RIGHTS CARD
การ์ดพลังสิทธิ์

Developed by
Department of Rights and Liberties Protection,
Ministry of Justice,
Fridrich Naumann Foundation,
and Club Creative co.,ltd.
Designed by Club Creative co.,ltd.

กระทรวงยุติธรรม | กรมคุ้มครองสิทธิและเสรีภาพ | CLUB CREATIVE WWW.CLUB-CREATIVE.COM

Friedrich Naumann STIFTUNG **FÜR DIE FREIHEIT**

Parts and Pieces

1. Scenario card (Red colour) 30 cards

Cards that shows events and situations.

Rights description

Group 1
★ All human beings are born free and equal in dignity and rights.
6

Martin is chosen last whenever they form working groups.
01

Rights Groupings :
The Universal Declaration of Human Rights (UDHR)
? Articles. 1 - 2
? Articles. 3 - 21
? Articles. 22 - 30

Points : Number of points used to solve a scenario.
For example: card with 6 points can be used to solve scenarios that required 6 points or less.

**= **
4
Be courageous! Stand up and ask questions because we have the right to express opinions in public.
07

+
3
Ask for opinions and ideas of others.
14

2. Solution card (Green colour) 36 cards

Cards that shows methods and solutions to solve scenarios.

3
Do research on the issue. Look up information from reliable sources. We have the right to true information.
09

...present.
01

★ **Cards with Star**
Player can use this card to automatically win a scenario card except for the 'IDEA' card where player must suggest an idea and is accepted by all team members to win a scenario card.

3. Special Card (Yellow colour) 15 cards

4 **3**
×2
Rights Combo

Ignore

Rights Guard

3.1 Rights Combo Card
Can use one more solution card to solve and win a scenario card at once.
(A total of 2 solution cards)

3.2 Ignore Card
If other players ignore a scenario card; by not closing a mission, an IGNORE CARD together with solution card/cards with required points enough to solve a scenario can be used to solve and win the scenario card from others.

3.3 Rights Guard Card
Can be used to guard the scenario card from the IGNORE CARD.

4. Mission Card (Blue colour) 20 cards

+2
? Group 2 = 2 cards

Mission Card

Group 1 **8** **7**
grounded and...

Mission Accomplished

Mission Card
Mission is completed when all the mentioned scenario cards required have been solved and collected. (Once Mission is accomplished and closed other players cannot use the IGNORE CARD to win these scenario cards.)

Instruction for beginners

1 Divide players into 4 - 5 teams. There can be 1 to 2 players, or more in each team. Decide which team will be the first to start. And the game will continue clockwise starting from the first team.

2 Divide the cards into 2 piles:
1. Scenario card (Red colour)
2. Solution card (Green colour)

3 Each person will get 4 solution cards except the last person which will get 5 cards

First player 4 cards

Second player 4 cards

Third player 4 cards

Fourth player 5 cards
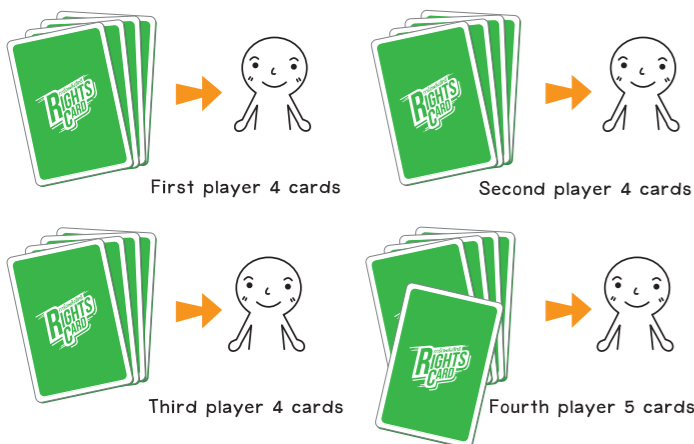
4 Place 5 Scenario Cards in the middle and read each card out loud. (must always have 5 cards in the middle) Open and read new scenario card out loud every time the new card is added.
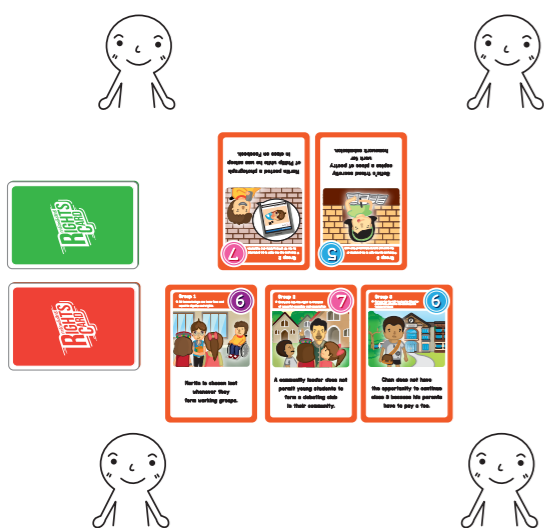
5 The first player starts by randomly pick 1 solution card from the player on the right (from the last player who have 5 cards), added to the other 4 cards in hands and choose 1 solution card in hands to solve a scenario from the scenario cards that are placed in the middle. Explain why you pick a particular solution card.

