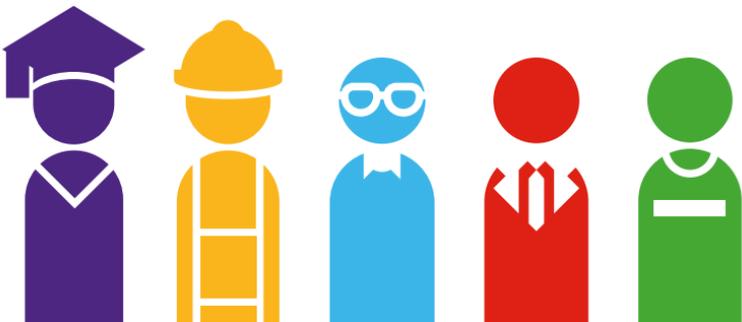# INNOVATE!

An innovation policy board game.

RULE BOOK

GAME COMPONENTS

- 5 stakeholder groups with 20 technology, academia, community, industry and entrepreneurship policy proposal cards each.

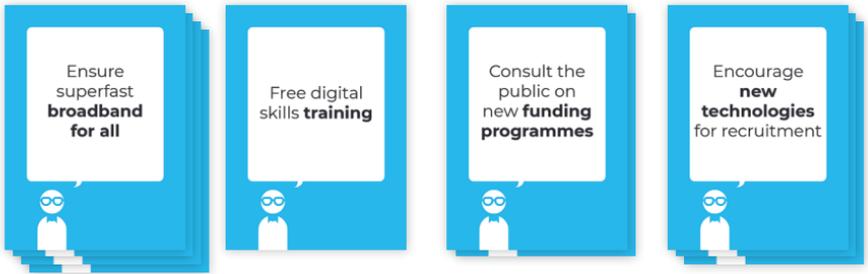- 49 network cards
- 1 budget card

- 30 coins

Number of players: 5   Play time: 15-20 minutes

INTRODUCTION AND GOAL

Innovate! is a cooperative game about the innovation policy process for groups of five players. Players take on the role of innovation policymakers attempting to find the most supported policy proposal within each of five stakeholder groups.

The most supported policy proposal will have four matching cards within a group.

For example in the group below, "Ensure superfast broadband for all" is the most supported policy.

Ensure superfast **broadband for all**

Free digital skills **training**

Consult the public on new **funding programmes**

Encourage **new technologies** for recruitment

Players must work together to share networks, launch surveys, and organise round tables in order to find the most supported policy in each stakeholder group before the budget runs out.

SET UP

Set up the game components as pictured.
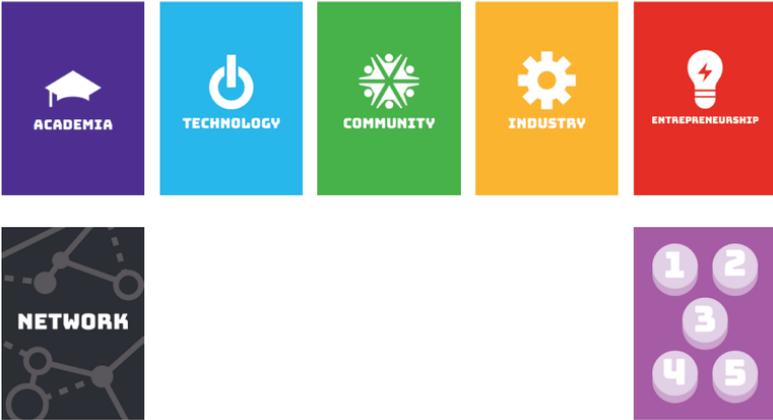
1. Place the five stakeholder groups in a line. To see how to set up the decks, see the instructions on page 6.
2. Deal 2 network cards to each player placing them face up.
3. Shuffle the events in to the network cards and place them face down.
4. Lave space next to the network cards for a discard pile
5. Place 5 coins on each of the 5 budget spaces on the budget card.
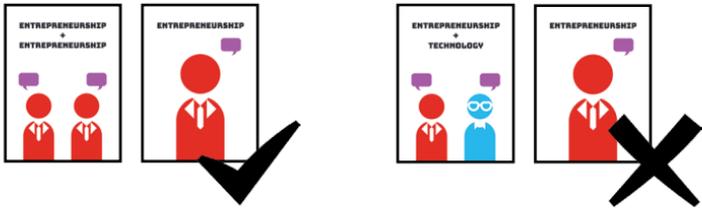6. Players choose a player to go first, play then proceeds clockwise.

