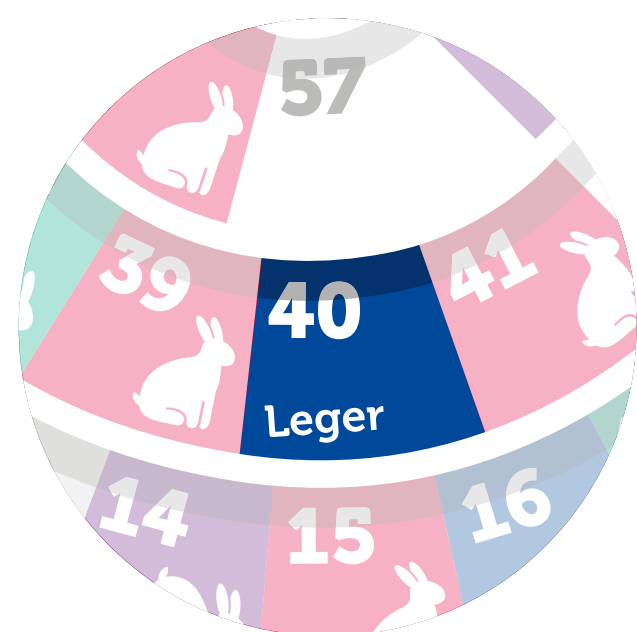
4

If a player throws six, he or she may move the hunter, i.e. the large pawn, to any position. When a player lands where the hunter is standing, that player moves back two lairs.



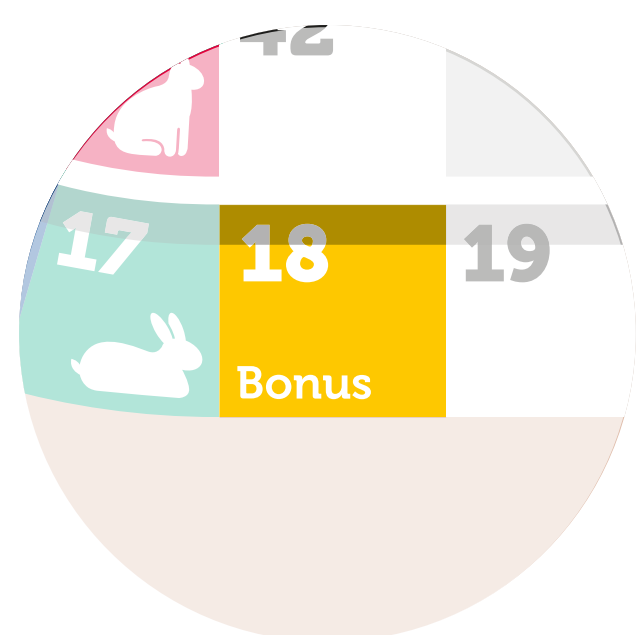
5

Who lands on a square with a lair pays a tax of 1 token.



6

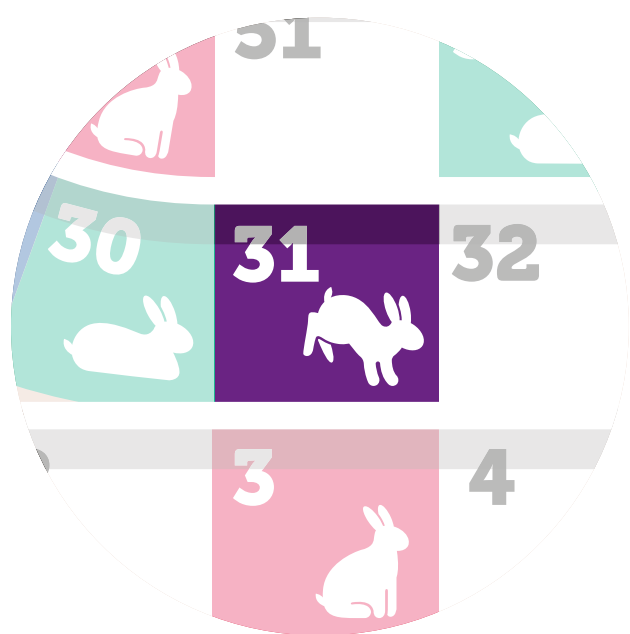
When you land on an occupied square you may discard the pawn that is on it. The pawn that is captured goes back to the previous lair, or to the starting point if there is no previous lair. This player does not have to pay any tax. A pawn on a lair cannot be knocked off.



7

If a player lands on a square with Bonus, he or she gets the contents of the Bonus pot.





8

If a player ends at a box with a hare, then the dilemmabox on a laptop or tablet is used to present a dilemma of that specific hare. They represent dilemma's at the office, from practice and open situations. After the player has made a choice, or has formulated a response, a reward or punishment is shown on the screen.

9

You have 1 minute for answering an open question, to time with the hourglass. Then the other players determine, by majority vote, whether it is a good or a not so good story that you gave in response. An open question has two alternatives. If you press the Case button, then a simpler question is presented. Penalties and rewards are therefore halved. If you press Arena, the Valuewheel is activated. This Valuewheel takes at random from a set of values one that determines your perspective in answering the open question. In the Arena reward and punishment are doubled.

Leiderschap

OPEN

Geef een voorbeeld waarin goed leiderschap het verschil maakte bij een conflict over belangenverstrengeling.

Casus

Arena

1 Goed verhaal:

2 Niet goed genoeg:



Reflect





10

If a player can not fulfill a penalty he or she goes back to the last air passed or to the starting point point if there is no previous lair. This player doesn't have to pay tax.

11

When one of the players lands on a Lair, the other players may donate to their fellow players up to 3 tokens.





Set up of a game session

- Introduction: about the importance of working with inclusion, by client
- Game introduction: game explanation and the game rules, by the game supervisor.
- Game round: the participants play Dilemma .
- Teamreflection: the team reviews the game and writes down relevant results. At the same time participants fill in the Individual evaluation form.
- Plenary feedback: the game supervisors will present the relevant results.

morals at **w**ork

Integrity games