

# THE WISH GAME

*Number of Players: 6-18*

*Never doubt that a small group of thoughtful, committed citizens can change the world; indeed, it's the only thing that ever has.*

Margaret Mead

Do you believe that the future of the world is in your hands? We think you should! Playing this game, you are going to find a solution to a problem that the world faces now.

This game is a mix between a solution design workshop and a sci-fi story. First you will choose your own design problem, then you divide into three groups and enter the game by imagining yourself in a sci-fi setting. The game asks you to change the narrative of the problem you're addressing. If you change something now, how will the future look better as a result? Playing cards prompt you with new challenges, each of which brings you a step closer or further from the future you wish for. To win this game all you need to do is open your mind, imagine wildly, embrace the chaos and let the game guide you.

The narrative design of the workshop is modeled after Joseph Campbell's Hero's Journey. Each participant is a hero and they tell their story while working out a solution to their shared problem. Following a narrative, the workshop game resembles a typical design process, which works because story and design draw on the same principles to create meaning. A story follows four steps: challenge, conquer, change and prevail. A design process follows four similar steps: analyze, ideate, develop, test. Bringing these together is quite unique.

Wish For The Future was developed by Reboot Stories, a creative collective that mixes storytelling, technology and design to innovate education and the way we approach problems.

## Game Instructions

*How do we make the world work for 100% of humanity  
in the shortest possible time through spontaneous cooperation  
without any ecological damage or disadvantage to anyone?  
Buckminster Fuller*

Wanting to change the world is a bold endeavor and this game helps by facilitating some little steps that can lead to a big change. Within the next hour, you create a concept – a micro agent for change – that can be useful for you and others to reach this common goal.

### **Game objective:**

Devise a storified action map for your wish by collaborating with your peers.

### **Game win:**

There is no lone winner. You win the game collectively by satisfying 2 conditions

1. Your concept is embedded in the story you develop.
2. You record your concept/story and commit to make it happen.

### **Materials you need:**

You need space for three groups to huddle around three tables (or floor, somewhere to put the cards and storyboards).

If you have a white/blackboard awesome, otherwise an A3/A4/butcher paper will do.

You definitely need:

- post-its
- white or colored A5 or A4 paper
- colored pens
- optionally provide some found objects to build models of your ideas

### **Set up:**

Give each group their stack of cards, post-its, white or colored A5 or A4 paper, colored pens.

And each group needs a timer!! Your phone works for that. Make sure someone is in charge of the timer, because your time slots need to align when the groups come together throughout the game.

## *Split into Groups*

Divide the players into three groups by giving every player a number 1, 2, or 3.

**1 - Designers** – The future rests in your hands. Over the next 60 minutes you need to come up with a design solution that will grant your wish. Don't let your ideas be limited by money, let your imaginations run wild! At times you will be visited by the other groups. Be collaborative, appreciative and integrate their ideas into yours.

**2 - Storytellers** – Over the next 60 minutes you're going to create a story with a beginning, middle and end. You will choose main characters that drive the change. There will be obstacles and supporting elements. Do not try to solve the problem with your story! Halfway through the game you will be prompted to weave the designer's solution into your story as a turning point. Be collaborative, appreciative and integrate everyone's ideas into your story.

**3 - The Future** – You are the great grandchildren of the designers and storytellers, living many years into the future. The world around you is grim and you find a time portal that lets you communicate with the past. It is important that you tell the past what went wrong and what the bad future looks like. Another task is to help them improve history by giving hints and suggestions on the way. Your role is to give support. Be collaborative. If you see a problem, try and solve it together!

NOW TAKE THE STACK OF CARDS FOR YOUR RESPECTIVE GROUP, COME TOGETHER AS A GROUP AT ONE OF THE TABLES AND FOLLOW THE CARDS.

REMEMBER: WHENEVER YOUR TIME RUNS OUT TAKE A NEW CARD.

REMEMBER MORE: ALWAYS SKETCH WHAT YOU THINK OR SAY! BRING IT ON PAPER SO THE OTHERS CAN SEE.

## Designer Card #1

To find a wish for your game get into pairs. Set your timer for 3 min and write down 100 wishes! Then set your timer to 1 min and choose your favourite. Come together as one group and take turns telling the group your wish. Then it's time to vote. Everyone writes down their favourite wish on a piece of paper. The one with the most votes will become the wish for the whole group.

**For support on this task pick up Alt Card A.**

## Designer Card #2

Set your timer for 3 minutes.

