


SLO CARD GAME


Welcome to the SLO Card Game!

It is time to step into another's shoes and see the world from different lenses.
You may be surprised by what you learn.



One minute you are Achievement who believes in ambition and success. The next, you are Hedonism who just wants to have fun and enjoy what life could offer you. The important thing is to find out who has the same identity as you. Together, you can form an unstoppable team and win the game through liking each other's ideas. If you fail to find this person, all is not lost! You can still come out on top by convincing others that your idea is so good that everyone should like it despite what they believe in.

While playing the game, we expect you to have fun, to talk with one another, and perhaps to learn a little as well. Although developed with mining projects in mind, the SLO card game can be played whenever and wherever there is a controversial project. Just substitute the project for mining. The identities are based on values that are shared across all societies and the type of questions range from Icebreakers (fun and light-hearted), to Attitudes (feelings and expectations), to Issues (problem solving).



The game can be pure fun or be used as a learning tool - you choose. There is a scorecard to keep track of the 'likes' (thumbs up) and 'dislikes' (thumbs down) plus a space for comments/observations. There may be identities that are 'liked' more and identities 'disliked' more, indicating certain value sets that may be more or less dominant in a community that in turn has implications for the acceptance of a project. But first and foremost the point is to talk and laugh with one another!

INSTRUCTION

Goal of the SLO Card Game:

The game is based on the card game, Werewolf, and the objective is to guess who your teammates are by the answers they give to questions. When you figure out who your teammate is, you should 'like' their answer so they score points and can put a token(s) on the playing board. The team with the most tokens wins. The SLO Card Game is meant to be fun and to get people to start engaging with each other in a 'safe' space.

If some learning occurs during the game, then all the better!

Overview of the game:

10 Identity cards: each player is given an 'Identity' and all questions have to be answered from the viewpoint of that 'Identity'

8 Icebreaker cards: worth 1 point, these are 'fun' cards that players can choose if they want an easy question to answer

9 Attitude cards: worth 2 points, these cards ask about attitudes related to mining

6 Issue cards: worth 3 points, these are the most difficult questions that ask players individually to solve a problem

Game rules:

A 'neutral' Guide will be chosen at the beginning of the game. The Guide will not play the game but has 2 roles:

- 1) to deal the Identity cards and therefore be the only one who knows everyone's identity and
- 2) using the enclosed scorecard, to keep track of how many thumbs up or thumbs down each answer has.

INSTRUCTION cont'd

Each player is dealt an Identity but must keep it secret. There should be teams of at least 2 players with the same identity but the players will not know who each other is. The number of Identity cards to be dealt is as follows:

4 players = 2 Identity cards

5 players = 2 Identity cards

6 players = 2 or 3 Identity cards

7 players = 2 or 3 Identity cards

8 players = 2, 3 or 4 Identity cards

9 players = 2, 3 or 4 Identity cards

10 players = 2, 3, 4 or 5 Identity cards

As many players can play as possible, the cards are just allocated in the same way as above.

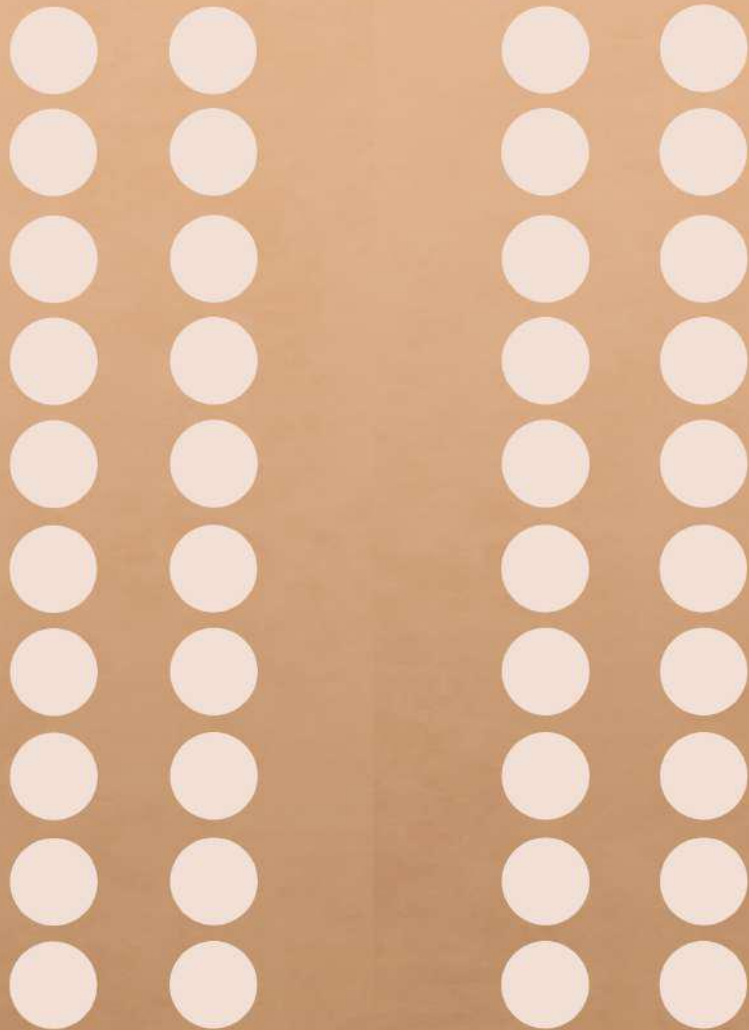
Remember - all the players need to keep their identity secret!