6 The other players must decide whether the chosen solution card is applicable and can be used to solve the scenario or not.
1. If yes, first player picks up 1 new solution card and allow the next player to play.
2. If no, first player pick other solution card in hands to solve any scenario if no other solution cards can be played the player must renounce.

7 The next person continues (clockwise) repeat the steps like the first player.
- Randomly pick up 1 solution card from the player who just played.
- choose 1 solution card in hands to solve a scenario from the scenario cards that are placed in the middle. Explain why you pick a particular solution card.
- pick up 1 new solution card and allow the next player to play.

8 If any player uses the Star Card or any Solution card that sums up to more or equals to the scores mentioned on the Scenario Card will win that scenario and can keep that Scenario Card to collect and earn points during the game play.

Collecting points

Last person to place a solution card.

9 In case a scenario card has been won, a new scenario card has to be drawn and placed in the middle and read out loud to all the players.

End of game When all scenario cards have been solved.

How to win Player with the maximum points wins; points are collected and counted from the Scenario cards each player has won and collected.

Instruction for Advance

1 Divide players into 4 - 5 teams. There can be 1 to 2 players, or more in each team. Decide which team will be the first to start. And the game will continue clockwise starting from the first team.

2 Divide the cards into 3 piles:
1. Scenario card (Red colour)
2. Solution card (Green colour) and Special Card
3. Mission card (Blue colour)

3 Each person will get 4 solution cards except the last person who will get 5 solution cards and 1 mission card each.

First, second, and third player each gets 4 Solution Cards and 1 Mission Cards

Fourth player gets 5 Solution Cards and 1 Mission Card

4 Repeat steps 4-6 from beginner's instructions.

5 In each round, players can choose to use either;
1. Solution card
2. Special card (optional)
Once the solution card or special card has been used. A new card must be drawn from the Solution Card and special card pile to always have 5 cards in hand.

Collecting points

Can use one more solution card.

6 Repeat steps 7- 9 from beginner's instructions.

7 Player must complete first mission card in order to draw a new mission card (after mission is completed Ignore card cannot be used).
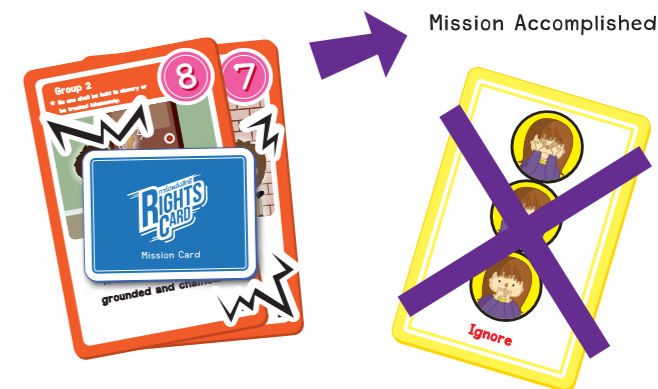
Mission Accomplished

End of game When all scenario cards have been solved.

How to win Player with the maximum points wins; points are collected and counted from the Scenario cards each player has won and collected. Plus extra points from missions that has been completed and accomplished. The points from incomplete missions cannot be counted.

incomplete missions cannot be counted.

15+2 ➕ 13+3 ➕ 11

=

44 Points
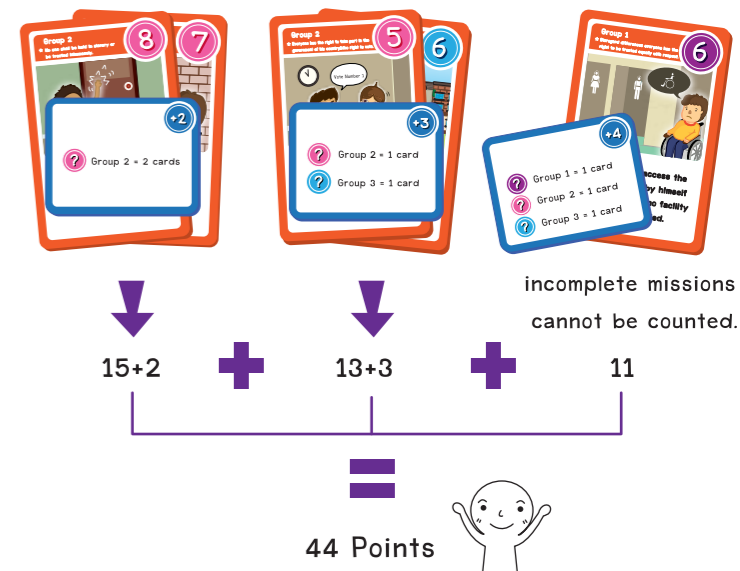
Tips : Big group or Classroom adaptation

1. Divide each team into equal number of players. (recommended only 4-5 teams)
2. Pick 1 person from each team as main player and the remaining players as supporters.
3. Play both beginners and advance.