

COMPLEXITY GAME

How to set up and prepare the game

- Find one person on the team that will take responsibility for this game, how to set it up and facilitate it.
- You need a big room which can contain up to 50 people
- Copy all the documents to your local city Google drive so you can modify them
- Read instructions and print out “Complexity Games Information”
- Modify “Complexity Challenges Printout” if needed to meet local needs
 - If you modify them Change the corresponding “Complexity Challenges”
 - Print them out
- Set up Stations needed in the room for the game to work:
 - **Screen / Projector** - Here is the Complexity Games Powerpoint / Information / Countdown timer
 - **Challenge Station** - A small table/space In the middle of the room, which is very visible for everyone. This is where all challenges will be placed to the participants (and new ones might emerge suddenly).
 - **Home Base** - Where participants present their results, here they will receive “information”, from the pioneers, in exchange for each successful challenge completed. The suggested location in the room is in a corner of the room.
 - **Computer Station** - The only computer you can use to access the internet in this game. The suggested location is at or close to Home Base
- Open the “Complexity Games Powerpoint” onto the screen

How to Start the Game

- Invite everyone into a circle, with the Challenge Station in the middle
 - Introduce the game to participants through going through the slides. (First slide contains a video to set the context and a little text to set the context of the game)
 - Everyone has to commit to the goal and rules of the game by taking one step forward. Integrity.
- Game Start
 - Start 60 min countdown slide
 - Put the first 25 Challenges at the challenge station at the beginning of the game.
 - 20 min later put 15 more challenges there.
- When there is 5 min left start the Mission Impossible 5 min music slide
- When time is out gathering everyone around to reflect on how it went
 - Individual and Group reflect on the questions on the last slide

Further Game Mechanics to increase complexity:

- Rules added during the game
- Rules changing during the game
- Characters introduced into the game
- Introduce another FL city if they have a gathering at the same time
- Shorten time to add pressure if participants are faster than expected
- New Challenges added with a countdown halfway.
 - Maybe new challenges are unlocked every 10 minutes?
- Soundscape
 - Background music: <https://tabletopaudio.com/>
 - Alarm after 30 min
- **Game Roles:**
 - "Outside world" person sitting in an isolated room receiving mail / phone calls from participants

Inspiration for new Challenges

<http://scottnicholson.com/pubs/erfacwhite.pdf>

<https://escaperoomtips.com/design/escape-room-puzzle-ideas>

<https://buildxcape.wordpress.com/2017/03/13/8-simple-cool-self-made-puzzles-for-diy-escape-room-at-home/>

<http://scottnicholson.com/pubs/erfacwhite.pdf>