

Title of the activity : Freedom defender against dictatorship

For who : 15+
Duration : 30 mn
Number of players : 10
Place : inside

Characteristic :
-cheap
- transportable

Type of game : card game

Educational interest :
-awareness about human right

Materials :
- 15 cards in a game, 4 dictators, 10 defenders,
and 1 Human Rights Institution

Goal of the game:

The party is going on in our world, terrorised by dictators. Every night, dictators kill a defender of human rights.

The day the dictator and a defender to meet a life sentence of their members, they suspect to be part of the dictators. The goal of each player is to survive the carnage...

Rules:

One player is chosen to be the master of the game (or narrator). It will not take part in the game as a player but will be responsible for its smooth running and must remain absolutely neutral. It distributes a role card to each player. Everyone looks at his identity secretly : Dictator, or Defender of Human Rights.

Each round consists of two phases : the night and day. The playmaker announces the succession of phases.

The night : the playmaker announces the dark and asks all players to close their eyes, laying their cards face down before them.

He then asked the Dictators to wake up. Players who have a dictator's card open his eyes and silently choose a victim. When they agree, they indicate the victim to the playmaker and they close their eyes.

The playmaker then asks the institution (or detective) to wake up. The person opens eyes and refers to a player. Jury indicates a nod (yes or no) if the designated player is a dictator. When this is done, he asks the institution (or detective) to ignore.

On the day : everyone opens his eyes. Runaway Jury tells who was killed the night, the player concerned returns his card on the table : it is eliminated from the game, can keep their eyes open and should not communicate with other players.

Once the player has been eliminated, the survivors can discuss freely to try to guess who is one of the Dictators. It is possible to publicly announce its role but it is also possible to lie. Any player is allowed to initiate a prosecution, it must explain why he accuses another player to be a member of the dictators. The playmaker then runs the debate so that each player can get a conviction on that charge. When he believes that the debate has gone on long enough, the playmaker has a last time to the accused to defend himself, then he launched a show on hands in which all players participate. If the majority vote of the players guilty, the player is serving a life sentence : he must return his card and is eliminated. Or he is acquitted and can not be charged a second time during the day. When there is no charge or if a player has been sentenced to life imprisonment, the day ends and the leader announces a new night. The game ends when one side is totally eliminated (the map «institutions » is part of the camp defenders of human rights).

Tips playmaker :

We still have to raise the modd for this feel free to ask to quiet their opinions during the discussion phase. Conversely, if it drags on a launch phase to vote or enter the night fell. Care must be taken not to give any indication to players who have their eyes closed : get away from the table to talk, do not comment, do not give any indication of sex...

There are an infinite number of variations and additional character...

Link or picture :