**Pick up Alt Card B.** Choose one person to read the meditation you find on card B. Read slowly and quietly. Pause in between to give everyone room for their imagination to expand.

## Designer Card #3

Set your timer for 5 minutes.

First some research. Now, quickly, go over to the storytellers and ask them questions about the problem. If you finish early go back and discuss what you have learned. When 5 minutes are up take the next card.

**To learn how to ask great questions pick up Alt Card C.**

## Designer Card #4

Set your timer for 5 minutes.

Now come up with a design question. If you finish early discuss what you heard from the story tellers.

**If you need help with coming up with a design question please pick up Alt Card D.**

## Designer Card #5

Set your timer for 2 minutes.

The Future will call you.  
Go meet them. Listen.

Then share your design question. Make clear that this is your shared framework. All groups have to work with it. Go back to your spot. Take the next card.

## Designer Card #6

Set your timer for 10 minutes.

It's now time to let your imagination run free. Start brainstorming ideas that can help solve the problem. No idea is a bad idea at this stage. Go mad.

**If you would like some extra help pick up Alt card E.**

## Designer Card #7

Set your timer for 6 minutes.

The Future Group are coming over to give you a list of stakeholders and their needs. Send them home again. Then, based on your brainstorm, come up with one idea that addresses those needs. Start fleshing out your idea.

*A spy from the Future will stay behind and listen.*

## Designer Card #8

Set your timer for 7 minutes.

The storytellers are coming over to let you consult the paper picker about an upcoming obstacle. Make a note of the obstacle. Afterwards, tell the storytellers your idea.

Then, by yourself, brainstorm how your design overcomes the obstacle.

## Designer Card #9

Set your timer for 5 minutes.

The Future will come and give you a brand spanking new technology.

**Take Alt Card F:** Together with the Future outline your solution. Spontaneously incorporate their new technology into your solution or not.

## Designer Card #10

Set your timer for 10 minutes.

Gather everyone. Share your ideas using the template (**Alt Card F**). Listen to their questions but do not answer them. Instead use them to refine your design while you illustrate your idea on 2 pieces of A4 paper.

**If you need help drawing please pick up Alt Card G**

## Designer Card #11

Set your timer for 5 minutes.

Get up and find the Future. With one hand reach into the circle and grab someone's hand across the circle, not next to you. Then with your other hand, grab someone else's hand. You cannot let go. The storytellers unravel you. You will do what they say and move in the direction they want.

## Designer Card #12

Now share and document your solution and drawings! Choose someone to film the following steps

1. The future read out their first letter (go get it!)
2. The storytellers present their story up to the obstacle.
3. The designers share their solution.
4. The storytellers present their end of the story.
5. The future read out their second letter
6. Sit back, smile, and commit to what to do next.

## Designer ALT card - A

The more concrete a wish, the easier it is to find a solution. These categories may help. Choose one.

Urbanisation, i.e. your wish is "I wish that everyone would ride their bike to work"

Humanities, i.e. your wish is "I wish that we could eradicate bullying at schools"

Economy, i.e. your wish is "I wish that no one lived in poverty"

Government, i.e. your wish is "I wish that lobbying benefitted people not corporations"

Health, i.e. your wish is "I wish that there were fewer lifestyle diseases"

Sustainability, i.e. your wish is "I wish that everyone used solar power"

Culture, i.e. your wish is "I wish that everyone spoke at least two languages"

Education, i.e. your wish is "I wish that everyone could read and write"

## Designer ALT card - B

Pick someone in your group to read this meditation. Read slowly and calmly. Leave pauses.

"Close your eyes. Imagine you are leaving the world behind. Floating into space. You see the earth below you, so small. You look ahead and find yourself sliding through a wormhole.

When you emerge you can see the earth below you again. But it's not the earth you came from. It's an alternate world some time in the future.

You descend towards the ground. Now look around.

Look at the people. How do they look? Who are they with. How do they feel? What does the world around you look like?

What does it smell like?

What do you hear?

How does it make you feel?

Look around and find a place that seems like a good inspiration to solve your wish.

Go there and explore.

Keep that feeling, in your mind remain in your location.

Now open your eyes, turn to your group, and take your first card.

## Designer ALT card - C

Start your questions with "why", "what", "how", and "when" to avoid yes/no answers. Ask them what people say, what they do and think, what they see and hear, how they feel?

