

values champion

THE GAME

How well do you know your fellow players?
How well do they know themselves?
Can you assess yourself accurately?
And are you authentic?

Prepare yourself to discover surprising perspectives about yourself and your fellow players! Because to master 'Values Champion - the Game' you will need to be able to astutely self-assess, empathise precisely, and have a good understanding of people.

OBJECTIVE OF THE GAME

'Values Champion – The Game' is an engaging, lively, and thought-provoking game of self-perception and perception of others for 4-8 players, where you will gather surprising insights about your fellow players and yourselves. The more participants, the better!

You can play it with family and friends, in school, in teams, and in organisations to discover your own and shared values in a playful way.

The game unfolds over multiple rounds, during which players secretly guess which Values Card has been played by the active player. Points are awarded for correct guesses and for collecting votes with your own card.

At the end of the game, the player who has accumulated the most points through astute estimation and assessment is declared the winner and earns the title of 'Values Champion'.



EQUIPMENT AND SETUP

The game includes 1 game board, 153 Values Cards (133 values and 20 value systems - in capital letters), 8 colourful pawns, 8 colourful tokens, and this game manual.

Each player receives a pawn and a token of the same colour. Place the board on the table and put the tokens on 'Start'. Each player keeps their pawns with them. The Values Cards are then thoroughly shuffled, and each player is dealt 7 Values Cards face-down. Place the remaining Values Cards face-down on the table as the draw pile.

Now, determine a starting player. They will be the 'active player' for the upcoming turn.

A turn consists of the following steps:

Selection, Voting, Evaluation, Points allocation, Preparation for the next turn

SELECTION

Each player chooses from their 7 Values Cards in hand, the value that best describes the active player. If you don't have a suitable Values Card, choose the most appropriate one. Now, pass the chosen Values Card face down to the active player.

The active player also selects a card from their own hand for themselves and then shuffles all received cards, including their own chosen card. They then place all the cards face-up in the centre of the table - **without commenting on them.**

VOTING

After the Values Cards are laid out, each player considers which card the active player likely chose for themselves. (With which Values Card would the active player describe themselves?)

It is **important** to keep your thoughts and decisions to yourself and only discuss them after the evaluation!

Once all players have decided, everyone simultaneously places their pawn on the card they want to vote for. (The active player does not participate in the vote since they know the 'correct' Values Card, i.e. the card they chose for themselves.)

EVALUATION

The active player receives the Values Card that got the most votes (pawns placed) and places it face-up in front of them. (This card will not participate in future rounds.) This way, each player throughout the game receives the values they embody or that their fellow players attribute to them. All other Values Cards are placed in a discard pile on the table.

In case of a **tie**, the active player selects the winning card. However, they can only choose between the cards that received the most votes.

POINTS ALLOCATION

Points are allocated as follows:

- 1 point if you correctly guessed the active player's card. **Please note that it does not have to match the card that won the vote!**
- 1 point for each vote received for the Values Card you played. This also applies to the active player and their self-chosen card.

Move your token on the board by the number of points you have received.

PREPARATION FOR THE NEXT TURN

The next player clockwise becomes the new active player, and a new turn begins. Each player draws a Values Card from the draw pile to replenish their hand. Additionally, there is an option to exchange one card. To do this, place one card from your hand on the discard pile and draw a new card from the draw pile.

If there are no more cards left in the draw pile later on, just shuffle the cards from the discard pile and place them face-down as a new draw pile.

END OF THE GAME

The game ends when a player reaches the goal on the game board and reaches the title of 'Values Champion'. Alternatively, you can agree to play a predetermined number of rounds. The player who is farthest ahead at that point becomes the 'Values Champion'.

AFTER THE GAME

The Values Cards in front of you represent your character within this group. Were you expecting these results, or are you surprised?

Are you hooked and want to continue playing?

The official end of the game should not prevent you from playing another round. We recommend trying one of the variations described below.

Did you feel like something was missing and would like more brutal honesty and confrontation?

Then we recommend the extended card set with negative attributes (e.g. lazy, unreliable or intolerant). With this extension, you can express your feelings and draw attention to the negative qualities of your fellow players. But remember: You might be the cause of how your fellow players behave towards you... surprises are guaranteed!

