

The Chinese Game Room

Preparation of the game

You need per game:

- 27 ice cream sticks (also works with stones, paper clips, paper strips or similar).
- Table and chairs
- Printed step-by-step instructions
- at least 2 players, a game leader

A game leader prepares the playing field. On each table there are 3x9 sticks.

The Briefing

M hears the rules of the game: "There are three stacks of 9 sticks each. You may take as many sticks as you want from ONE stack (but at least 1 token) per turn. Whoever takes the last stick from the table wins."

R gets the step-by-step instruction manual. Give him the following guidelines: "You are a robot. You don't show any emotions and you're not allowed to speak. You always make exactly the move indicated in the instruction manual."

A game leader divides the players. Some are humans (M), others are robots (R). Humans and robots are briefed separately. Of course without knowing what the others hear.

Tips and tricks

The game also works well for larger groups, with 2 "humans" playing against 2 "robots" per table. For 5-6 tables, 2-3 instruction manuals are sufficient.

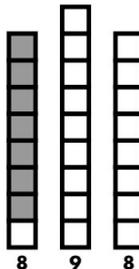
In the de-briefing for all players, the groups should tell each other what information they got and how they experienced the game.

Help to read the instructions:

Count how many sticks are on the table. Find the corresponding drawing in the manual. Take exactly the sticks that are marked in gray.

Example:

It is R's turn. On the table there are three stacks with 8 - 9 - 8 sticks. R takes 7 sticks from the first stack.



About the game

Duration: ca. 15-20 minutes

Target group: people aged 12 and over

To deepen the discussion, we recommend the short video "The Chinese Room Experiment":

<https://www.youtube.com/watch?v=D0MD4sRHj1M>

The downloadable game and other materials are available at: <https://imaginary.org/project/chanceki>

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Instruction manual: Eric Londaits

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