GAMEPLAY

On their turn, a player can do **one** of three things:

1. Give one network card to a team member.
2. Launch a survey by playing one or more network cards with **different** stakeholder groups.
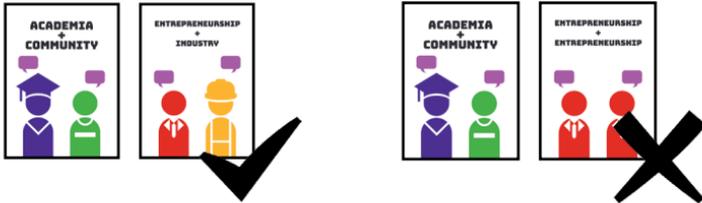
3. Launch a roundtable by playing one or more network cards with the **same** stakeholder groups.

Launching surveys and roundtables costs money from the current budget. Players may not launch either if there is insufficient money in the current budget.

When a player launches a survey or round table they turn over policy proposal cards of the appropriate number and stakeholder group and place them face up on the table.

At the end of a player's turn, if they have less than 2 network cards, they draw back up to 2. Event cards do not count.

If a player draws an event on their turn it is played immediately by following the rules on the card.

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COSTS AND BUDGET

Each round players have 5 coins to spend (unless an event card says otherwise). A round is each player playing once.

Playing 1 network card costs 3 coins from the current budget. Playing 2 network cards costs 2 coins from the current budget. Playing 3 network cards or more costs 1 coin from the current budget.

Play begins with the first budget then, each round, moves on to the next budget for a maximum of five rounds. Money not spent in the current round is **discarded** at the end of the round, it **does not** roll over into the new round.

END OF THE GAME

The game ends when the fifth round's budget is used up. Identify which stakeholder group the team has gotten four identical policy proposals from. The team gets 1 point for each of these stakeholder groups, for a maximum of 5 points.

Present your policy proposals to the group, describing how they work together to solve the issue.

TO RESET THE GAME

1. Divide the policy proposals by their colour into 5 separate stakeholder groups (technology, academia, community, industry, entrepreneurship).
2. Pick 1 group.
3. Divide the group into 4 stacks of identical policy proposal cards.
4. Turn each stack face down.
5. Re-order the stack until you don't know which one is which.
6. Pick a random group and remove 1 policy proposal from it. From the other groups remove 2, 3, and 4 policy proposal cards respectively - these policy proposals can be discarded.
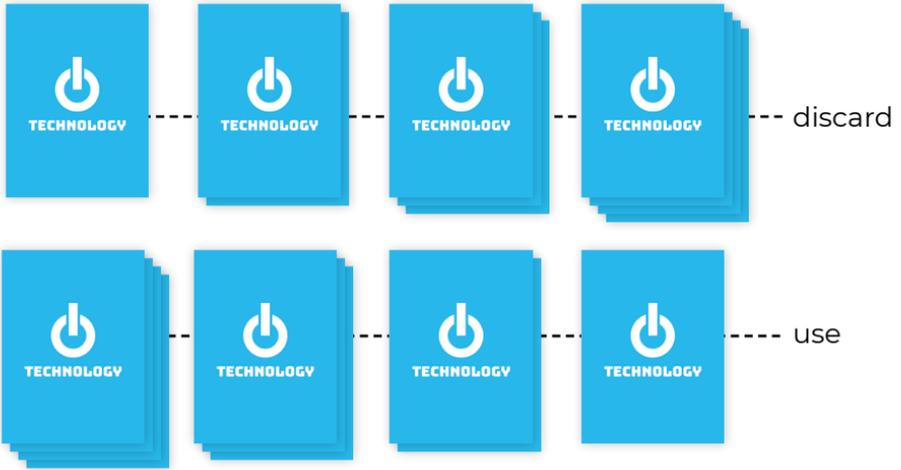
7. Shuffle the remaining policy proposals to create a stakeholder group.
8. Repeat steps 1-7 for the remaining stakeholder groups.

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DIGITAL LIBERTIES

A game by Nesta.
Designed and produced by Digital Liberties.

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