

# NETWORKING: A CARD GAME



improving performance playfully

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# About the Game

One of the best ways to get to know another person is to actually talk with that person. *NETWORKING* has participants talk in pairs with each other and complete various tasks. It is through the talk-and-task activities that players develop stronger and more useful networks.

## Synopsis of the Game

Players race to complete tasks on cards. If they complete the task properly, they get to “bank” the card (keep it for scoring purposes later). Through the tasks on the cards, players engage each other competing, exploring, collaborating, or clarifying—in other words, getting to know one another.

## Purpose

To get to know one another better in a professional setting.

## Training Uses

This game can certainly be used in social settings, but is really beneficial in professional ones. Potential uses include:

- ❖ General Ice-Breaker
- ❖ Team Building
- ❖ Networking
- ❖ Communication Skills
- ❖ Listening Skills
- ❖ Collaboration



## To Win the Game

While there are many variant ways to play, the player with the most points at the end of 30 minutes wins the game. Points are the value on the card. A 7 card is worth seven points. A 10 card is worth ten points. The jacks, queens, and kings are also all worth ten points. Aces are worth 12 points. Other ways to play the game include having the best poker hand. Or, having the highest value of cards. Or, having one card of each suit. Or, collecting the most cards.

## Players

Any number, using one deck for every ten players.

## Supplies

- ❖ A copy of the *Network Card Game Manual*.
- ❖ One deck of cards for every 10 players.
- ❖ Pencils or pens and small pads of paper for writing and drawing

## Room Arrangement

- ❖ Place a small table with shuffled deck of cards in the center of the room. This is the ***Draw Pile***. Use one deck for every ten players.
- ❖ Identify a section on the table for discards, called the ***Discard Pile***.
- ❖ Set up the room so there is enough room for players to move around, stand, pair up, and talk with each other.

## Time Requirement

30-60 minutes



# Cards and Tasks

The game involves picking one card at a time from the Draw Pile and completing the task printed on it. We recommend posting these card type descriptions on the wall for participants, or prepare a simple handout as reference. After completing the task on one's card, players should help the other player complete his/her card. But, that is optional (for strategic reasons).

Here are the four types of tasks associated with the four suits.

## ♥ Hearts Are Collaborate Cards

If you pick a hearts card, find a partner. Perform the task printed on the card. When the task is completed, bank the card. Then, if you want, help complete the task on your partner's card.

## ♦ Diamonds Are Compete Cards

If you pick a diamond, challenge any other player to a duel. Complete the task on the card. If you win, you bank the card. If you lose, give the card to the other person to bank.

## ♣ Clubs Are Explore Cards

If you pick a clubs card, work with any other player in the room. The task on the card involves learning more about the other player. You have successfully completed the task when the other player agrees the task is complete. When this happens, bank the card.

## ♠ Spades Are Clarify Cards

If you pick a spades card, find a partner. Spend 2 to 3 minutes discussing the question on the card related to attitudes and values. When your partner feels the topic was sufficiently covered, bank the card.



# How To Play

## Complete the Task

In general, you pick a card, read the task on the card, find another player, and complete the task as indicated above. When the task is completed, bank the card (keep the cards for counting your points at the end of the game). In the case a Compete card, if you lose the game, give the card to the other player for banking.

## Pick Again

Once a card is banked, you may then pick a new card from the Draw Pile. You continue playing by repeating the process associated with the type of card you picked.

## Replace a Card

During play, you may throw a card in the Discard Pile and pick a replacement card from the Draw Pile. Players may do this type of replacement only two times during the game.

## End the Game

Game play lasts for 30 minutes. The facilitator blows the whistle to signal the end of the game. At this time, count the total number of points on the cards you banked. The player who has the most points in his or her banked hand wins the game.

## Note

Notice that the tasks on the cards get harder as the point values increase. For example, the task on a two is much simpler than the task on a king or an ace. This enables the player to be more strategic depending on the variation of the game played.



# Debriefing

At the end of game, assemble all players and discuss the following types of questions:

- ❖ How did you feel playing the game?
- ❖ How did you go about playing? What was your game strategy?
- ❖ What was your most favorite type of task? Why?
- ❖ What did you learn about the other players in the room? What else would you like to learn?
- ❖ How is this game relevant to your experiences in the workplace? In life?
- ❖ Will you be more or less likely to engage the people in the room next week?



