

The 4 Headed Monkey



4 - 6 players



13 years old+



60-120min

BB
GAMES
LEGACY



Erasmus+

the FACILITATOR'S intro guide

If you are reading this you are about to embark on an exciting adventure that will take you to learn more about values, yours and the players'.

Take some time to go through this game manual. The last section (FAQ) comes in very handy when different questions arise during the game, or at the start. It will help you to understand the objectives, how the different game elements work, how to use them and what you should pay attention to for the debriefing time.

This educational material was developed by the partnership between 7 countries under the project Borderline Board Games Legacy, funded through a Strategic Partnership KeyAction 2 in the Erasmus+ Youth in Action Programme of the European Commission.

The main objective: the creation of different intellectual outputs to support a more conscious understanding of values and to work towards a better living together.



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why “the 4 headed monkey?”



4 headed refers to:

- The traditional [3 monkeys](#) (the Japanese pictorial “see no evil, hear no evil, speak no evil”), and here we added an additional monkey: ‘no feel’ (value attitudes).
- AND also directly to the 3 ‘classic’ dimensions in most European youth work understanding of a competence. Besides ‘attitudes/knowledge/skills’, we add the 4th (monkey-head) dimension here which refers to values.

learning objectives of the game

- To explore what values mean to each participant and how different players interpret them
- To identify narrative which explain different values
- To demystify different values and explore different interpretations
- To explore and experience the (lack of) coherence between set values (theory) and practice
- To enjoy through questioning and discovering together the topic of ‘value based living’
- To become more conscious of how values can be questioned and increase media-literacy concerning values
- To explore values through the eyes of others
- To increase self-confidence and awareness concerning values

mission of the game

To discover the values of the other players and to act according to your chosen value at all times.



the introduction story

For a long time, people from all over the world have been intrigued by the “4 Headed Monkey Island”, this intriguing island is accessible only a few times a year. You are about to go on an adventure exploring the island and its secrets, but also learn and discover the different avatars and what they stand for (believe in). You are the chosen ones to go with the value that you stand for during this journey. Be aware that on this island you can never mention your value and things are not always what they seem to be.

There is only one way to get off the island and that is to discover the values of the other avatars and the many secrets that the island holds.

game materials

- Play Map
- 6 different player avatars
- 100 banana play pieces (energy chips)
- A box or bowl for the banana play pieces
- 12 Village cards (talking actions)
- 12 Cave cards (Discovery actions)
- 12 Oasis cards (Protective actions)
- 3 empty cards of each of the above card categories
- 24 Value cards (2 sets of 12 different values: 1 set has 'easier' understandable values, the second set with 'harder' ones)
- 7 Value Overview Cards with an overview of the 12 values (on 1 side the 'easier' ones, on the other side the 'harder' ones)
- 7 Game Overview Cards with a simple overview of possible actions (price of trading at the smuggler and legend, what type of cards can be found in caves, oasis or villages)
- 1 regular dice

number of players

The game can be played with **4 to 6** different players.

When playing with bigger groups, with "teams" of 2 to 3 people. We advise no more than 18 players. Small-medium groups allow participants to go deeper in their feelings and thoughts, and helps the game to go smoothly and become significant for players.

This game can be played without a facilitator. Yet, having a facilitator allows to have an organised and prepared debriefing process. For bigger groups, a facilitator is strongly advised.

This game is designed for people from 13 years on.

duration

1. Preparation and set up (10 minutes)
2. Introduction (15 min.)
3. Game (1h 30 to 2h 00)
4. Debriefing (minimum 30 min.)

Unless you follow the sequence mentioned above, there are also other ways to define your play time. For instance, you can define together with the group:

- The number of rounds to play (advise: min. 3 rounds)
- The timeframe to play
- When/how the game ends (e.g. when half of players 'call' the end, it finishes)
- When playing with subgroups, group-consultation time can be installed when needed
- or ... simply never stop! :)



preparation

Place the map in central space between the players. Make sure everybody can see and reach the map from their position. Divide the cards in the 3 existing categories (Village, Oasis, Cave - notice that Village Cards have 5 categories (anti-lie detector, speakers corner, investigation and Debate explanation, and debate topics) and place them on the relevant space marked on the map. Shuffle each of the 3 decks into a random order.

Place 1 Value overview card and 1 Game overview card in front of each player.


