

pb The Game





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CONTENT

Rules of the game

62 cards:

- A** 6 Character cards
- B** 7 Day cards
- C** 36 Activity cards
- D** 7 Assessment cards
- E** 6 Day Off cards



A



B



C



D



E

pbi The Game

- 🕒 30 minutes (Short version: 15 minutes)
- 👤 2-6 players
- 👤 from 10 years old




PRINCIPLE AND AIM OF THE GAME



Each player takes on the role of a member of a Peace Brigades International (PBI) field team. Players cooperate and coordinate to carry out the proposed activities as efficiently as possible. A full game represents a week's work and is played in 7 rounds, each round corresponding to one day. The short version corresponds to 3 days and therefore lasts 3 rounds.

The aim of the game is to get as many Peace Points (Pts) as possible by adding up the Pts of the whole team. As human resources are limited, not all activities will be possible. Will you prioritise those that strategically yield the most points or those that make the most sense to you in a given context? Efficiency, diversity and assessment of the situation will matter!

PREPARATION






Normal game
(See example on page 8)

- A Each player receives a *Character* card drawn at random. This card will be used to indicate their involvement in the activities and gives them a bonus as described on page 17. The remaining *Character* cards are placed back in the box.
- B Arrange the 7 *Day* cards on the table, either in a row or in a circle, from Monday to Sunday.
- C Sort the *Activity* cards according to the number of players. For example, for 4 players, select ,  and  cards. The remaining cards are put back in the box.

Divide the pile of selected *Activity* cards into 2 halves, as follows: Shuffle the cards with the  symbol into the first half and the cards with the  symbol into the second half. Then stack the first half of the cards on top of the second half.


From this pile, draw and place cards in the positions indicated by the *Day* cards, in numbers indicated in the table that follows.

No. of cards according to the number of players

	Weekday		Saturday		Sunday	
	Face up	Face down	Face up	Face down	Face up	Face down
2 	1	1	1	-	1	-
3 	2	1	1	1	1	-
4 	3	1	1	1	1	1
5 	3	2	2	1	1	1
6 	4	2	2	1	2	1

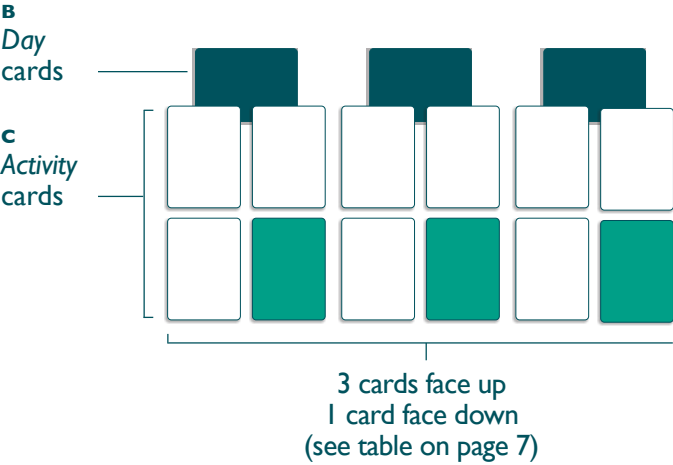
- D Shuffle the 7 *Assessment* cards and place this pile next to the *Day* cards.
- E Select as many *Day Off* cards as there are players and place them in a pile next to the *Day* cards.

Short version

Do not use the *Day Off* cards, nor the 2- and 3-day *Activity* cards (marked with an  symbol).

With the cards selected according to the number of players, form a single stack, and set up only 3 days: Monday, Tuesday, and Wednesday. The remaining *Day* and *Activity* cards are put back in the box.

