**Game of International Opinion**

**HOW TO PLAY INTERNATIONAL OPINION**

***International Opinion*** is a noncompetitive communications game for use by multicultural groups. Objectives of the game include enabling players to get acquainted and begin to appreciate and accept differences in behavior, cultural patterns and traditions. The game is designed for use by adult groups, although teenagers often enjoy it, too. The game is best used with groups of 4 to 8 players, although any number can play.

**Card Description:**  The 30 *EASY* cards are casual and usually easy to answer. The 30 *DIFFICULT* cards are more challenging and thought provoking.. The 22 *SPIRITUAL* cards are religion-oriented. *(When you print them out, it might be best to color code them in the three different categories.)*

**Setting up the Game:**  A *game organizer* divides the player into small groups, each of which has a mixture of cultural backgrounds. A *leader* is designated for each group. The game organizer will have pre-selected cards appropriate to the players. If the English level of the participants is low, use only the EASY cards; for more philosophical (DIFFICULT) or religious (SPIRITUAL) discussion, use cards selected by the leader or organizer.

**Rules of the Game:**

1. There are *no* right or wrong responses to the questions.

2. Each player will have 4 minutes to respond to the card that he or she has drawn.

3. Read the question aloud to the group prior to the player’s response.

4. When the player is finished giving his or her response, 2 other players may also make brief comments on the card’s subject.

5. Don’t argue about an answer. Feel free to discuss it.

The group leader places the cards face down in the center of the group, and asks for a volunteer to begin. The first volunteer takes the top card, reads it aloud, and responds with his or her viewpoints. The leader may then allow a maximum of *2* other players to make brief comments, using a time limit if necessary.

The game continues in a clockwise direction, with each player in turn drawing a card and responding. The game ends when everyone in the group has had the opportunity to respond to at least 2 cards, unless a game “time limit” has been assigned.

**Options:**

1. The leader may give a player a choice of answering the first card drawn or drawing another card. If a player chooses to draw a second card from the stack, he or she should answer the question without drawing another card, or else the turn passes to the next participant.

2. There is a value in spontaneous answers, but if members of the group are uncomfortable in having too little time to plan their answers, try the following:  At the beginning of the game, the second player may draw a card at the same time as the first volunteer, in order to have time to plan an answer while listening to the first player. This approach may continue, with the third player drawing a card at the time the second person begins to answer, etc.