

GAME RULES

BY WHO?

Hi, how nice you bought my game I WANT THIS!
My name is Maaike Rekers. I am a talent coach, developer of coach materials and artist. With pride and pleasure I will explain to you who I WANT THIS is suitable for, how it can be played, what the (underlying) purpose of this game is and what the added value of this can be.

FOR WHOM?

I WANT THIS is a game developed for young and old. A competitive teasing game guaranteed for lots of fun.
At the same time I WANT THIS is secretly not just a game. This game invites you to read the cards and think about it, and also offers a nice opportunity for a conversation. At the same time it can provide insight in differences in communication caused by differences in human needs. It provides insight from which need people communicate. It unleashes an awareness and therefore gives more understanding between people. How much more beautiful would the world be when understanding between people increases? I love to contribute to that.

CONTENT

PHASE CARDS	BLOCKING CARDS	SOLUTION CARDS
Phase 1: 9 cards	Poo: 3 cards	Soap: 5 cards
Phase 2: 9 cards	Not ok: 3 cards	Diaper: 5 cards
Phase 3: 8 cards	Cage: 3 cards	Ok: 5 cards
Phase 4: 8 cards	A miss: 3 cards	Finder: 5 cards
Phase 5: 8 cards	Hacker: 3 cards	Saw: 4 cards
Phase 6: 8 cards		Firewall: 3 cards
Phase 7: 8 cards		
Phase 8: 8 cards	Chameleon: 3 cards	Maaike: 1 card

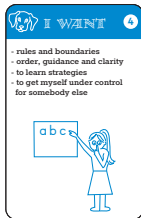
GOAL OF THE GAME

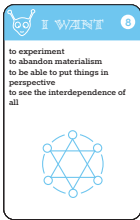
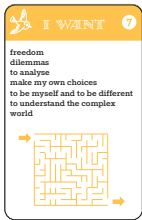
It is intended that each player collects 3 cards from all 8 PHASES as soon as possible and tries to prevent the opponent from doing the same.

THE 8 PHASES

- 1 Pink - Survive
- 2 Purple - Safety
- 3 Red - Power
- 4 Blue - Order and rules

- 5 Orange - Success
- 6 Green - Harmony
- 7 Yellow - Analyse
- 8 Light blue - Interconnected





Players can block each other from collecting in different ways. Whoever completes all 8 phases first, has won.

NICE TO KNOW

Every phase has its own development theme like: survive, safety, power etc. You can read in the booklet **DEEPENING what the added value of this is** and how you could use that in trainings or coaching sessions. In this booklet you can also find various information about the background of this game.

RULES OF THE GAME

Each player is given 5 hand cards. There is a closed stack and a throw away stack with open cards. You start the game with one open card on the throw away stack. **The youngest player starts and the game is played clockwise.**

PLAYING

Playing a card can be done in the following ways:

- you collect
- you block your opponents from collecting
- you put 1 card on the throw away stack

The player whose turn it is always takes 1 card from the closed stack or throw away stack. That card may be played immediately if possible or be kept. The player may play all the cards that are possible (max all 5), including playing the Chameleon (see p. 7). When finished the player must replenish his cards to 5 again and then it is the next player's turn. Replenished cards may not be played immediately but must be kept to that player's next turn.

Later on in this manual at 'EXTRA GAME RULE for phase 6' an additional option will be added.

COLLECTING

Collecting is putting a phase card down on the table on a row of the total consecutive series. (see the example on page 9-10.) All phases need 3 cards to be completed. You ALWAYS start with collecting at least one card from phase 1. These are the pink cards with the number 1. The collected cards must be placed on the table in the correct order of the series. (see the example on page 9-10.) If you have saved a full amount of a certain phase then you put these cards closed on the table so every player can see that this phase is completed.

NOTE: When the closed stack is finished shuffle the throw away stack + completed phases + the played blocking/solutions cards (except the last card) to form a new closed stack. From a completed phase, leave one phase card closed on the table to recognise that this phase is completed.

PLAYING WITH 4 PLAYERS: each player collects only 2 cards to complete all phases.

PAY ATTENTION: Throughout the whole game you are only allowed to collect on the next phase of the series when you have collected at least 1 card of the previous phase! It is not important in what order the phases are completed from there on.

TO BLOCK THE OPPONENT

There are several cards to block your opponent in his/her development. Each blocking card has its own solution.



These blocking cards block your opponent from this phase onwards. Each blocking card matches a certain phase (see page 9-10)

POO

On the first phase you can give your opponent a POO card. This blockade will have to be solved with first a SOAP card and then a DIAPER card in this particular order. Your opponent is thus doing at least 2 turns to eliminate your blockade.