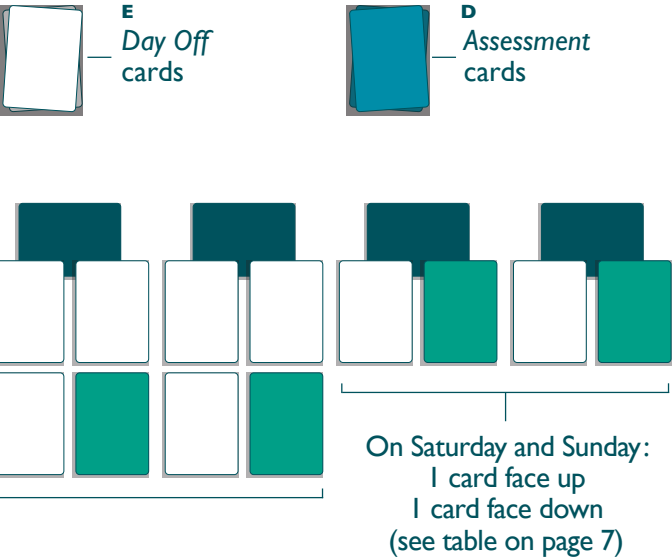
Example of preparation
with 4 players



3 cards face up

1 card face down

(see table on page 7)



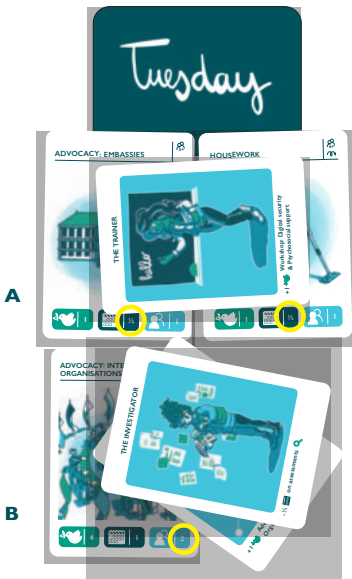
On Saturday and Sunday:
1 card face up
1 card face down
(see table on page 7)

HOW THE GAME WORKS

Starting with Monday, each round of the game represents a working day and has 3 phases:

- 01 **“Urgent” Activities:** Reveal the current day’s *Activity* cards that were face down.
- 02 **Planning:** The team decides by consensus which character will take on which activity(ies). Decisions are indicated by the players placing their *Character* cards on one or more *Activity* cards. Each *Activity* card indicates the number of Pts 🍌 it earns, as well as the number of days 📅 and the number of characters 👤 needed to complete it.

For a description of the activities, see page 19.



Example of a planning with 3 players:

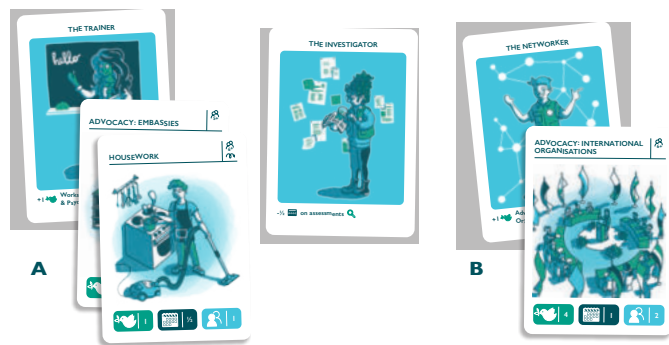
- A The Trainer plans to do 2 activities using 1 character and half a day each.
- B The Investigator and the Networker plan to do 1 activity using 2 characters for 1 day.

- 03 **Completion:** An activity is completed if enough time and character(s) have been allocated to it. Each completed card is placed face up in front of a player whose character contributed to the activity.

Tip: If possible, give an *Activity* card to the player whose character has a bonus for that card (see bonuses on page 17).

Example of a completion with 3 players:

- A** The Trainer takes both *Activity* cards that she completed.
- B** The Networker, who took part in the common activity, takes the card since he will receive an extra point.



- 04 End of turn:** Everyone takes their *Character* card back for the next round, except for characters still involved in a 2- or 3-day activity being carried out.

Activity cards that are neither completed, nor in progress (for 2- or 3-day activities) are discarded on a pile next to the *Day* cards. Some of these activities may be completed at the end of the game (see “Sunday” on page 15).

SPECIAL CASES

Weekly colloquium: All characters must participate (📍 symbol), except those who are on a day off or accompanying/observing. The colloquium can only be carried out by at least 2 characters and yields as many Pts as the number of characters participating. Remember this number, as it is not shown on the card, unlike the other Pts earned on the other cards.

