

DRAW THE LINE

Draw-the-line is literally a game about drawing lines. It's a game about us being competitive or cooperative, a game that allows to reflect upon categorizations and divisions, cleavages in our society.

Demogames

The game **Draw The Line** is an output of the Erasmus+ project **Democracy and Games: Analog and Digital Game-Based-Learning Tools for Youth Work Demogames** (2019-2022).

Draw The Line learning targets in a nutshell:

- ◇ Analytical thinking, co-operation and communication skills
- ◇ Flexibility, Adaptability, Observing
- ◇ Reflect upon and strengthen democratic values of equality, fairness, and justice
- ◇ The decision-making in this game can be democratic or not, and enables to reflect upon collaborative, cooperative and competitive elements of political discourses and policies.

About Demogames:

Demogames was a project of six partner organizations from five European countries co-financed for the period 2019-2022 by the Erasmus+ Programme of the European Union (2019-2-DE04-KA205-018330). One project output is the Democracy Game Box (D-BOX) with eight analogue and digital educational games with the purpose to foster competences for democratic culture.

Draw The Line is one of these games.

Other project outputs are the **Demogames** facilitator's manual and learning videos, which support the use of games in democracy education in general and the use of the **Demogames** in particular.

Find out more about Demogames:

www.demogames.eu



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Idea and objectives

Draw The Line is literally a game about drawing lines. It's a game about us being competitive or cooperative, a game that allows to reflect upon categorizations and divisions, cleavages in our society, inclusion and exclusion of individuals and groups, and competition among actors in society, and in the political system.

Each player takes part in drawing lines, including and/ or excluding certain elements during game play and is invited to reflect about the process, result, and symbolism after gameplay.

The game can be played with or without background information about the symbols and their meaning.

Who can play?

- ◇ Group size: 3, 4 or 6 players
- ◇ Difficulty: Intermediate difficulty, players use basic logical thinking and their linguistic and communication skills; groups of players with similar skill levels make the experience more satisfying and interesting.

Timing:

Introduction and reading/

explanation of rules: **5 min.**

Gameplay: **15 - 20 min.**

Game objectives

Try to win by collecting as many pieces as possible of your preferred colour or shape. To this end, you must negotiate, bargain, and cooperate.

Figure out what strategies work, and how to interact with someone who has a different goal than you. The gameplay is straightforward - the difficulty comes in deciding how to act. Will you find good solutions? With or against the other players? Will you make plans and promises? Will you keep your word?

Game material and setup

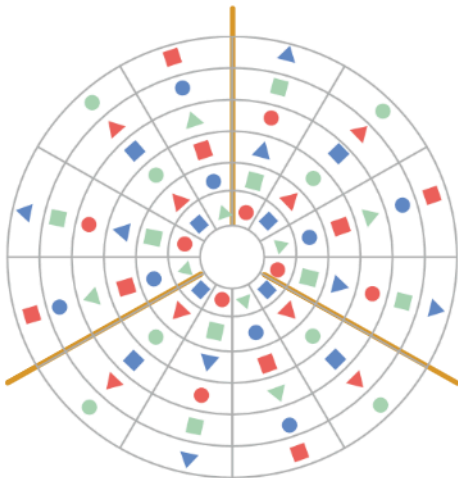
Game material

Use the **Draw The Line** game board ... and something to draw with. If you have a laminated board, use dry erase markers. If you have paper, use pencils and an eraser.

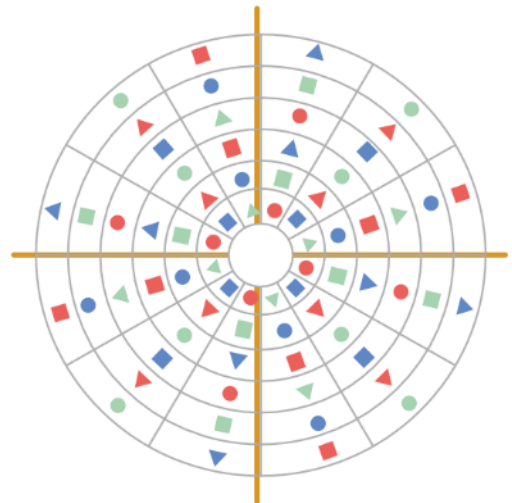
Game setup

Depending on the number of players, divide the board into areas of equal size. There are indicators on the gameboard to help you.

