

The game is ideal for helping young people talk about themselves and have conversations about issues that affect them. The game can be played optimally by 5- 7 players but no more than 8 players.

The (actual board game) kit would contain the following:

- Game Box
- 2 dice
- 6 set of Category Cards including: Viva la Différence, Don't Label Me, Healing Our World, Include Me, Knowledge Reboot, Multiculturalism and also three Collaborative categories, Wild Card, Debate and Qwest
- Card Trays
- Breakthrough Wheel
- Barrier Stop Spinner
- Currency Spinner
- Multi- colored plush balls (orange, violet, , ---)
- Score Board
- Dry Erase Pen
- Rule Sheet
- Tokens (different cultural icons, LGBT, BLM, Africa continent, North America, South America, Europe, Asia, Australia, etc.)
- Timer
- Barrier cards

For the initial game version, we will provide, digitally, for all testers to print out, preferably on a color photocopier. For in person play, some components that are printed out will need to be cut. The cards, the playing pieces, the spinner boards.

- Ubuntu Game board, on 11 x 17 inch paper (recommend affixing to a piece of cardboard 11 x 17 and using white or paper glue). The game board does not need to be cut out.
- The questions for the six categories and three collaborative activities, on 2-sided paper with the two-sided version (where possible, otherwise print the cards single-sided and print out a single back side for each of the nine categories, as you'll need to have the single sided cards face up, but place the card back on top so players can't see the top question.
- Player pieces (there are 2 sets; one to use on the game board itself, the other to place on the Barrier Stop spinner) These would have to be cut out.
- Spinner boards there are 3 (recommend cutting out).
- Die: the game will require one dice, preferably two, not provided.

Early version of Rules:

Warning! Choking Hazard – keep out of reach of children under 3 years of age

Setting Up the Game

Lay out the Game Box in front of all the players. Shuffle the Category Cards and place these face- down on the table, to form six draw piles. Do the same with the three Collaborative Categories' cards. Take out the Barrier and Currency Spinners.

Choose a Score Keeper. This player will write down the scores on a score board.

Each player chooses one token to represent himself/ herself while travelling through the board.

Starting the Game

The players themselves can decide among themselves how to start the game. Several suggestions:

- ✓ The youngest player goes first
- ✓ The player wearing a blue T- shirt goes first
- ✓ The player who ate Jell- o for lunch goes first
- ✓ The player with the highest total after rolling the dice
- ✓ Further, they agree on the color of plush ball to be used as a guide for taking turns

Barrier Stop Spinner

Each player who has no disabilities will spin or roll the die to see what their Barrier is for the game. This will apply during the entire game. Barrier cards will be given out to each applicable player so they remember the barrier.

Playing the Game--Taking Turns

When the game begins, the first player will roll one die. He/She moves his/her token through the board as indicated by the die. The board has up to 6 different topical categories; Religion, Getting to Know you, Viva La Difference, Teens alike, Fun Facts, Controversy. All Players start on the "Start" square in the center of the ellipse; "Finish" is on the same square.

He/She draws the top card from the draw pile based on the particular category space he/she lands on. He/ She will read aloud the question to him/herself only, himself/herself and one other player or the entire group (indicated on the card).

The board also has wild card spaces which trigger a separate set of action cards " activity" or "Debate for Fun" or "Diversity Time" where the player who selects it is directed to choose a teammate to debate or collaborate or play the diversity role with.

Each category, activity or wild card space question/activity scores a certain # of points for the player that landed on the square. Players may earn additional points based on what is indicated in the category cards selected. (See Currency Spinner)

Each category card will also have a barcode that links to a mobile app which accesses a video, cartoon, etc., of a relevant complementary bit of information, a brief interview, a video or a place or person, a historical action, etc. or a moving share that relates to the card's question or activity. This can be accessed by any smart phone, tablet or PC.

Excitement is amped up when a player draws an Avatar card. There are 5 Avatar cards within each category (of the 30-40 cards). When selected, the player will now actively become an avatar to experience what is to be present to the subject matter taken from the "subject matter" card deck; a complete first-person point of view expose on what it is to be an autistic girl, a teenage black boy growing up in Chicago, and LGBT girl growing up in Alabama, etc.

Scoring for Avatar cards are triple the normal category score via the Currency Spinner. The player will don the Google Cardboard VR apparatus and slip their smart phone inside. Players will access the VR link from the Google Cardboard app.

After he/ she has completed his/ her play, he/she puts the used card at the bottom of the card pile. His/ her token remains on the space occupied and proceed from that point on her/ his next turn.

Currency Spinner

At the end of each turn, the player will roll the die or the Currency spinner to determine the number of points they have earned for the round. This will tally this in the scoreboard.

Two or more tokens may rest on the same space at the same time.

He/She passes the plush ball to the next player and the game continues.

The game is over once a player has reached the end of the board. The player with the highest score after all final scores is tallied wins. If there is a tie, all of the tying players win.

Breakthrough Wheel

The winner/s gets to spin the "Breakthrough" wheel, they will select, based on the die roll or spinner they land on, various options, e.g., What perceptions have changed, what actions I'm going to take now, What am I most grateful for, etc.