Depending on how many points each player wants to try and get (the easier the cards the lower the points), the player chooses 1 card from one of the three decks. Whatever question you take, you have to answer from the viewpoint of your identity. It is not your personal perspective. Based on the answer to the question, the other players have to try and guess if that person is their teammate or not. If they think the person is their teammate, they should show a thumbs up to 'like' the answer. Whether you like or not like an answer is based on how closely it matches the viewpoint of your identity. If the majority of players 'like' an answer, depending on which deck the card is from, the player answering the question can put 1, 2 or 3 tokens on the board.

Once the game ends:

The Guide will have a paper with checkboxes to record how many thumbs up/down were given for each answer to a question as this shows where there is consensus and where there is contestation, and also which Identities tend to dominate. Ideally this will provide the basis for a broader discussion.

GAMEBOARD



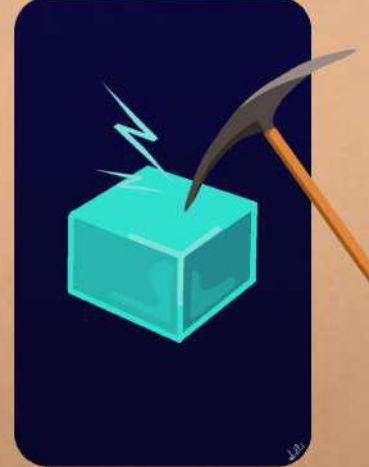
ATTITUDE



ISSUE



ICEBREAKER



SCOREBOARD

Benevolence Universalism Self-direction Stimulation Hedonism
Achievement Power Security Conformity Tradition



Observations and
comments

At 1

☐☐

Ice 1

☐☐

Is 1

☐☐

At 2

☐☐

Ice 2

☐☐

Is 2

☐☐

At 3

☐☐

Ice 3

☐☐

Is 3

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At 4

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Ice 4

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Ice 6

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Is 6

☐☐

At 7

☐☐

Ice 7

☐☐

At 8

☐☐

Ice 8

☐☐

At 9

☐☐

IDENTITY

ACHIEVEMENT

Being very successful and getting ahead in life are important to you. You like to impress other people. You think it is important to be ambitious and want to show how capable you are.



IDENTITY

BENEVOLENCE

It is important to help and care for the people around you and to be loyal to friends. You try to see the good in people and not hold a grudge. You are forgiving.



IDENTITY

CONFORMITY

You believe that people should do what they are told and follow rules at all times, even when no one is watching. It is important for you to always behave properly and to be obedient. You try never to disturb or irritate others. You believe you should always show respect to your parents and other people.



IDENTITY

HEDONISM

Enjoying life's pleasure is important to you. You like to 'spoil' yourself. You really want to enjoy life and have a good time.



IDENTITY

POWER

It is important for you to be rich. You want to have a lot of money and expensive things. It is important to be in charge and tell others what to do. You always want to be the one who makes the decisions. You like to be the leader.



IDENTITY

SECURITY

It is very important that your country be safe from threats from within and without. You are concerned that social order be protected and the government be stable. It is important that things be organised and clean. You do not want things to be a mess. You try hard to avoid getting sick and stay healthy.



IDENTITY

SELF-DIRECTION

Thinking up new ideas and being creative are important to you. You like to be curious and to try and understand all sorts of things. It is important for you to be independent.



IDENTITY

STIMULATION

You think it is important to do lots of different things in life. You like to take risks and are always looking for adventures. You like surprises. It is important for you to have an exciting life.



IDENTITY

TRADITION

You think it is important not to ask for more than what you have and that people should be satisfied with what they have. Religious belief is important to you. You believe it is best to do things in a traditional ways and to follow the customs you have learned. It is important to be humble and modest and not draw attention to yourself.