Place the banana bag with the 100 bananas, the village, oasis and cave cards, Debate Topics (separate those from the deck of Village Cards), the 12 value cards and the 6 different avatars next to the map. Ready to go.



preparation of the players

The "values literacy" of players will affect the game flow. If this is the case please consider to prepare your participants by firstly organising an activity using "[The Value Cards](#)".

At the start of the game, each player or team will take a random Value Card which remains secret for the others, or they can choose the values that they want to play with and also choose their avatars. During the game the players have to perform/ react/ behave according to that chosen value.

 **The mission is to discover which are the secret values of the other players.**

During the game, players or teams will play each on their turn, with the possibility of several different actions.

Every player starts with 5 bananas. These bananas are needed to walk around the islands. 1 banana is needed for each step made.

By crossing a bridge during your turn you get 10 bananas.

Different spots on the map give different possibilities.

disclaimer

Be aware that if you have **downloaded** this board game, some elements are not "downloadable". But hey! don't stop here. Try to find some pieces around you, for the avatars and the banana play pieces.



map elements and legend

Let's first have a look at the different elements on the game map, a quick legend:



Stone: these are paths for the player to walk upon. Every step made, has the price of 1 banana play piece. At the end of your turn, return the used bananas in the central banana-bowl.

Bridge: they connect different areas of the map. Each time a player passes a bridge, 10 bananas are given as a bonus. Each bridge gives only once bananas per player per round. Take the bananas out of the central banana bowl as you cross a bridge. You can cross as many bridges you wish. The 10 bananas that we get after the bridge can only be used on the next round or to trade cards from the smugglers.



Oasis: when visiting an oasis, the player receives an 'Oasis Card'. Take the top card from that deck. Oasis Cards are "protective" actions.

Village: when visiting a village, the player receives a 'Village Card'. Take the top card from that deck. There are 4 types of village cards: investigation, speakers corner, anti-lie detector and debate. When you take a debate card this leads to another deck of cards that are the topic for the 5 minutes debate. Village Cards are "talking" actions.



Cave: when visiting a cave, the player receives a 'Cave Card'. Take the top card from that deck. Cave Cards are "discovery" actions

Smuggler: Each time a player visits a Smuggler, the player has the option to trade any kind of cards (Village, Oasis or Cave) with bananas.



overview of the cards

Each card has an icon.
There are 3 different:



This card needs to be played immediately. Nevertheless, in case you wish not to play this action, then this is cancelled: the principle 'use or lose'.



You can use this card later in the game, but only during your turn.



You can use this card at any time, also when it's not your turn.



CAVE CARDS: possible 'discovery' options. 11 different cards

Symbol card	Possible action	Icon
Voodoo doll	State 1 value and players react with 'oooh nooo' if they have this value.	⚡
Crystal ball	You can see the value card of 1 player at your choice.	⌚
Tarot cards	Ask one player at choice about 2 different values of your choice. The player answers with 1 value which is for sure not the value of the player.	⌚
Hand reading	Ask one player at choice which values she/he believes the other players stand for.	✋
Rune stones	Choose 2 values and say them out loud. All players that have one of those values start coughing.	⌚
Truth serum	You can ask 3 questions to different players at choice. They have to answer truthfully.	⌚
Dinosaur bones	Pick a player at your choice. All other players have to tell which value they suspect this player to have.	⌚
Shark teeth	State a value. Players who do not have this value, laugh 'evilily'.	✋
Coffee powder reading	Pick a player at your choice. All other players say 2 different values they are sure this player does not have.	⌚
Levitation	State a value. If any player believes another player has this value, they stand up.	⚡
A four-leaf clover	Lucky you. This card allows you to block any Village Card used against you or involving you.	⚡





VILLAGE CARDS: cards focused on 'talking'.

A different amount for 4 different actions

n° of cards	Card	Action	Icon
5	Debate	All players engage together in a 5 minute conversation about this topic. All players answer according to their value.	
3	Investigation	Choose a player. During 1 minute you can ask a set of questions, without directly asking for a value. The player has to answer.	
2	Speakers Corner	Choose a player. That player has to explain during 1 minute the value he/she/they stands for without ever mentioning the value itself.	
2	The lie anti-detector	Choose a player. During 1 minute, you can ask a set of questions, without directly asking for a value. The player has to answer each time to the opposite of their value (=to lie).	

debate topics

1. It is ok not to accept someone in your community if you don't like his/her appearance.
2. It's easy to give away things if you are rich.
3. Just because someone died doesn't mean you must speak nicely about that bastard.
4. The damage we have done to the planet is so bad IT doesn't matter what we do anymore.
5. Some people do things just to be recognised.
6. I tolerate you doing your things, although I think It's stupid.
7. Certain behaviours should not be tolerated just because it is part of a culture.
8. Everybody that dies should automatically become an organ donor.
9. The biggest use and misuse of values happen during elections or publicity campaigns.
10. "Love" is the most used 'value word', and also the less understood.
11. Honesty is overvalued, If you are too honest you will lose friends.
12. If something becomes trending on the internet, those are the right values, because It's where society is heading to.





