

Equal-Op

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A game wherein players have
an equal opportunity to talk

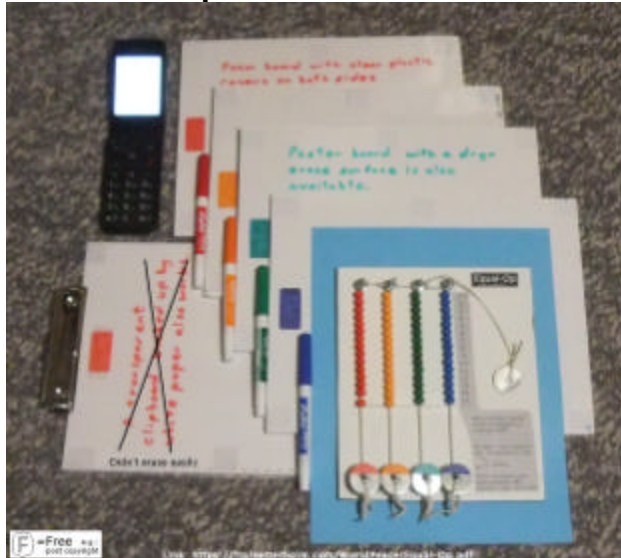
A counterpoint to lectures.

**The goal: Learning to express conflicting viewpoints
constructively.**

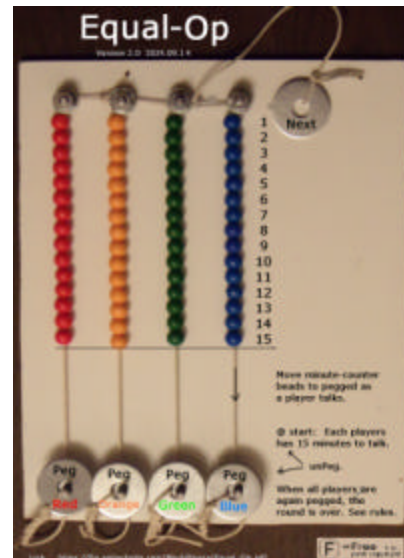
The game features are:

1. A predictable duration.
2. Equal talking time allocation.
3. Transparent timekeeping.
4. Means to remember ideas.
5. Means to avoid the need to interrupt speakers.

Here is a setup for two, three, or four players:



Ensembl e. j pg



GameBoard. j pg

Players start with an identifying color: red, orange, green, or blue. Each player receives a dry-erase pen & a white board writing surface for their color - to aid in remembering their ideas and avoiding interrupting other people's talks. Each player also has a round "Token" by the pegs at the bottom of the board which signifies their game participation status.

"Beads" count minutes. "Pegs" are the string-attach posts at the bottom of the board. Each player has 15 minutes to talk; moving a bead from unused down to the Peg decreases a player's talking time by one minute.

A cell phone stopwatch timer runs continuously during the game. The person keeping track of player talking time and updating the minute beads is "the Keep". Having the Keep be a non-player works well because the players can be less distracted by the timekeeping details.

Equal-Op

Version 2.0 2024.09.14



Next

- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10
- 11
- 12
- 13
- 14
- 15

↓
Move minute-counter beads to pegged as a player talks.

@ start: Each players has 15 minutes to talk.

↙ unPeg.

When all players are again pegged, the round is over. See rules.



Link <https://ftp.setterholm.com/WorldPeace/Equal-Op.pdf>

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GameBoard. j pg

Equal -Op: Rules of the game: Version 2.0, 2024.09.14



1. Designate the Keep and the player colors. Distribute the white boards & dry-erase pens. Reset the talking minute beads. Unpeg the player tokens.
2. When no one else is talking, a player declares "I'm In." to start their talking minutes & becomes "the Talker". The first "I'm In" launches a "Round" and turns on the round timer.
3. The keep "Logs" the player, & time.
4. As each 60 seconds of accumulated talking elapse the Keep slides one of the Talker's beads from unused minutes to pegged minutes.
5. The Talker stops being timed by saying "Over" and ceasing To talk. The Keep Logs the elapsed time of each talk.
6. When a Talker is talking the other players are "Listeners", Being quiet is the only requirement of listening; concurrent white-board use is encouraged, particularly to remember ideas for later recall, which aids in resisting the urge to interrupt the Talker. Extraneous cell phone use is discouraged.
7. If & when a player has expended all their talking minutes they Are "Pegged" and return their round token to their Peg at the bottom of the board.
8. A player places the "Next" token above their unused minutes to have priority in talking next. Player with less used minutes have priority over players with more used minutes. The Keep Logs a minimum of one minute of player time when Next is used.
9. When 15 minutes times the number of players have elapsed, the round is over. E.g.: 4 players = 1 hour. Quiet time subtracts from overall talking time available during a round.
10. Players can elect to "Voluntarily Peg" their Token at any time. For a Voluntary Peg the unused minutes of that player are subtracted From the total round time available to the other players.
11. Being Pegged ends a player's right to be "In".
12. When all player Tokens are Pegged and/or the round times out, the Round ends. If any players have unused minutes, and if all players consent: then voluntary Pegs may be unpegged & the round time extends one time by the sum of all unpegged, unused minutes.

Mi n.	0	0	0	0	0	0	Next
15	0	0	0	0	0	0	Equal -Op Keep' s Log over in
NetSec							
14	0	0	0	0	0	0	over-in over in
13	0	0	0	0	0	0	over-in over in
12	0	0	0	0	0	0	over-in over in
11	0	0	0	0	0	0	over-in over in
10	0	0	0	0	0	0	over-in over in
9	0	0	0	0	0	0	over-in over in
8	0	0	0	0	0	0	over-in over in
7	0	0	0	0	0	0	over-in over in
6	0	0	0	0	0	0	over-in over in
5	0	0	0	0	0	0	over-in over in
4	0	0	0	0	0	0	over-in over in
3	0	0	0	0	0	0	over-in over in
2	0	0	0	0	0	0	over-in over in
1	0	0	0	0	0	0	over-in over in
	0	0	0	0	0	0	over-in
	0	0	0	0	0	0	Pegged