# Variations

1. **Target score.** Conclude the game when a player reaches a score of 35 points or more.
2. **Low score wins.** Play the game for 30 minutes. The winner is the person with the lowest total score among five banked cards.
3. **Poker.** At the end of 30 minutes, select five of your banked cards and arrange them as a poker hand. The person with the highest ranking poker hand wins the game.
4. **Suits.** At the end of 30 minutes, select one card of each suit from your banked cards. The person with the highest score among the four cards wins the game.
5. **Quick play.** Change the play time to 15 minutes and play any of the variations.
6. **Slow play.** Play any of the variations for 60 minutes.
7. **Design it yourself.** Make up your own variation and play the game.



# Compete Games

<b>Card</b>	<b>Game</b>	<b>Page</b>
2♦	<i>Rock, Paper, Scissors</i>	8
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## 2 of Diamonds:

### Rock, Paper, Scissors

Make a fist with your right hand. Both of you, move your fists up and down three times while saying together "rock, paper, scissors" with the fist coming down each time a word is said.

Make a gesture on the third count. Make any one of these three gestures:

1. Rock: A closed fist
2. Paper: A flat open hand
3. Scissors: Index and middle fingers extended

Here's how you figure out if you won if two of you make different gestures:

- ❖ Rock and scissors: Rock smashes scissors, so rock wins.
- ❖ Scissors and paper: Scissors cut paper, so scissors wins
- ❖ Paper and rock: Paper covers rock, so paper wins.
- ❖ If both of you make the same gesture, it's a tie. You try again.

## 3 of Diamonds:

### Thumb Wrestling

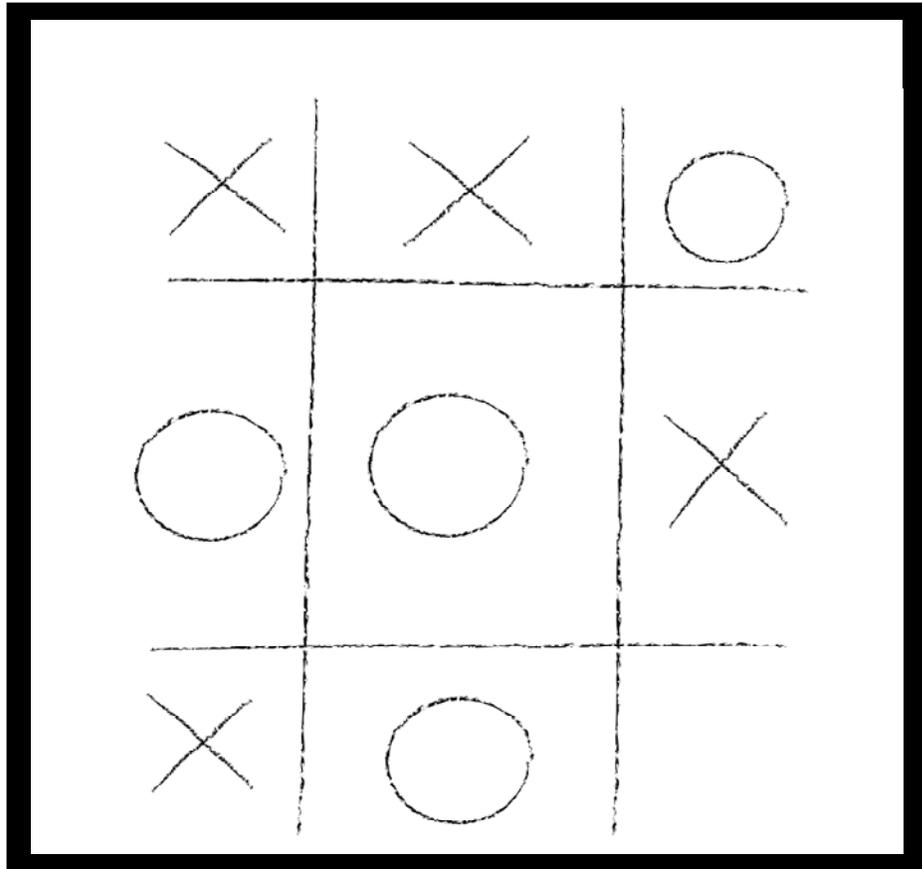
Players hook the four fingers of their right hands together such that both hands are clasped tightly. Then a short pre-contest chant is repeated, "One, two, three, four, I declare a thumb-a-war!" Elbows must be on a solid surface at all times.