Accompaniment: Community assembly / Accompaniment to court / Observation of a demonstration: Earn the indicated number of Pts only if the accompanied organisation meets the PBI criteria (described on page 21). The assessment (🔍 symbol) is made by drawing an *Assessment* card, reading it aloud and adding it under the relevant *Accompaniment/Observation* card to indicate the possible penalty (3 or 5 Pts per day of activity duration). This evaluation can be done:

- A** Either at least 1 day in advance, with a character who will spend half a day on it. In this case, on the day of the activity, the players can decide whether or not the accompaniment will be carried out according to the possible penalties displayed.
- B** Or at the time when the accompaniment is chosen to be carried out, if no time has been taken to evaluate the organisation beforehand, or if the accompaniment has just been revealed as an “urgent” activity.

In this case, the assessment does not “cost” time, but there is no turning back; the accompaniment takes place, the characters are involved, and the possible penalty is applied.

Note: The Investigator can assess without using a half day and can therefore reveal the result of the assessments as soon as the Accompaniment cards appear.

Example of an accompaniment with 3 players:

- A** Thanks to her bonus, the Investigator does not use time for performing the assessment.
- B** The revealed Assessment card gives no penalty, hence all points are going to be awarded.
- C** This activity takes 2 days. The Investigator and the Networker will be allowed to take back their Character cards only at the end of Thursday.



Day Off: Once per game, each player may forego placing their Character card on the Activity cards, and use their day to take a Day Off card and place it in front of them.

Sunday: In case there are too many human resources for the proposed activities, the players can perform some of the previously discarded activities (those with the ∞ symbol).

END OF THE GAME AND SCORE

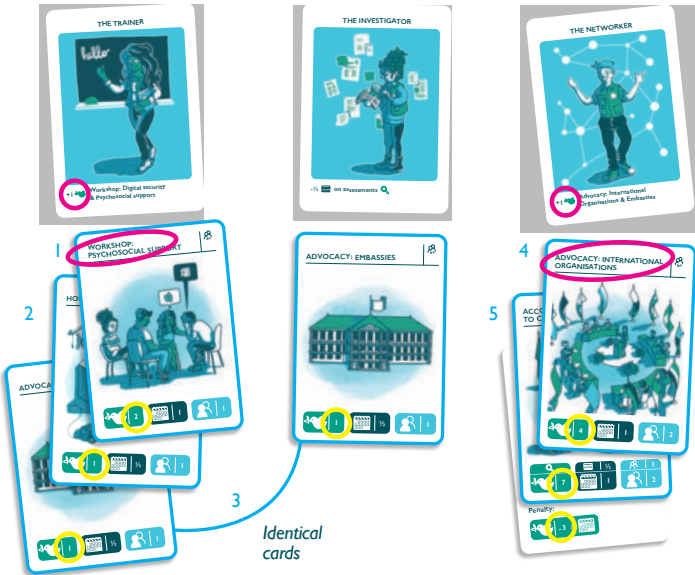
After 7 rounds (short version: 3 rounds), the game ends. Each player counts the number of Pts for the completed activities in front of them, including the character bonuses (see on page 17). To get the total score, add up these Pts for the whole team, and add 1 Pt for each activity completed that has a different title from the others.

Find out below if your score is close to or above the average for your configuration:

	2	3	4	5	6
3-day version	16	25	34	45	53
7-day version	41	60	83	102	126

Example of an end game scoring with 3 players:

- A Add up Pts written on the cards.
- B Add bonuses linked to the characters.
- C Add one extra Pt for each activity with a different name.



	The Trainer	The Investigator	The Networker	Total
A. Total Pts	2+1+1=4	1	4+7-3=8	13
B. Bonuses	+1	—	+1	2
C. Activities with different names	5			5
				20

CHARACTER BONUSES

PBI team members are all generalists and capable of performing all tasks, but each has a personality and skills that increase their comfort level in certain activities.

The Communicator: 1 extra Pt for each *External communication* or *Report writing* he helped to produce.

The Delegate: 1 extra Pt for each *Advocacy* with *civil* or *military authorities* in which she participated.