*Why do we have a problem?*

*What is the greatest threat?*

*How exactly does it affect you?*

*How do you feel about the problem?*

## Designer ALT card - D

A design question is a concise call to action. You choose what it is and for whom!  
The narrower your question, the better your results. It always asks for the "how." For example:

*How can we [what].....*

*for [whom, user] .....*

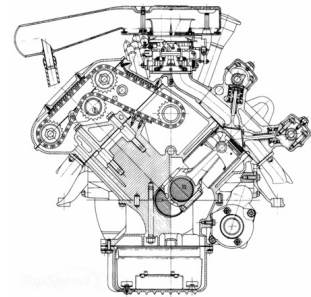
*so that [envision the improved state].....*

*.....*



# Designer ALT card - E

Look at the random images below and try to connect one or all of them to a solution.



# Designer ALT card - F

Any pitch follows a simple form: problem, insight, challenge, idea. Once you have formulated those four aspects you can use this sentence as a short cut to share your ideas:

For [user] ....., who [has a problem, need] ..... the [your product, service name] ..... is a [describe what it is] ..... that [describe its function].....

Unlike [contrast with old system] ..... our product/service is [sell USP, benefit].....





# Designer ALT card - G

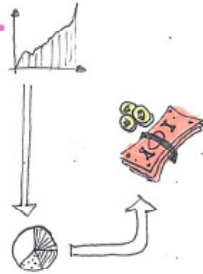
1

SUMMARISE  
WITH  
IMAGES



2

USE  
ARROWS  
AND  
GRAPHS



3

EMPHASIZE  
WITH HOT  
COLORS

# SCRIBE

4

MAKE PRETTY  
HEADLINES

- \* USE CAPITAL LETTERS
- \* MAKE LISTS
- \* USE IMAGINARY GRIDS
- \* AND USE NUMBERS TO GUIDE THE READER

# TIPS

5 at last:  
a bit of white  
space is your  
friend

## Story Card #1

To find a wish for your game get into pairs. Set your timer for 3 min and write down 100 wishes! Then set your timer to 1 min and choose your favourite. Come together as one group and take turns telling the group your wish. Then it's time to vote. Everyone writes down their favourite wish on a piece of paper. The one with the most votes will become the wish for the whole group.

**For support on this task pick up Alt Card A.**

## Story Card #2

Set your timer for 3 minutes.

**Pick up Alt Card B.** Choose one person to read the meditation you find on card B. Read slowly and quietly. Pause in between to give everyone room for their imagination to expand.

## Story Card #3

Set your timer for 5 minutes.

The Designers come to ask you questions about the problem. Please answer them as honestly as possible drawing on your own experiences or your imagination. If you finish early discuss (without the designers) what you know about writing a good story. When the 5 minutes are up take the next card.

## Story Card #4

Set your timer for 5 minutes.

**Take Alt Card C.** Using it as a guide draw a story time line on a large piece of paper. Take post-its to mark out what could happen. What you do now may change later. Do it anyway.

## Story Card #5

Set your timer for 2 minutes.

The Future will call you. Go meet this group. Listen to the Future.  
Hear the design question.  
Listen closely, take a note, because this is the framework that all groups have to work with.  
Go back to your spot. Take the next card.

## Story Card #6

Set your timer for 10 minutes.

Use what you heard. Fill out your post-its on the timeline for the hero (step 1 on your time line). What is the hero like? Draw and write around the post-its. Then, fill out post-its for the problem (step 2 on your time line). Describe the people's struggle.  
**Pick up Alt Card D for some clues.**

Story Card #7

Set your timer for 6 minutes.

Make a list of obstacles that the designers need to address. At the same time, one of you has to make a paper picker. Write numbers 1-4 on the corners. Then, choose 4 of your obstacles and write them inside.

**No idea how to make a paper picker? Take Alt Card E**

Story Card #8

Set your timer to 7 minutes

Go over and let the Designers choose a number on the paper picker to reveal your obstacle. Then, ask about their ideas. Then go back and write the hero's vision/goal and the obstacle into your story time line. Write and draw how people react to the obstacle. Don't try to find a solution! **For help pick up Alt Card F**

Story Card #9

Set your timer for 5 minutes.

Welcome the Future. Exchange what you've got. Present your story slowly, because the Future is going to draw on your time line. Improve the time line together. When the time is up take the next card.

Story Card #10

Set your timer for 10 minutes.

Gather everyone. Listen to the designers' idea. You have 1 minute to ask questions. Go back and incorporate their idea into the solution post-its on your story time line. Add any surprises that happen as people use the idea. Those of you who don't write, draw.