NOT OK

On the second phase you can give your opponent a NOT OK card. This blockade will have to be solved with an OK card.

MISS

On the fifth phase you can give your opponent a MISS card. This blockade will have to be solved with a FINDER card.

CAGE

On the seventh phase you can give your opponent a CAGE card. This blockade will have to be solved with a SAW card.

HACKER

On the eighth phase you can give your opponent a HACKER card. This blockade will have to be solved with a FIREWALL card.

NOTE: When you are blocked on a phase in the series then you can not play from this phase onwards. The underlying phases may be played, if not blocked either. It is possible that a player is blocked on several phases at the same time by their opponents. It is not possible to put multiple blocking cards on 1 phase at the same time (for example 2 cages at the same time).

Example 1:

A player is blocked at phase 1. This player was already blocked at phase 2 and phase 5. This player is blocked completely and cannot collect on any phase.

Example 2:

A player is blocked at phase 2. This player was already blocked at phase 5. This player may collect at phase 1 but not from phase 2 onwards.

Example 3:

A player is blocked at phase 5. This player was not blocked at any other phase in the total series. This player may collect at phase 1 to 4 but not from phase 5 onwards.

NOTE: Blockades don't have to be solved in the order of the phases of the series. Nevertheless the rules about collecting must be followed.

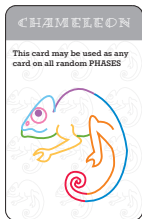
It is important that besides collecting your own phases as quickly as possible, to pay attention how far your opponents are with their collection and where to block them the most efficiently.

PAY ATTENTION: When a phase of a player is closed by collecting the full amount, he/she can no longer be blocked on this phase.

CHAMELEON

There are three jokers (grey) in the game with a big CHAMELEON. This CHAMELEON may be used freely as any card.

Note: When a player has the card for which a CHAMELEON is used on the table then he/she may use his/her turn to switch this card. Nevertheless after this his/her turn is over.



EXTRA GAME RULE FOR PHASE 6

Phase 6 represents sharing everything honestly. If a player has collected at least 1 card from this phase then all the other players can, at their turn, take a card from this player's hand instead of from the closed or open stack. The drawn card from his/her hand may, when possible, be played right away. This player may take 1 card of the closed stack to restore the total of 5 cards in his/her hand.

PAY ATTENTION: If the 6th phase is complete and therefore closed, cards may no longer be taken from this player's hand.

PLACING OF THE BLOCKING CARDS ON THE TABLE

The blocking cards will be placed above the phases where they belong to, (not on top of the collected cards see p. 9-10). A solution to a blocking card must be placed on top of that blocking card. This way the blocking is not visible anymore just the (partial) solution.

HELPING

Agree in advance whether you will play with or without helping each other. You may then solve a problem for someone else. You cannot collect for someone else. Everybody is responsible for his/her own development.

A VIDEO OF HOW TO PLAY

Are you more visual? At www.ik-wil-dit.nu/play you can find a video of how to play the game

SPECIAL THANKS TO

Ljipke, Maurits, Flint, Mees, Leen, Loulou, Martin, Michel, Wil, Karin, Maarten, Peter, André, Fred, Han, Nico, Johan, Duzan, Vivian, Annelike, Minke, Femke, Roland, Danny, Bianca, Corky, Bjorn, Luk, Els, Jimi, Marijn, Krista, Barbara, Anne, Anette, Mirian, Manja, Chantal, Eveline, Mieke, Anneke, Susan, Yvonne, Tyl, Xandra, Judith, Marianne, Janoah, Marlies.

PAY ATTENTION:
THE ORDER OF SOAP THEN DIAPER IS FIXED

THROW AWAY STACK

CLOSED STACK



JOKER
MAY BE USED FREELY AS
ANY CARD



PHASE 4 IS COMPLETED
HERE. THESE CARDS
MUST BE PUT CLOSED
ON THE TABLE



9



10

SOLUTIONS
PUT THE SOLUTION ON TOP
OF THE BLOCKING CARD IT
BELONGS TO

BLOCKING CARDS
PUT THE BLOCKING CARD
ABOVE THE PHASE IT
BELONGS TO

← **SERIES - FIXED ORDER**

COLLECTING
COLLECT 3 CARDS OF EVERY
PHASE. PAY ATTENTION
THAT ALL CARDS MUST STAY
VISIBLE WHEN PUTTING
CARDS DOWN FOR YOUR
COLLECTION