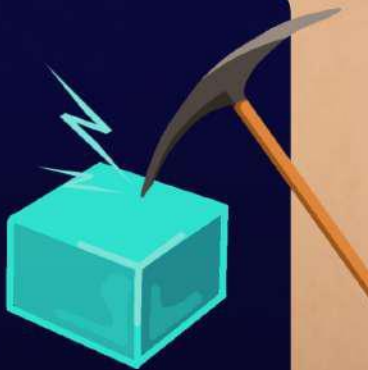
IDENTITY

UNIVERSALISM

You think it is important that every person in the world be treated equally and have justice. World peace is a goal. It is important to listen to and try to understand people who are different. You strongly believe that people should care for nature and protect the environment and that people should adapt to nature and fit into it.

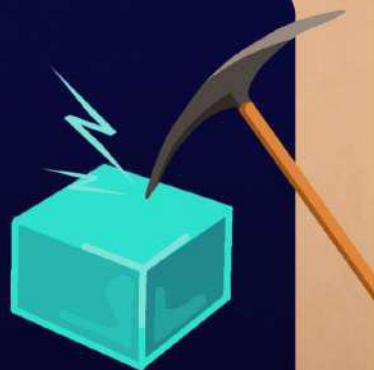


ICEBREAKER



If you could speak another language, which one would you choose?

ICEBREAKER



What person in history would you like to come to lunch?

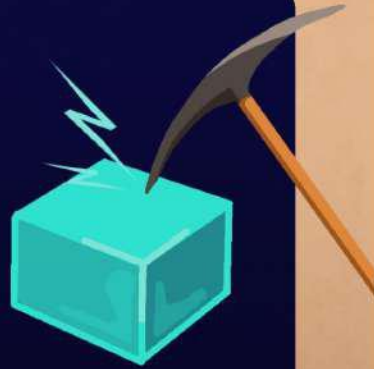
ICEBREAKER



If you had 100 euros, or the equivalent, what would you buy?

Job

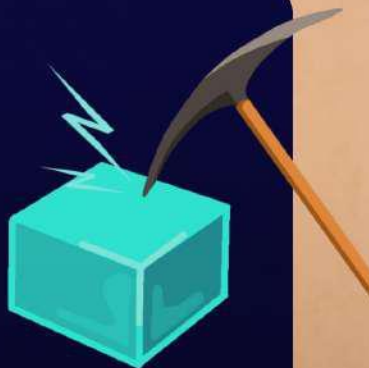
ICEBREAKER



What is your favorite thing to do in the winter?

Job

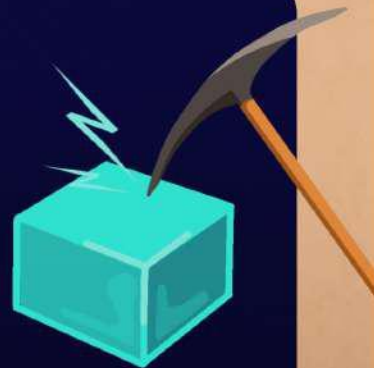
ICEBREAKER



If you got 3 wishes from a genie, what would they be?

Job

ICEBREAKER



If you could speak another language, which one would you choose?

Job

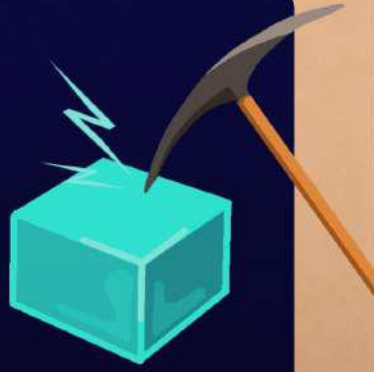
ICEBREAKER



If you could go anywhere
in the world,
where would you go?

J.B.

ICEBREAKER



If you could be invisible for
one day, what would you do?

J.B.

ATTITUDE



What environmental issues
are you worried about?

J.B.

ATTITUDE



What first comes to mind when
you think of a mine?

J.B.

ATTITUDE



If you could tell the CEO of the
biggest mining company
in the world one thing,
what would it be?

1.00

ATTITUDE



When should mining
not be allowed?

1.00

ATTITUDE



Are you interested in
having new people live in
your community?

1.00

ATTITUDE



Who should give mining permits
- the municipal/local
government, the regional
government or the
national government?

1.00

ATTITUDE



Do you think your municipal government represents the interests of local people?

J. B.

ATTITUDE



What do you think of when you hear the word "industry"?

J. B.

ATTITUDE



What is the best thing a mining company can do for a community?

J. B.

ISSUE



What could be 3 goals of an ad campaign that supports mining?

J. B.