Story Card #11

Set your timer for 5 minutes.

Wait until the Designers and the Future have turned into a human knot. Then go and unravel them. Your goal is to get everyone standing in a circle. No one can let go of the hands they hold!

Afterwards tell everyone to pick up their next card.

Story Card #12

Now share and document your solution and drawings! Choose someone to film the following steps

1. The future read out their first letter (go get it!)
2. The storytellers present their story up to the obstacle.
3. The designers share their solution.
4. The storytellers present their end of the story.
5. The future read out their second letter
6. Sit back, smile, and commit to what to do next.



## Story ALT card - A

*The more concrete a wish, the easier it is to find a solution. These categories may help. Choose one.*

*Urbanisation, i.e. your wish is "I wish that everyone would ride their bike to work"*

*Humanities, i.e. your wish is "I wish that we could eradicate bullying at schools"*

*Economy, i.e. your wish is "I wish that no one lived in poverty"*

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*Health, i.e. your wish is "I wish that there were fewer lifestyle diseases"*

*Sustainability, i.e. your wish is "I wish that everyone used solar power"*

*Culture, i.e. your wish is "I wish that everyone spoke at least two languages"*

*Education, i.e. your wish is "I wish that everyone could read and write"*



## Story ALT card - B

*Pick someone in your group to read this meditation. Read slowly and calmly. Leave pauses.*

*"Close your eyes. Imagine you are leaving the world behind. Floating into space. You see the earth below you, so small. You look ahead and find yourself sliding through a wormhole.*

*When you emerge you can see the earth below you again. But it's not the earth you came from. It's an alternate world some time in the future.*

*You descend towards the ground. Now look around.*

*Look at the people. How do they look? Who are they with. How do they feel? What does the world around you look like?*

*What does it smell like?*

*What do you hear?*

*How does it make you feel?*

*Look around and find a place that seems like a good inspiration to solve your wish.*

