Cs the Day cards can be used for collecting and trading, but you can also play some games using the icons in the top left corner. Directions for three possible games are included below.
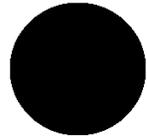
Element Icons

fire

water

wind

stone

Direction Icons

north

east

south

west

Resource Icons

resource

key

lock

COLLABOR8

Personally and professionally, we often have different perspectives that are crucial to generating and developing new insights, narratives, and paradigms. In Collabor8, players communicate and work together to advance collective knowledge.

Place a deck of cards face down in the center of the playing space. Each player starts with two of these cards. You should hold these cards facing away from yourself so that the other players can see them while you cannot. Each turn, you will take **three actions**:
1. draw a card from the draw pile and add it to your hand
2. ask one question about the card(s) in your hand
3. give one of the cards in your hand to another player

As soon as one of the players has eight cards, everyone should place their cards on the table. Play has now ended and scoring begins. The score for your individual hand will be added to the individual scores from other players' hands. The goal is to have the most collective points as a group, which shows how well you were able to collaborate. Keep track of your high score!

Scoring:
2 points – pair (two cards with the same element, direction, or resource icon)
3 point – run (three cards with all different elements, directions, or resource icons)
4 point – complete set (four cards with all different elements, directions, or resource icons)
-1 point – every card that does not fit into a pair, run, or set
Bonus 5 points if you have a "leading luminary" and "scholar for the dream" with the same element or direction icon.

IMPACT

Impact is measured differently professionally, institutionally, personally, in community, etc. For this game, we are celebrating the impact that some of our colleagues and intellectual contributions/engagement are having! You are attending a professional development event (such as this conference) and sharing updates with colleagues about current project updates you've heard.

Grab some note-taking materials like paper and a pen or pencil. As a group, **make a list** of cards from **three different categories**. Establish these categories based on what is meaningful for your group depending on which cards you have. For example, you could use Leading Luminaries, Scholars for the Dream, and Words of Wisdom to identify an exciting collaboration around a disciplinary concept. Alternatively, you could create a People category that includes both Luminaries and Scholars with additional categories for Words of Wisdom and Tomes of Traction to represent a scholar working on an individual project using a particular concept within a particular area or conversation. 5-8 options in each category will work best, but this can be flexible.

Remove one card from each category and place them to the side face down so that nobody can see them. This is the combination that you are trying to identify. These 3 cards are having the most innovative/interesting impact on the field or public scholarship at the moment. Distribute the rest of the cards to the players. This is information that people have about other ongoing projects. You will use the process of elimination and other strategies to figure out the 3 card combination that has been set aside.

On your turn, **flip a coin or roll a dice**. On *heads* for a coin or an *even* number with a dice, you have found/made time for a conversation with others and may **make a suggestion** to the group, which will be confirmed or denied by the other players. On *tails* for a coin or an *odd* number with a dice, you were too busy and will need to wait until next round to try again. Your question should identify one card from each category. For example, "I heard it was [Leading Luminary] and [Scholar for the Dream] working with [Word of Wisdom]."

If the person sitting to the right of the player making the suggestion holds one of these cards in their hand, they should **show it secretly** to the suggesting player to communicate that this card is involved in another project and their suggestion needs to be revised. If not, the next player in the circle should do so. If nobody can show your suggestion needs revision, you can make it your **final suggestion** or wait until the next round to revise your final suggestion.

Once you have made a final suggestion, you should **check the cards** that were set aside at the beginning of the game. If you are correct, you will be recognized as the most "cutting edge" or "informed" member of the group (you may choose the title that better reflects your status than "winner").

RESOURCE RUMBLE

Uh, oh! Some crucial publications are not openly accessible, but you would like to reference them for your current project. Place all of the cards with a **gem** icon face up in the center of the playing space. These are the Resources you will be trying to access, but other players need to reference them too!

The person who most recently checked out a library book goes first. Based on this first player's name, the Resource cards with different element icons are worth different points. This represents how the value attributed to different scholarly resources changes over time in different circumstances.

First player's name	**Begins with a consonant**	**Begins with a vowel**
Ends with a consonant	fire=4, stone=3, wind=2, water=1	water=4, stone=3, wind=2, fire=1
Ends with a vowel	fire=4, wind=3, stone=2, water=1	water=4, wind=3, stone=2, fire=1

Shuffle together all of the cards with **lock** and **key** icons. Deal two of these cards to each player and then place the rest of these cards face down to create a draw pile. Your turn includes two actions:
1. Draw a card.
2. You can choose to play a card or wait.
After these two actions, it is the next player's turn.

Key cards can be used to claim Resource cards from the center. Place the Resource you claim in front of you with your Key card on top of it. There are two kinds of cards with key icons: Leading Luminaries and Scholars for the Dream. In addition to claiming cards that are in the center, Luminaries can also be used to claim Resources that are in front of other players if those Resources were claimed by a Scholar – this swipes the card, and the Resource changes possession. The Luminary must have the same **direction** or **element** icon as the Scholar for this to work.

Lock cards with can be used to protect Resources from being swiped. Place this Lock card on top of a Resource that you have claimed. Once the last card from the draw pile has been taken, each player has one more chance to play a card. The game is then over, and players add up the score for the Resources they were able to claim. This represents the amount of progress you were able to make on your project. Who has been able to make the most progress by the end of the game?