OASIS CARDS

n° of cards	Card	Action	Icon
3	Slippery banana	By playing this card, you are allowed to ignore your value during this play. Discard the card when used.	⚡
3	Chewing gum	By placing this card in front of another player, that player has to stick to the truth, regardless other cards activated. (during one round)	✋
2	Ice cubes	By playing this card, you can ignore your value during a round. Discard the card when used.	⚡
2	A bottle of oil	You can place this card in front of another player at choice. This player can ignore his/her/their value during 1 play. They have to discard when used.	✋
2	Pearls from a broken necklace	By playing this card, you can ignore your value during 2 consecutive plays. Discard the card when used.	⚡

THE SMUGGLER



Besides using bananas to move, they could also be used to get cards.

You can find a smuggler in the island. What for? To keep it simple, any card can be traded (be it from the village, the cave or the oasis) but the more you trade, the more expensive it becomes. Below a grid with increasing cost of trade (Debriefing link with consumerism, abuse of resources, use of resources to discover/cover the truth, etc)

The grid is simple in order to remain with the simplicity of the rules. Players are responsible themselves to keep track of this.

Trading can only happen at Smugglers spots.

Trading	N° of bananas
1st time	3
2nd	6
From the 3rd on	10





step by step: let's start playing

1. Players are shown the map and get the intro of the adventure mission (to discover the 'secret' value of the other players).
2. Players choose their avatar.
3. Players get their Value Card. Have a look at the card and place it upside down in front of them, invisible and secret for the other players. The leftover Value Cards are removed from the game.
4. The player with the longest 'official' full name starts (the highest number of letters). From then on the game goes clockwise.
5. The facilitator can choose the starting point of each player or the player can do it all at the same time. (Note that players can not have a starting point on the villages, caves, oasis, smuggler or bridges).
6. All players receive a minimum of 5 bananas to start with. (Note that the difference on the number of bananas is connected with the chosen starting point of each player, if the facilitator chooses the place consider to make it possible for some avatars to cross the bridge).
7. Before any other game action happens, 1 Debate Topic from the Village deck is taken randomly and all players debate together about this for 5 minutes.
8. The first player starts and moves its avatar on the map. For every step made, 1 banana is returned to the central banana bowl. When visiting a village, oasis, smugglers or cave; a corresponding card is given and the needed actions taken. When crossing a bridge; the bananas are given. The player announces when the turn is finished, and the next player starts.
9. Play the number of rounds agreed upon at the start of the game. When you run out of time make sure you give the chance to each player to finish the round.

Important ground rules:


- None of the involved values can be named literally during the game, unless through a specific card (e.g. the Voodoo doll).
- Enjoy the game experience. And ... there is no need to cheat. The game itself has lovely 'cheating cards' as part of the experience.

side note:

Congratulations you are at the end of the game rules part!

Did you notice you actually don't need a dice? ;-)

Only a small part to read and you are ready to play. Enjoy!



frequently asked questions



When do I play a card?

Each card has an icon. There are 3 different icons:



this card needs to be played immediately. Nevertheless, in case you wish not to play this action, then this is cancelled: the principle 'use or lose'.



you can use this card later in the game, but only during your turn



you can use this card at any time, also when it's not your turn



What if I still have cards left at the end of the game?

That's ok. You might prefer not to play certain cards (depending on the icon possibility), once that might fit better your individual game strategy.

What do I do with used cards?

All the cards you obtain during the game are placed in front of you, with the text visible for all other players. Once you have used a card, this card still remains in front of you, but is turned with the text downwards.

What happens when I realise that all the other players know my secret value?

The game continues. After all, your mission is to discover the values of the other players. Once you know that the other players know your value ... it gives you the opportunity to change your game strategy, once certain cards (e.g. Oasis Cards) lose greatly their effect and interest for you.

Am I obliged to use all my bananas?

