

SUMMARY OF NEW CARDS FOR *WHAT'S YOUR GAME PLAN?: UPDATED 1ST EDITION*

As of July 2015, the newest edition of WYGP? is called *Updated 1st Edition*. This sheet summarizes the cards that have been added to the new edition and the cards that have been removed or replaced. If you have the 1st edition of WYGP? and you'd like the updated cards, purchase the *What's Your Game Plan? - CONVERSION Deck for Updated 1st Ed.* from thegamecrafter.com at cost for only \$2.99.

All Action cards now have definitions printed on their cards, and four actions have been replaced or renamed. Two Mechanics have been renamed and given enhanced definitions. Four Lesson cards have been renamed. These new cards and definitions are considered to supersede the 1st Edition cards.

<u>OLD ACTIONS</u>	⇒	<u>NEW ACTIONS</u>
TRADING (or PASSING)	⇒	TRADING
MAKING	⇒	CO-DESIGNING
HIDING	⇒	CONCEALING
WALKING	⇒	INVESTIGATING

<u>OLD MECHANICS</u>	⇒	<u>NEW MECHANICS</u>
CHARACTER CARDS	⇒	ROLE CARDS
METERS	⇒	SCORE AND ABILITY TRACKS

<u>OLD LESSONS</u>	⇒	<u>NEW LESSONS</u>
HISTORY LECTURE	⇒	LECTURE
CLASSROOM MANAGEMENT	⇒	MANAGING BEHAVIOR IN THE CLASSROOM (OR WORKPLACE)
HOW TO BE AN ORGANIZED STUDENT	⇒	HOW TO BE AN ORGANIZED STUDENT (OR EMPLOYEE)
PROBLEM-SOLVING IN SCIENCE OR HEALTH	⇒	PROBLEM-SOLVING

NEW ACTIONS...

ASKING: Requesting information from another player.

CO-DESIGNING: The players making their own cards, information, or scenarios for a game.

COUNTING: Tracking the quantity of something played (like counting the number of cards with hearts on them), or adding actual numbers.

GRABBING: Seizing cards or other tokens from a common pool during a timed interval.

CONCEALING: Keeping a secret from other players (your hand of cards, your win goal, your identity).

PERFORMING: Interpreting a concept or experience through body language or non-verbal sounds.

POINTING: Gesturing or raising a hand to reveal timely information (like once you find the answer).

TRADING: Exchanging cards, tokens, or information with another player.

INVESTIGATING: Moving around a room to collect or search for information from clues, installations, or people.

NEW MECHANICS...

ROLE CARDS: Character role cards give players unique identities, along with different powers or goals to customize the game experience. For example, one player might have the role of “Architect” and another player of “Mayor” in a city planning game, or “Angle” and “Formula” in a math game.

SCORE AND ABILITY TRACKS: Tracks, meters, or scorecards that measure your progress (points, health, tasks completed) or abilities. They may affect the win goal or whether you can take certain actions. For example, players in a political simulation have three abilities—House influence, poll strength, and money—that go up or down on a dial from 1 to 5.