The Networker: 1 extra Pt for each *Advocacy* with *embassies* or *international organisations* in which he participated.

The Trainer: 1 extra Pt for each *Workshop* on *digital security* or *psychosocial support* she has completed.

The Team player: 1 extra Pt for each *Housework* he has done, and 2 extra Pts if he has participated in the *Weekly colloquium*.

The Investigator: As she has already investigated everything in the past, she needs half a day less for each organisation assessment. This means that she can carry out the assessment on the same day as an accompaniment, without it taking half a day, and even if she is busy with another accompaniment or on a day off!

ABOUT PEACE BRIGADES INTERNATIONAL

For 40 years, Peace Brigades International has been the leading organisation in unarmed protective accompaniment and human rights observation in conflict zones. In the field, teams of international volunteers accompany human rights defenders under threat for their commitment to peace and justice.

Founded in 1981 in Canada, PBI currently has field projects mainly in Latin America (Guatemala, Honduras, Colombia, Mexico, Costa Rica / Nicaragua), but also in Kenya, Indonesia, and Nepal. In addition, at the global level, 14 country groups – among them PBI Switzerland – support the activities of the field projects and the international PBI secretariat is in Brussels.

DESCRIPTION OF ACTIVITY CARDS

To better understand the methods used by PBI and the activities carried out by the teams, here are some explanations:

Accompaniment: Community assembly / Court / Observation of a demonstration

The core of PBI's work is the unarmed protective accompaniment of human rights defenders under serious threats. Teams of volunteers made up of people from various countries accompany activists to community meetings, to court or to demonstrations. Some of the themes addressed by the accompanied activists are illustrated on the cards: land rights for indigenous communities; tensions between economic and environmental interests; women's rights; LGBTIQ* rights; the fight against impunity related to enforced disappearances, etc.

Before accompanying an organisation, the PBI field team assesses whether it meets the PBI criteria, described on page 21.

Advocacy: Embassies / International organisations / Military authorities / Civil authorities

To ensure the success of the protective accompaniment, PBI has established an international network of contacts from the world of politics, diplomacy and civil society. Through advocacy work, diplomatic and political pressure can be put on the people and entities behind the attacks.

External communication / Report writing

Through regular reports, events and digital communication, PBI informs national authorities, international organisations and the public about the situation of human rights defenders and the human rights context in countries with PBI projects.

Workshops: Psychosocial support / Digital security; Risk analysis

PBI experts and their network offer workshops, seminars and coaching to share experiences and skills. These workshops include digital security and psychosocial wellbeing of defenders. PBI also organises risk analysis sessions, internally or for accompanied organisations or individuals.

Weekly colloquium / Housework

PBI teams must coordinate their work, but they also have the particularity of living together. Household chores (shopping, cleaning, and meal preparation) have to be shared.

COMPLIANCE WITH PBI PRINCIPLES AND CRITERIA

Non-violence: For PBI, non-violence is the only way to ensure sustainable peace, which is why the organisation only supports partners who work for justice through democratic and non-violent means. In PBI - The Game, the principle of non-violence is one of the two criteria for assessing an organisation to be accompanied... or not.

The second evaluation criterion is the political context. Indeed, responding favourably to a request for PBI support is only relevant if the accompaniment can have a deterrent effect on aggression. Typically, this is the case if the threat comes from a state or para-state actor who can be influenced by the international pressure provided by the impartial and independent presence of PBI. Thus, this political context criterion is linked to the following three principles:

Impartiality: In conflicts, PBI does not take sides and establishes contact with the parties involved, whether they are from the state or civil society.

Non-interference: PBI only intervenes at the request of local organisations. It does not influence their work in any way, believing that only the people concerned can resolve the conflicts that affect them.

Independence: PBI is independent from political, economic, and religious points of view.

Finally, the last principle is illustrated in PBI – The Game by its cooperative aspect and the promoted mode of decision-making:

Decisions by consensus: At the national and international levels, decisions are taken by consensus by the active members of PBI.

CREDITS

PBI – The game represents the activities of a PBI team in the field. This game was developed by Entrée de Jeux for PBI Switzerland, on the organisation's 40th anniversary.

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