Round One. Identify us.
In this round, you need to choose a project to work on in this game. First, if you came to the Summit with a potential project or as representatives of one, share it with your group. Once all players have shared and asked any pertinent followup questions of each other, complete the questionnaire to the right.

Round One. Questionnaire.
Once you have chosen a project for this game, ask your group:

Who is present?
Who do you represent?
What community do you plan to serve?
What do you know about the demographics of this community?

Round Two. Cast a plan.
In this round, you need to explore the details of the project you solidified in round one. Think of executing your project like a story: who are the characters? What is the setting and how would you define normalcy within that setting? What is the problem, and how can action move you through the problem toward a solution or resolution? Don't forget about the paper and pencils available.

Round Five. Adapt.
First, if you didn't get through Round Four, have some members wrap it up. For Round Five, grow within your community. Using the list of outlets from Round Four, revise your stories from Round Three with language that will most effectively reach the outlets you have identified.

Round Three. Fund.
Now let's get some funding behind your plan. You need to accomplish several tasks in this round. Create a 30-, 10-, and 3-word version of what your project is and/or aims to achieve. Tips are below. You also need to take one of your three stories and pitch it to potential investors, contributors, and/or granting agencies. At least one person must make a pitch during this round to The Community.

Round Three.
A list of storytelling tips to consider
After drafting, consider changing your subjects and verbs. Explore language that is packed with meaning. Use language that is active and vivid. When striving for brevity, use one word in place of two by choosing a word that has more specific meaning than vaguer language. Consider your audience and use universal language: draw upon archetypes and stereotypes to allow receivers to fill in the words you haven't used. Eliminate language that is overly academic or too casual.
Be directive!

Round Four. Commune.
First, if you didn't get through Round Three, keep trying. You might choose to split your group into smaller units. In Round Four, you have two necessary task and several optional tasks.
a. You must make a list of outlets where you could share your project with the community (consider places where folks regularly gather who might listen to a story about what you are doing)
b. *At some point during this round, you must send one team member as a representative to the Community.
Optional tasks:
*The enclosed ticket allows an individual to travel to other groups to learn about what they are doing. Other groups might be able to help you, you might be able to join forces, or that individual might simply observe. When the individual returns, it should give a report and the group should vote on any of the above options.
*consider how you will use your funds
*build on your plan by creating visual storytelling materials
*other

Round Six. Share.
Your group must share a one-minute presentation of your project to everyone in the room. Any number of members may present. When the bell rings, a bold group must begin. Each time the bell rings, the previous group must stop and another group must begin.

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Chance cards are distributed in rounds three and four. The moderator gives one card to each group and then keeps time in 30 second intervals.

Chance card!

Anonymous donation to your cause.
Send someone to the Community to gain $100.

Chance card!
Lose a team member for 60 seconds. The person holding this card cannot participant until the bell rings after sixty seconds.

Chance Card!
Statewide teacher strike.
No childcare available.
Entire team must wait out 60 seconds until the bell rings.

Chance Card!
Everything is going well.
Carry onward.

Chance Card!
Devastating rains bring flooding to the area.
Entire team must wait out 90 seconds until the bell rings.

Chance card!
Power outage in your county.
Entire team must wait out 30 seconds until the bell rings.

Chance Card!
Internet outage in your part of the county. Entire team must wait out 30 seconds until the bell rings.

Chance Card!
Everything is going well.
Carry onward.

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Everything is going well.
Carry onward.

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Chance card!
Power outage in your county.
Entire team must wait out 30 seconds until the bell rings.

Chance Card!
Internet outage in your part of the county. Entire team must wait out 30 seconds until the bell rings.

Chance Card!
Everything is going well.
Carry onward.

Chance Card!
Internet outage in your part of the county. Entire team must wait out 30 seconds until the bell rings.

Chance Card!
Everything is going well.
Carry onward.

Community cards are distributed in rounds four and five. Community volunteers give cards in round four when group members visit with them. In round five, community volunteers can choose to give cards to groups at will.

Community card!

Is your project serving the queer community? If not, go back and figure out how it could.

Community card!

Is your project serving the disabled community? If not, go back and figure our how it could.

Community card!

Is your project benefitting veterans? If not, go back and figure out how it could.

Community card!

Is your project serving the undereducated population? If not, go back and figure out how it could.

Community card!

Is your project benefitting people living below the poverty line? If not, go back and figure out how it could.

Community card!

Is your project benefitting youth and the elderly? If not, go back and figure out how it could.

Community card!

A religious freedom group that believes differently than you do is protesting your work. Go back to your group. Decide as a group if you should win them over or ignore them. Consider the pros and cons of each option and then move forward.

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Community card!

How can you involve the local public school system to further your cause? Go back to your group and integrate them into your plans.

Community card!

New state legislation is blocking funding to your group. Give up all your money to the Community. Figure out how to proceed without funds.

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Community card! Is your project serving the queer community? If not, go back and figure out how it could.	Community card! Is your project serving the disabled community? If not, go back and figure our how it could.
Community card! Is your project benefitting veterans? If not, go back and figure out how it could.	Community card! Is your project serving the undereducated population? If not, go back and figure out how it could.
Community card! Is your project benefitting people living below the poverty line? If not, go back and figure out how it could.	Community card! Is your project benefitting youth and the elderly? If not, go back and figure out how it could.
Community card! A religious freedom group that believes differently than you do is protesting your work. Go back to your group. Decide as a group if you should win them over or ignore them. Consider the pros and cons of each option and then move forward.	Community card! A religious freedom group that believes differently than you do is protesting your work. Go back to your group. Decide as a group if you should win them over or ignore them. Consider the pros and cons of each option and then move forward.
Community card! How can you involve the local council of religious meeting houses to further your cause? Go back to your group and integrate them into your plans.	Community card! New state legislation is blocking funding to your group. Give up all your money to the Community. Figure out how to proceed without funds.

Community volunteers hold checks and issue them at their own discretion when approached by group members.

BANK   0025
DATE
PAY TO THE ORDER OF $
DOLLARS   SECURITY FEATURES INCLUDED
MEMO
AUTHORIZED SIGNATURE
⑆789123456⑆ 123789456123⑈ 0025

BANK   0025
DATE
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Attach these to round four instruction cards.

Travel Ticket	Travel Ticket
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