No, you choose at the start of your turn how many bananas you wish to use for your moving around the map. Once you have moved, you discard the correspondent number of bananas back to the central banana bowl and you keep the rest of the bananas for the next round.

What if there are no more bananas available in the bowl?

Players can not gain bananas when the bowl is empty. Players need to spend bananas before new bananas can be gained.

What happens if I run out of bananas?

With no bananas, you can not move around the map. The only possible action you might still be able to do, depends on the type of cards you might have. Other players however can place their avatar on the same spot of yours and negotiate a transfer of bananas to you.



Frequently asked questions



What means transferring bananas to another player?

When your avatar stands or passes on the same spot as the avatar of another player, you have the choice to interact with this player. You have 2 possible actions:

1. You offer bananas,
2. You negotiate to give some bananas in return for something. (example: getting the bananas back later in the game, in return for asking a question, for having a quick look at the players' secret card. The other player can accept or deny the negotiated offer.

What's the reason to have 2 different sets of 12 value cards?

We have included in this exercise game 2 different sets. Set 1, we consider values which are easier to be understood by most people. Set 2 is composed of values which are -for many- harder to explain and discover. Consider both sets as a kind of difficulty degree in the game you wish to organise. If you wish to make it even more challenging, you can opt to:

- use both sets at the same time, making it harder for the players to discover the secret value among 24 values, instead of 12,
- have players take more than 1 secret value,
- you don't give the Value Overview Cards to each player.

Can I change or add other values?

Yes. You can even make your own set of values you wish to approach by using the game. The 2 provided sets of 12 values are merely a standard version, and we invite you warmly to adapt the game exercise according to your needs and desired outcomes. Please also check our [Value cards](#).

Can players have the same secret value?

Yes or No, it depends on the way you want to facilitate/ play this exercise.

Can I create different cards?

Yes. Please. Tailor the game experience according to how you wish to use it for your educational or even entertaining purpose.

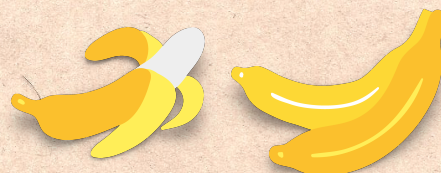
Can I go back and forward over the same bridge during my turn?

Yes, you can. But be aware that you will not win extra bananas by crossing the same bridge twice during the same round.

I'm on the bridge, do I get bananas?

No, you have to cross the bridge in order to receive bananas.

Bananas only grow at the other side of the bridge



Frequently asked questions

I have downloaded the game, how can I make the bananas and other game elements?

You can use your creativity, and please remember to be eco-friendly, you could use elements from your surroundings like stones, pieces of sticks, bottle caps...

How should I use the 12 value cards?

These cards are meant to help the facilitator guide the process of understanding, choosing and talking about the values they are playing with. You can place them visible at the beginning or skip this, since the players have all of them on the paper.

The smuggler ran out of specific cards I wanted to get, what happens?

As in life opportunities are limited. Go for something else.

Can I make some adaptations?

For sure! Please feel free to adapt the game according to your needs, target group and facilitators style

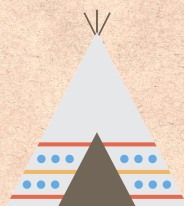
We are interested in your adaptations and feedback. You can reach us on



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debriefing

The debriefing is an essential step in any non-formal education activities. For 4 Headed Monkey in particular we must stress the importance of a thorough debriefing, as it can be a powerful exercise for young people, appealing significantly to their feelings and emotions.

Running a satisfactory debrief will encourage the young people to reflect on their learning experience in the game, draw parallels to real life, make their own conclusions and identify some specific learning outcomes. Make sure you dedicate enough time to run a proper debrief.

The following questions might help you to facilitate the debriefing:

- How did you feel during the game?
- What happened in the game?
- What strategies did you use during the game to reach your goals? (how did you do it?)
- If you could play the game again, would you change anything and, if yes, what and why?
- What was the game about?
- Did you see any situations which bear any resemblance to real life situations?

tips

- Select only the most important questions for debriefing if time is limited.
- Debriefing individually may be difficult in a large group. In such cases you may consider inviting feedback team by team.
- Debriefing styles might change according to the age and composition of your participants. There are many creative and useful ways to facilitate a debriefing, for example through drawing, making a video, and more.
- It's better to limit yourself to 3 rounds and to allocate enough time for a debriefing.





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