To win a contest, one player must pin their opponent's thumb down for as long as it takes to say: "One, two, three, four, I win thumb-a-war!"



# 4 of Diamonds:

## Tic-Tac-Toe



You draw a 3 x 3 grid on a piece of paper. The first player is known as X and the second is O. Players alternate to place Xs and Os on the grid. The object of the game is to place your symbol on three squares in a straight line. In the event that all nine squares are filled without either player occupying three squares in a straight line, the game ends in a tie (called a cat game).



# 5 of Diamonds:

## Anagram Puzzle

Unscramble each set of letters to spell out the name of capital:

1. *RAP IS*
2. *HOT AWNINGS*
3. *NOT ROOT*
4. *DRAMA STEM*
5. *BE IN JIG*

Answers: 1. Paris; 2. Washington; 3. Toronto; 4. Amsterdam; 5. Beijing

# 6 of Diamonds:

## Two Truths and a Lie

Each player should think of three statements about himself or herself. Two of these statements must be true and the third one must be false. One person (the speaker) shares the three statements with the other person (the listener) in any order. The listener guesses which statement is a lie and states the false statement. The speaker announces if this guess is correct or not.

The game is repeated with the roles of speaker and listener reversed.

At the end of three rounds, the player who has correctly identified the most lies wins the game.



# 7 of Diamond:

## Last Player Standing

This is a list-making game between two players. The game begins with the players picking a category (such as *breakfast cereals*).

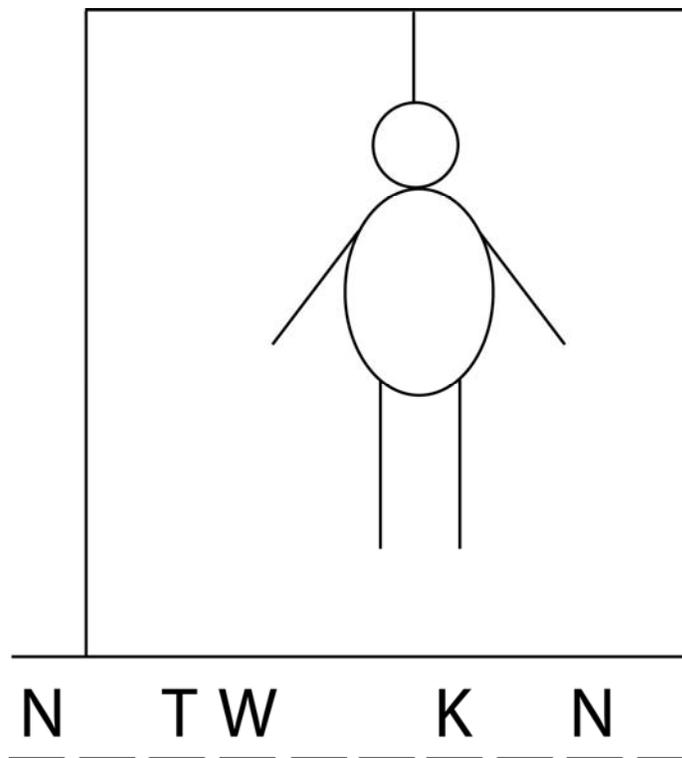
The players take turns listing an item that belongs to the category (such as *Cheerios*). During his or her turn, a player loses the game if he or she hesitates too long, repeats an item mentioned earlier, or names an item that does not belong to the category.

The game is repeated two more times, each time with a different category. The person who won more rounds, is the match winner.



# 8 of Diamonds:

## Hangman



This is a paper-and-pencil guessing game between two players. The first player thinks of word and makes a number of dashes to represent the letters in the word. The second player guesses a letter. If this letter occurs in the word, the first player writes it in all its correct positions. If the letter does not occur in the word, the other player draws one element of the hanged man stick figure.

If the second player makes 10 mistakes, the figure of the hanged man is completed and the player loses the round. If all the letters in the word are guessed correctly before 10 mistakes, the second player wins the game.



# 9 of Diamonds:

## I Spy

Decide who will go first. This first player is the Spy.

The Spy silently selects an object that is visible to the other player and does not reveal his choice. He then says, "I spy with my little eye something beginning with ...", naming the letter the chosen object starts with (e.g. "I spy with my little eye something beginning with C" if the chosen object is a car).

