**Telekinesis – Instructions for observers – round 3**

The tasks of an observer are simple:

1. Observe. Don’t help out the team in any way, by moving stuff or saying things.
2. Take a special look at the roles people take within the team. Is someone taking a lead? Is that someone you would expect? Are some other people very passive? And is this preventing the team from going forward? Is there some kind of consensus in the team to give everyone a turn at completing their objectives? Or is it a matter of “the strongest/most insistent” goes first? Depending on the time, you may briefly comment on this at the end of the round.

Just so you can get an idea of what’s going on, the objectives and abilities of each team member are outlined below. Please don’t share this with the players.

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| Pl. | May touch | Has knowledge |
| A | Plates with number 3 or higher, but not broken/torn plates | We’re engineers! So one person should put a pencil behind his/her right ear and keep it there for the remainder of the game.  Markers which don’t have a matching cap on top of them (that is, a cap with a different color) should be put on the trash pile. (“What’s the trash pile?” you may wonder. Well, I’m sure you’ll figure that out for yourself.) |
| B | Sheets 1-4 | Every plate should have a pencil on top of it. If a plate is broken, then the pencil on top of it should also be broken in the same number of pieces.  There should be a pair of two markers of different colors on top of each intact plate. (Ignore broken plates.) |
| C | Plates with number 2 or lower, as well as broken/torn plates of any number | One red marker should interchange caps with one black marker. So, a red marker should get a black cap, while a black marker should get a red cap. (All other markers should keep the correct caps on them.)  If a plate is torn into two pieces, then also the sheet with the same number should be torn into two pieces. The pieces should subsequently be put on top of (the pieces of) the plate with the same number. |
| D | Black markers | Every intact plate should have one or more paper sheets beneath it. The sum of the numbers of these sheets should equal exactly twice the number which is on the corresponding plate. (Ignore broken plates.)  If there is more than one pen lying on top of a plate, then there should be exactly one pencil beneath that plate. |
| E | Sheets 5-8 | Plate 1 has identity problems. It wants to be plate 11. Help out this plate by making sure that a “1” is added by a black marker.  It may happen that someone feels so much like an engineer that he/she puts a pencil behind his/her ear. To prevent him/her from feeling lonely, someone else should put a *pen* behind his/her *left* ear and keep it there for the remainder of the game. |
| F | Blue/red markers | Plate 4 is proud of being the plate with the highest number. If plate 4 doesn’t have the highest number anymore, it will feel like it’s not worth being plate 4 anymore. In that case, plate 4 should be broken/torn into two pieces. All other plates should remain intact.  Count the sum of the digits on a plate. (For example, the sum of the digits of 23 equals 2+3=5.) This is the number of pens which should be placed on top of this plate. This should hold for each intact plate. (Ignore broken plates.) |
| G | Pencils | All plates whose numbers are prime numbers should have their numbers facing up. All other plates should have their numbers facing down. |
| H | Pens | Structure is important for us engineers. Therefore, the plates should be in a straight line, ordered by their number. Any broken/torn plates should not be part of the line, but should be put aside, somewhere next to the line. |