

The Loser Game

Duration:	10+	min
Number of players:	4+	player/s
Materials/ Tools needed:	cards	
Publisher:	School of Life	
Game Designer:	School of Life	
Language	Eng	
Links:	https://charlesandmarie.de/en/products/the-loser-game-lerne-gut-zu-scheitern-englischsprachiges-kartenspiel-the-school-of-life	

<p style="text-align: center;">Type of game:</p> <p> <input type="checkbox"/> board <input checked="" type="checkbox"/> card <input type="checkbox"/> role play <input type="checkbox"/> simulation <input type="checkbox"/> computer <input type="checkbox"/> Serious <input type="checkbox"/> Other: </p>	<p style="text-align: center;">Main topic:</p> <p style="text-align: center;">The aim of the game is to share our failures in the most candid, vulnerable and touching way possible.</p>
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<p style="text-align: center;">Short description/ Goal of the game:</p> <p>Share your failures in the most vulnerable and touching way possible to generate maximal sympathy, fellow feelings and friendship. In this game failure wins.</p>	<p style="text-align: center;">Image:</p> 
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Educational value/ Learning Objectives:

Speaking about failures in a safe setting.

Recommendations for use:

Pro's & Contra's:

- Cardgame, so easy to pick up (+)
- No game, but talking cards (-)
- No aftercare in the game (-)

INSTRUCTIONS

1. The aim of the game is to share our failures in the most candid, vulnerable and touching way possible, generating maximal sympathy, fellow feeling and friendship. In this game, failure wins.
2. Agree on how many rounds you want to play. We suggest a multiple of the number of players involved; so for example, 4 players would mean 4, 8 or 12 rounds (everyone then gets equal turns).
3. Choose someone to be the 'Questioner' for the first round. Shuffle the deck of cards and place it on the table question side down.

4. The Questioner takes the top card and poses the question to the group. Going clockwise, each player gives their answer in turn – as honestly as possible and drawing on real-life experience.
5. Once everyone has answered, the Questioner chooses which answer they felt was the most honest and revealing and demonstrated the greatest level of failure. If you win the round, you keep the card.
6. Change the Questioner after each round.
7. The person who at the end has collected the most cards will have offered the most information about their misfortunes and managed to best turn their failures into triumphs. They will be the winner.



If I were less of a coward,
I would have...

MORALITY



Towards whom or what
have you been – all things
considered – horribly
ungenerous?

MORALITY



In what ways do those who
have to deal with you need
to be pitied?

MORALITY