**Telekinesis – introduction**

This game was designed by [Hildo Bijl](http://www.hildobijl.com/). It is available under a [Creative Commons](http://creativecommons.org/licenses/by-nc-sa/4.0/) license. For further details, as well as updates for this game, check out the [Telekinesis](http://localhost/Hildo/Telekinesis.php) web page.

**Preparation**

Make groups of eight players. Every group can also have a few additional observers. For each group, you should prepare a bag containing:

* Four paper (dinner) plates, numbered 1 to 4. (If you have some to spare, you can also use old stone dinner plates, but know that in round 3 one of them will be broken into two.)
* Eight sheets of paper, numbered 1 to 8. (Print the file TelekinesisNumbers.docx.)
* Eight pens. (Use any kind of pen.)
* Eight pencils. (Use any kind of pencil. Keep in mind that in round 3 one pencil will die.)
* Eight markers: four black ones, two blue ones and two red ones. (You can buy them at any office store. For round three, it is important that they are of the same brand.)
* Three envelopes, one for each round. Each envelope should contain the player instructions for that round, as well a sheet of observer instructions for each observer.

It is important that each bag has exactly the right contents. So be thorough in your preparations.

**Instructions**

*These instructions can be told to the players at the start of the workshop.*

Welcome at telekinesis. Does everyone know what telekinesis entails? [Brief discussion.] Telekinesis means moving something without touching it. It’s like moving it with gestures. And that’s also what we’re going to do.

In front of you is a bag with items. In it, there are pens [hold up the corresponding objects], pencils, markers of the colors black, blue and red, paper sheets and paper plates. Using these objects, you are going to make some kind of work of art. But that’s not as easy as it sounds, for three reasons.

1. First of all, you may only touch certain items. For instance, it may happen that you may only touch pens. You may then of course not touch any of the other objects.
2. Secondly, the work of art you will be creating must satisfy several criteria. But each of you only knows one of these. An example could be that all plates should have their number facing up.
3. Thirdly, there’s still the reason why this game is called telekinesis. Talking is not allowed. Nor is any other way of communicating with words or sounds. Instead, you should use body language and gestures to communicate.

In your bag, you will also find three envelopes. Pretty soon, you will be opening up the envelope of round number 1. In this envelope are eight paper slips. These are instructions for the players. They tell you which objects you may touch and what your criterion is. Each player will get one of these, and you are not allowed to show them to each other.

If you are in a group with more than eight players, then the remaining people will be observers. In the envelope, you will also find a sheet of paper with instructions for observers. Of course you can use different observers for each round.

Oh, there are three rounds. You have 45 minutes to complete them all. When you finish a round, you check with the organization whether it’s correct. Then you put the notes back in the envelope, open up the next envelope and start the next round. The first round is easy. The second round is hard. The third round is very difficult and requires some really good teamwork.

Is this clear? In that case then you may now open up the first envelope and begin the game, which means that I want complete silence in the room.

**Instructions for game leaders**

If prepared well, this game pretty much manages itself. There are a few things which you can do though.

When groups are busy with a round, you can look at how they’re doing. If someone is touching an item which he/she is not allowed to touch, indicate this with some kind of “error-buzz” sound and explain what happened. Spotting this is very difficult though, even with a cheat sheet for instructors, and often players know better that they’ve erred than you do, so this will not be necessary very often.

What’s more important is when groups think they are done with a round. You should do a quick check whether they’re correct, which usually comes down to “Are there any objects left?” If there are, then something is wrong. Figure out which player screwed up and tell the group, “Player X needs to check his/her condition.” Let them sort it out then.

If players have successfully completed a round, you can tell them to store away their instructions. They can then discuss briefly with each other how they can do better in the next round. After all, the next round will be a lot more difficult, and they need a good plan to tackle it. Then they can open up the next envelope.

If a team is finished before the time is up, let them watch the other groups. Do make sure they stay around, for the evaluation.

**Other group sizes**

We need eight players for every round of the game. This is the ideal group size. If the group has nine or ten players, then there can be one or two observers per round. (Use the observer instructions for this.) This is not much of a problem.

Things are harder when you are short on players. For seven players, one of the players will play a double role. He/she gets two instruction notes and can hence touch more objects. It is wise to combine the right notes, to prevent the player from getting an excessive advantage. For round 1: combine A and F. For round 2: combine B and F. For round 3: combine B and H.

In case of six players, you pull the same trick with a second player. He/she also gets two notes. For round 1: combine C and G. For round 2: Combine C and D. For round 3: Combine F and G. This prevents these players from being able to arrange their own requirements.

**Post-game evaluation**

At the end, you can evaluate the game. This is probably the most educational part of the game, so if the game should be a learning experience, you should do this.

The idea is that in a team there is always a common goal. However, every person in the team has different skills (represented by things you may touch), as well as different knowledge on how to reach the goal (represented by your requirement). Because of this, it’s often necessary to have other people do stuff. But for this to happen, there should be a few rules in the team.

The question for the groups then is, what kind of rules did they come up with? There can be various answers. Some of the general ideas are as follows.

* It should be clear as much as possible to everyone in the group what each person can do.
* Everyone should be listened to. Not just the person that talks the loudest.
* Every person should judge for themselves whether it’s the right time to speak up. Speaking up first doesn’t always lead to the best results.
* There should be trust within the team. When you instruct a teammate to do something, this person should not ask too many questions, but trust that you know what needs to be done.

Groups may have come up with different ideas too.

Next, you can ask the group to think about the teams they’re normally in, in their daily life. Do these teams satisfy the rules which we have just come up with? If not, what can be done/organized to make sure that that is fixed? (Hint: start by playing telekinesis.)