VARIATION: DEFICIENCY-ROUND

Are you confrontational and self-critical? In this variation, the active player is no longer assigned values that suit them well and describe them accurately. Instead, values representing their weaknesses or deficiencies are assigned to them. For example, if the active player is somewhat unreliable, the value 'reliability' is put up for voting. The Values Card with the most votes wins, same as in the original rounds.

VARIATION: SPEED-ROUND

This variation is recommended for 6-8 players who focus on a faster allocation of value cards. In this variation, two Values Cards win the vote. Otherwise, the rules remain the same.

VALUE-ANALYSIS

Would you like to start with an initial analysis of your values? The Values Cards feature small symbols that sort all values into five categories. These symbols can help you quickly determine who among you is considered more socially competent or action-oriented for example.



Agile Values

Traits and abilities to act flexibly, proactively, with foresight, and initiative. They are often required in organisations (companies, authorities, etc.), especially in agile project management (source: Wikipedia).



Social Values

Social competencies and skills helpful in shaping social interactions (source: Wikipedia).



Action-Oriented Values

Values determined by motives with the clear goal of action, initiative, or implementation of a defined plan.



Virtues

Values defined as morally desirable by certain cultures.



Motive-based Values

Values that also represent an intrinsic motive or are closely linked to the underlying motive.

WHAT ACTUALLY ARE CORE VALUES?

Core values (value concepts) arise from character traits, thought patterns, beliefs, and upbringing. They are the individual expression of your essential characteristics. For example, when someone cuts in line at the checkout, you can react humorously, calmly, or aggressively. Core values represent you and are your interpersonal calling card.

'Conceptual' value systems are not specific values, although they are often understood and used as such. Exemplary are 'home, family, wealth, democracy and prosperity'. These concepts only become graspable, measurable (tangible) and thus socio-culturally better understandable through individually and role-specifically assigned core values.

Depending on your role, your values also vary. For example, you may be very disciplined and orderly at work, while being carefree and creative with friends. Different rounds of the game (family, friends, coworkers, etc.) will inevitably lead to different results.

Advanced players can try to understand why a player has chosen a particular value. What is the hidden motive behind it? For example, 'courage' may be more desirable for fearful individuals than for those already courageous, as it may appear self-evident to the latter.

Values are expressions of our motives and our nature and are the foundation for any outcome, ideally success of any form. Conversely, if someone is dissatisfied with the status quo (outcome) in a certain area or seeks opportunities for improvement, they must inevitably engage with their values.

For a detailed analysis of your values and further valuable information about value work, we recommend visiting our website: www.values-academy.de. Here, you will find helpful explanations, tools, and tips on how to integrate your values into your everyday life.

DISCLAIMER / LIABILITY DISCLAIMER

We expressly point out that emotional conflicts between players/ participants may occur during and/ or after the game. Most of the time, these conflicts are constructive and greatly support the goals of the game based around values.

To our knowledge, there have been no damages, physical altercations, or other negative consequences associated with playing our 'Values Champion – The Game'.

We do not assume any liability for any damages, losses, or disputes that may arise in connection with our games.

Any moderator, game leader, workshop leader, coach, trainer, etc. associated with the Values Academy (part of the DA VINCI 3000 GmbH family) also assumes no liability for damages resulting from playing our games.

FURTHER INSTRUCTION

Anyone who plays the game must do so voluntarily and assume responsibility for any potential risks and side effects.

The player participates in 'Values Champion – The Game' at their own risk and liability and is individually responsible for the consequences of their actions. The respective player is liable for any damages of any kind resulting from intent or negligence (as the cause).

Companies and organisations are advised that they have an obligation, while observing general (legal) and specific obligations, to provide their employees, staff, suppliers, etc., with this instruction and our disclaimer before playing our games, ensuring that they have been fully understood. We recommend obtaining written consent in advance, and we are happy to provide a standard template for this purpose.

The initiator (buyer, organiser, client) of 'Values Champion – The Game' should ensure, in their own interest, that all players/ participants are in a mentally stable condition. If in doubt, a medical certificate should be requested before the game starts.

IMPRINT

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GOOD ADVICE IS HARD TO COME BY...

... and producing game materials 'Made in Germany' in small quantities is unfortunately very costly. Therefore, we rely on your recommendations, which will allow us to gradually improve and reduce the price of 'Values Champion – The Game' and we appreciate your feedback, criticism, and suggestions!

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