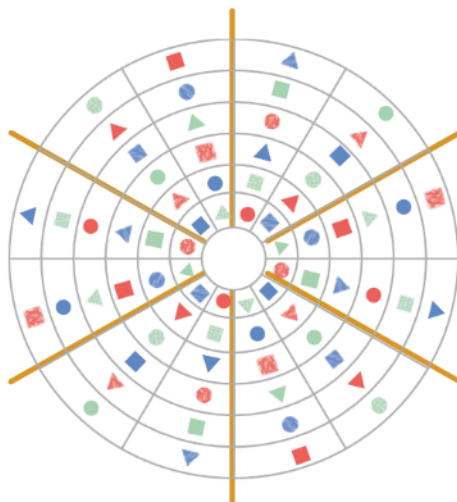
Example for 3 players



Example for 4 players



Example for 6 players



Gameplay

Designate the order of play. This can be clockwise or anti-clockwise. There will be 10 rounds, and each player takes a turn every round. Each section separated by lines is a district, belonging to the player in front of it.

Start the game

To start the game, you have to set player goals, every player selects their preference: Decide which player collects which shape (circle, square, or triangle) or colour (blue, red, green). You must choose a shape or a colour, not both (you go after green shapes or triangles, but not after green triangles). You can choose any shape or colour for this, as long as no two players are competing for the same shape or color.

Player turn

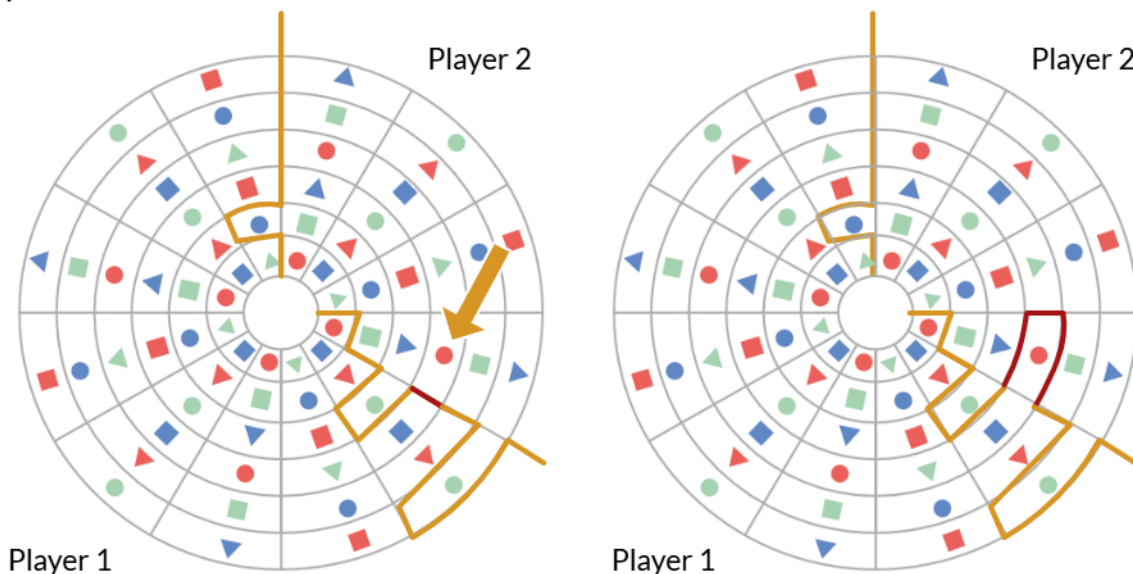
Each player, on their turn, changes one district border line to reassign one shape into a new district (see the example turn below). You may change any line on

the game board, not just the ones designating your district. These changes must be horizontal and vertical, not diagonal, and originate from an existing line. On your turn, you may take as long as you like to make your decision, or to negotiate with other players. However, you may decide to add a time limit as a group - this should be agreed upon before the game starts.