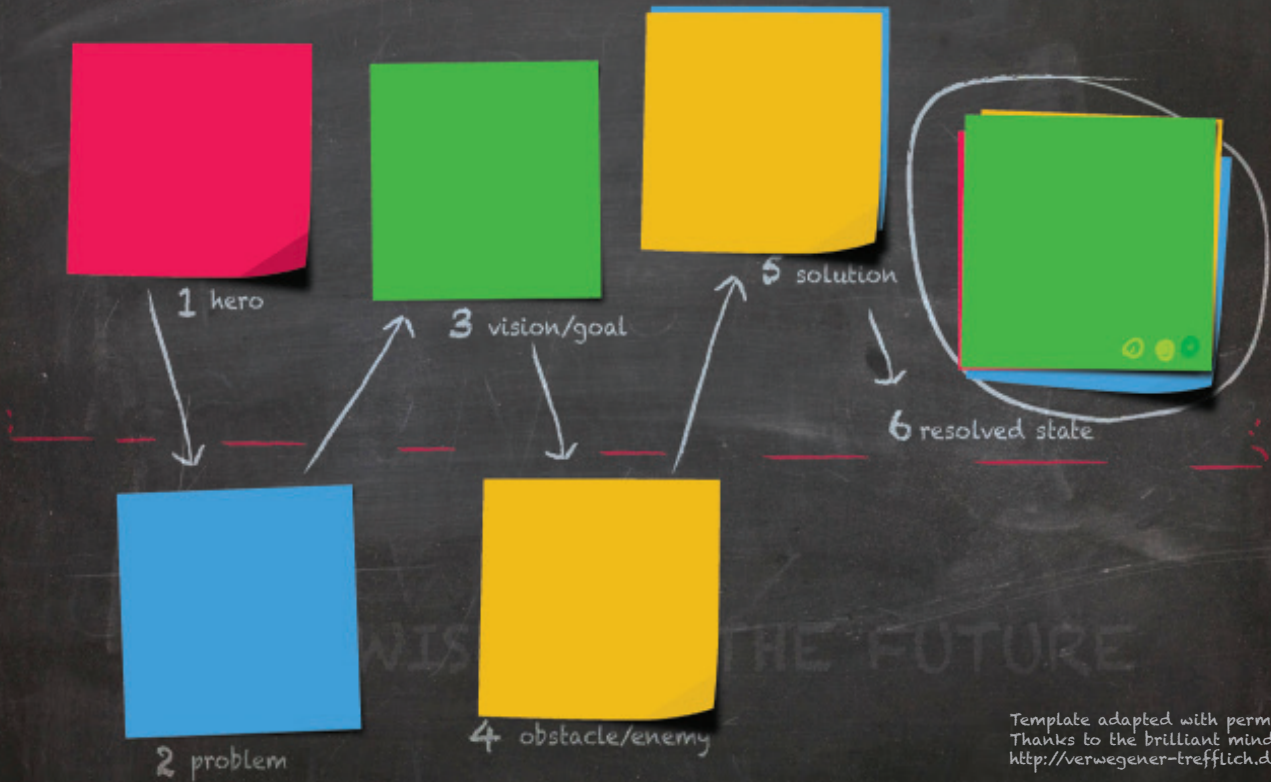
*Go there and explore.*

*Keep that feeling, in your mind remain in your location.*

*Now open your eyes, turn to your group, and take your first card.*

# Story ALT card - C

## STORY TIME LINE



Template adapted with permission.  
Thanks to the brilliant minds at  
<http://verwegener-trefflich.de>

# Story ALT card - D

We want you to create a rich time line including text and images. Write your ideas on one post-it or on several, which you can all place around step 1 (relating to the hero) and step 2 (relating to the problem). Complete up to step 2 only.

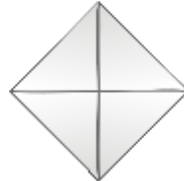
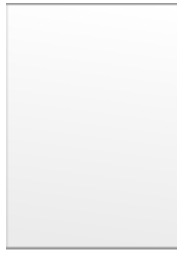
Flesh out what your characters are like. Give them a personality, some habits and a name.

Think about the problem. What are the core aspects of it? Can you distill them and tell an anecdote that explains why it is a problem? How would step 1 and 2 be told in a book or a movie?

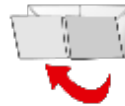
Sometimes it helps to just draw certain characteristics, so others can see and add to your drawing. Together, text and images will help you tell the story.



# Story ALT card - E



put numbers here



# Story ALT card - F

People can feel different things when facing obstacles. They can make them to feel stronger or weaker. In good stories sometimes we don't know if the hero will be able to overcome the obstacle. We are on the brink with them, wondering if they will or not. Write this dramatic tension into your story. If you need a template, this is how it could go:

*Little did they know that [add obstacle] .....  
..... The people felt .....  
..... by this. Even [your heroes] ..... doubted their  
ability. But, surprisingly, .....*

*(Write it on or around the post-its or place this card on your time line.)*

## Future Card #1

To find a wish for your game get into pairs. Set your timer for 3 min and write down 100 wishes! Then set your timer to 1 min and choose your favourite. Come together as one group and take turns telling the group your wish. Then it's time to vote. Everyone writes down their favourite wish on a piece of paper. The one with the most votes will become the wish for the whole group.

**For support on this task pick up Alt Card A.**

## Future Card #2

Set your timer for 3 minutes.

**Pick up Alt Card B.** Choose one person to read the meditation you find on card B. Read slowly and quietly. Pause in between to give everyone room for their imagination to expand.

## Future Card #3

Set your timer for 5 minutes.

Divide into groups of two. One asks the other "Why should this problem be solved?" Ask 5 times exactly the same question. Don't change the question, don't ask or say anything else. Make notes on each answer. Change roles. Repeat.

## Future Card #4

Set your timer for 5 minutes.

Reflecting on your answers from before, your group task now is to write a letter from the future to the past. Tell what happens if this problem is not solved. The Future can be 10 years or 100 years ahead.

**If you need help pick up Alt Card C**

## Future Card #5

Set your timer for 2 minutes.

Go somewhere central and call everyone together. Take 1 minute to read out your letter to everyone.

Afterwards, ask the designers to tell everyone their design question. Listen! Their focus is your framework. Then, go back to your spot, take the next card.

## Future Card #6

Set your timer for 10 minutes.

Now, zoom back into the past. Think about 100% of society. Who are the people who can benefit from a solution? Define their needs.

**For more help pick up Alt Card D**

## Future Card #7

Set your timer for 6 minutes.

Go to the Designers and give them your list of stakeholders and their needs. Choose one member of your group to spy on their solution. The rest go back to your spot and brainstorm challenges and opportunities related to the problem.

**Need help? Pick up Alt Card E**

## Future Card #8

Set your timer for 7 minutes

With the challenges and opportunities in mind, design a technology that can help solve the problem. BUT: don't come up with a solution to the overall problem.

**For help pick up Alt Card F**

## Future Card #9

Set your timer to 5 minutes.

