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# Solution

**Playing with Collective Intelligence...**

*Learning to Cooperate and Thrive at Work and at Home*



Editions DE L'ODE - Pollen Scop

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## ***Playing with Collective Intelligence...***

***Learning to Cooperate and Thrive  
at Work and at Home***

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Dear Readers and Players,

You have in your hands a multi-functional tool that can be used in many different contexts and will be a constant source of surprise.

This fun game gives you the opportunity to enjoy a group activity and discover how creativity can emerge from interactions between players. You will appreciate each person's originality and will find yourself surprised when you see how everyone's uniqueness enriches the group. You will be guided in the practice of combining listening and sharing to stimulate your teams and their productivity. You will find innovative solutions, and you will be delighted by the greater sense of connection generated by a game well played ... and much, much more!



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# Solution




## Rules of the Game





# Setting Up the Game

- 1 book
- 1 game board
- 1 playing piece 
- 30 *My Magical Helpers* cards
- 11 *Collective Magical Helpers* cards
- 29 *Imitate-Respond* cards
- 29 *Add* cards
- 11 *Contribute* cards



- Place the 5 decks on the board  
(*My Magical Helpers*, *Collective Magical Helpers*,  
*Imitate-Respond*, *Add*, *Contribute*)
- Place the playing piece on the starting place:  
“*What is the question?*”
- Pass out a sheet of blank paper and a different colored marker to each player.
- Have an additional sheet of blank paper ready for writing  
“*The Chosen Question*” and “*Answers in Action*”  
at the end of the game.

# The Four Gifts

## **Willingness**

To be truly willing (have a sincere desire) to answer the question

## **The Secret of Children**

To know how to suspend judgment in order to truly marvel

## **Tolerance**

To know how to accept diversity of opinions – this isn't about convincing anyone

## **Trust**

To know that moments of confusion and hesitation are necessary for creativity

# Preparing to Play

## **The First Round**

Each player says their first name and a word or a sentence expressing their present state and their personal intention for the game.

For example: Hugo (age 14): "I'm curious and I want to have fun." Mathis (age 8): "I don't really want to play but I'll see if I like it." Kevin (age 25): "I feel fine and want to help." Stephanie (age 35): "I'm interested but have my doubts. I'll participate so I can understand." Michel (age 60): "I'm skeptical but I'm ready to be convinced." Sylvie (age 50): "I'm intrigued and delighted to have a new experience."





## Choose the Question

Together, choose a question for the game. Choose an issue for which you would like to have some concrete answers. These will emerge through this process of collective intelligence. The question can come from an individual player's project or problem, or it can concern several members of the group, or even the whole group (only one question per game). This will be The Chosen Question.

*Obligation: Begin the question with "How ..."?*

**On the top of a blank page, write *The Chosen Question* for this game.**

**Questions can be precise, for example:** "How do I learn to draw a tree?" "How do we have an exotic holiday in France?" "How do we share the tasks at home?" "How do I find a good job?" "How do we start the day in a good mood?" "How can I get along better with my roommate/colleague/neighbor/sister...?"

**Or more general, for example:** "How do we find a frequency and a type of outing that pleases everyone?" "How can we make a family gathering more festive?" "How can we create connection and communication in our neighborhood?" "How can we be more innovative in our field of business?" "How should we determine which new projects to develop for our association?"

## Choose a Signal for the Gift of Tolerance

Find a signal, a gesture or a movement for reminding everyone of the gift of **Tolerance**. Every player is authorized to use the gesture in case of need.

This signal can save the situation in case a discussion becomes too passionate, or if there is an argument or dishes begin flying (or chairs or glasses or a cell phone...)!

*Example: A clap of the hands followed by the signal for "Tolerance" brings everyone back to a state of listening!*