Once you have decided which line to change and how, erase that section and redraw the line around the shape. This concludes your turn. You may make offers and counter-offers on other players' turns, but once the line is redrawn, that concludes the turn and it moves to the next player.

You are not allowed to undo the action of the player just before your turn, but you are allowed to undo other previous actions.

Example turn:



Note: Player 1 wants to take the red circle from player 2's district. So, they redraw the red line around the shape to add it to their district.

Game round

Once each player has taken their first turn, this concludes the first round. The game lasts 10 rounds. Once the last turn is taken in the final round, each player counts the fields with their preferred items (colour or shapes). Each item counts as one vote. Compare scores. The winner is the one with the most votes.

Rules for special cases:

- ◇ If a player has their district split in two by the actions of other players, the larger of the two sections remains under their control as their district.

- ◇ If a new section is created of two or more types of items, the fields within do not count for any player. No-one is able to take 'control' of this district, not even the player who lost it. However, the lines may be changed as any other, and items may be incorporated one by one into other districts as usual, including adding more adjacent fields to the new neutral district.

End of the game and winner

The game ends after ten rounds. Players score points for each field in their district that matches their 'preference selection'. The player with the most points wins.

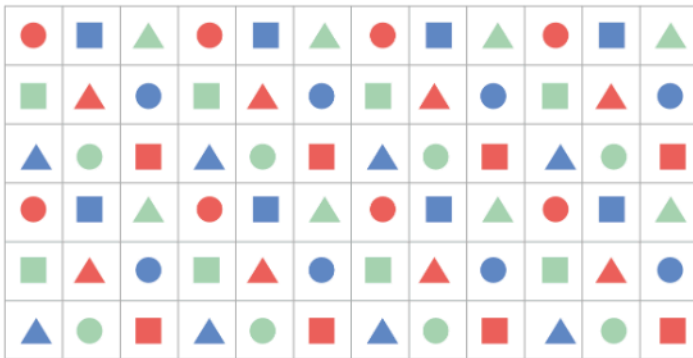


Further Draw-the-line Variants

Variant 1: Take-backs

This uses the core rules, except with one major addition – you may undo the previous player’s action.

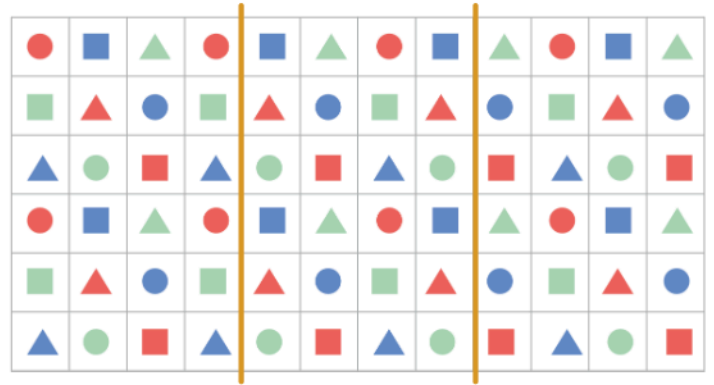
Basic Board



Variant 2: Asymmetry

This variant requires game board 2 – the rectangular board. In this variant, player 2 (in 3-player games) and players 2 and 3 (in 4-player games) are at a disadvantage compared to the starting positions of other players. This version will test your abilities to negotiate.

Board setup - 3 Player example



Variant 3: Power play

This variant also uses game board 2. Players who begin in the middle of the board (player 2 in a 3-player game, for example) are able to change 2 lines per turn. Players who begin at the edge of the game board are still only able to change one line per turn.

Try your own variant

Please feel free to play around and try different set-ups. For instance, add different values to certain shape-colour-combinations, or tell players, if they

‘win over’ a triangle it will be worth double the points....

Do you have ideas for more Draw The Line game play variants? Can you think about more cooperative game play variants, kind of a team mode? We would be interested in your feedback for different game play variants.

Gamedetails and Acknowledgement

This game is an output of the Erasmus+ project Democracy and Games: Analog and Digital Game-Based-Learning Tools for Youth Work **Demogames** (2019-2022). It has been designed and developed with contributions from experts and practitioners under the lead of the core team. **Demogames** visual design concept and support: Francis Stieglitz



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Thanks for playing!