1. Half of you go to the Designers to share your technology and work with them.
2. The other half go to the Storytellers. Exchange what you've talked about. Draw your impressions on their time line.

## Future Card #10

Set your timer to 10 minutes.

Gather everyone. Listen to the Designers' solution. You have 1 minute to ask questions. Afterwards, go back and imagine the new future. Write another letter to the past that explains what is better or worse now. What are the things that still need improvement?  
One of you can draw what the future looks like now.

## Future Card #11

Set your timer to 5 minutes.

Get up and find the Designers. With one hand reach into the circle and grab someone's hand across the circle, but not next to you. Then with your other hand, grab someone else's hand. You cannot let go. The storytellers unravel you. You will do what they say and move in the direction they want.

## Future Card #12

Now share and document your solution and drawings!  
Choose someone to film the following steps:

1. The future read out their first letter (go get it!)
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3. The designers share their solution.
4. The storytellers present their end of the story.
5. The future read out their second letter
6. Sit back, smile, and commit to what to do next.





## Future ALT card - A

*The more concrete a wish, the easier it is to find a solution. These categories may help. Choose one.*

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## Future ALT card - B

*Pick someone in your group to read this meditation. Read slowly and calmly. Leave pauses.*

*"Close your eyes. Imagine you are leaving the world behind. Floating into space. You see the earth below you, so small. You look ahead and find yourself sliding through a wormhole.*

*When you emerge you can see the earth below you again. But it's not the earth you came from. It's an alternate world some time in the future.*

*You descend towards the ground. Now look around.*

*Look at the people. How do they look? Who are they with. How do they feel? What does the world around you look like?*

*What does it smell like?*

*What do you hear?*

*How does it make you feel?*

*Look around and find a place that seems like a good inspiration to solve your wish.*

*Go there and explore.*

*Keep that feeling, in your mind remain in your location.*

*Now open your eyes, turn to your group, and take your first card.*

## Future ALT card - C

### **Writing the First Letter**

Start with "Dear people in the past" and write your stream of consciousness. It helps getting into a flow.

Write with urgency in mind. Describe what is happening in your life - be visual. Describe the problem and how it came into being.

Say why you need help, but not how.

Write to convince your reader to do something about the problem! Don't judge your words. This is a letter from the heart.

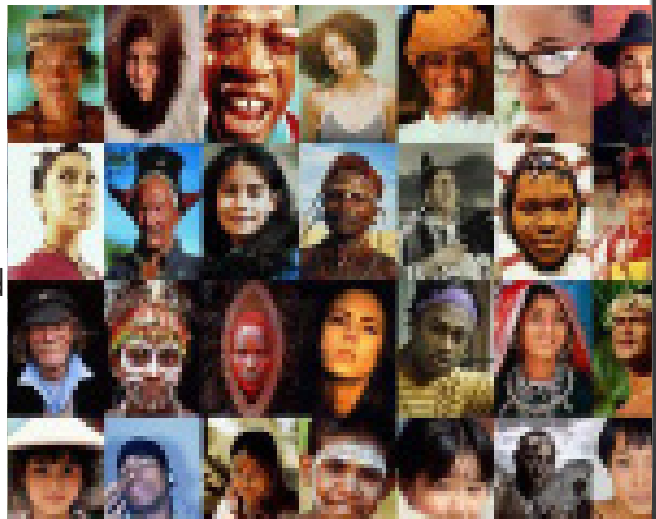
## Future ALT card - D

### **How to discover Stakeholders**

Think of men and women, blue collar, white collar, suits and corporate, hospitality, unemployed, artists, hippies, hobos, hipsters, single parents, families, elderly, sick, those with special needs, children and all minorities.

Try to make it work for 100% of humanity without any ecological damage or disadvantage to anyone.

Remember, you are thinking about the needs of those, who experienced the struggle in the past!



## Future ALT card - E

Challenges and Opportunities can be opposite sides of the same coin. Can you re-frame one of the obstacles you found and turn it into an opportunity? How can it be a positive thing?



## Future ALT card - F

### ***Invent a Technology***

*Imagine wild things, go back to childhood and drop into that kind of boundless imagination. Think of Sci-Fi books and movies? You might get an idea for a technology if you ask yourself*

*"How awesome would it be if I could plug into plants and talk to them!? What if mushrooms could be used to help us have telepathy?! Be mad!*

*BUT! Don't solve the problem! Just come up with a rad technology that could help the designers to improve their solution.*