The Spy cannot change the object once it has been chosen.

The other player then has to guess the chosen object. Traditionally, he asks questions, such as "Is it on your left?" The Spy replies "yes" or "no" to each question.

Once a guesser has correctly identified the object, the round ends and he becomes the Spy for the next round. Count how many guesses it takes to find the object. At the end of four rounds, the player with the fewest guesses is the winner.

# 10 of Diamonds:

## Smart Phone Game

Select a two-player game on one of your phones or tablets. Play the game to determine the winner.



# Jack of Diamonds:

## Ghost

The first player begins the game by naming any letter of the alphabet. Players then take turns to add letters to this fragment, avoiding the completion of any actual word. The player whose turn it is may, instead of adding a letter, challenge the previous player to prove that the current fragment is actually the beginning of a word. If the challenged player can name such a word, the challenger loses the round. Otherwise the challenged player loses the round.

The traditional method to keep score is to use the letters of the word *Ghost*. Each time a player loses, he or she is given the next letter of the word *Ghost*. The game ends when one player receives all five letters and loses. The other player wins the game.

# Queen of Diamonds:

## 20 Questions

Decide which player will guess and which player will answer.

The answer person thinks of a person, place, or thing. He or she doesn't announce it.

The guesser now has 20 questions to identify what the answerer is hiding. Questions may only be yes or no questions.

Example:

1. Is it a person? **Yes.**
2. Is the person living? **No.**

At the 20<sup>th</sup> question, the person guesses the item. If the guess is correct, this player wins. If not, the other player wins.



# King of Diamonds:

## Celebrities

This is a two person guessing game in which the players take roles of the Thinker and the Guesser.

The Thinker thinks of a famous person (example, *Winston Churchill*) and announces the initials of this person's name (example: *WC*). The other person guesses the name or comes up with some celebrity with the same initials (example: *Walter Cronkite*).

If the name is a correct guess or a different but acceptable celebrity name, the guesser scores a point. If the Guesser gives up, the Thinker gives the correct name.

The game continues with the thinker coming up with more initials. The Thinker may use the same initials again but the guesser cannot come up with a name that was used earlier.

After five rounds, the players reverse the roles: The Thinker becomes the Guesser and vice versa.

The player with the most points wins the game.

# Ace of Diamonds:

## Debate

Find another player with a Compete card.

Together, pick a highly controversial topic of the day.

Pick sides (even if you both agree, choose sides.)

Invite any third player to be the judge. Take 2 minutes and debate the topic.

Ask the judge to decide who made the better argument. This person wins the debate.



# Fluency Card Games

## Now Available

- ❖ Building Trust
- ❖ Change Leadership
- ❖ Coaching for Performance
- ❖ Conflict Management
- ❖ Customer Service
- ❖ Feedback Techniques
- ❖ Influencing Others
- ❖ Leadership Strategies
- ❖ Listening Skills
- ❖ Management Essentials
- ❖ Managing Globally
- ❖ Motivation Techniques
- ❖ Negotiation Skills
- ❖ Presentation Skills
- ❖ Small-Talk Techniques
- ❖ Teamwork Techniques
- ❖ Training Techniques
- ❖ Workplace Civility

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# Practical Advice Cards

## Also Available

Each topic in the *Fluency Card* decks has a companion deck of cards called *Practical Advice Cards* with an entirely different type of content and with different activities.

The *Practical Advice Card* deck contains 52 cards, each with a piece of practical advice. Here's a sample advice from the deck on ***Building Trust***: *Admit your mistakes as soon as you become aware of them.*

You can read each piece of advice as if it were a *tip for the day*. To go beyond passive reading, we have designed 12 training games to entice people to discuss, evaluate, and apply the advice from these cards. These games can be played by different numbers of players (ranging from 1 to 100), and last for different periods of time (from 10 minutes to 52 weeks).





# Networking: A Card Game

Players race to complete a series of tasks. When they complete a task properly, they get to “bank” the card (keep it for scoring purposes later). Through the tasks on the cards, players engage in activities which result in getting to know one another.

The object of the game is simple: to win as many cards as possible within the play period.



Spades are **Clarify** cards. If you pick a spades card, you will ask questions or perform tasks to learn more about other players' attitudes and values.



Clubs are **Explore** cards. If you pick a clubs card, you will ask questions or perform tasks to learn more about other players' background.



Hearts are **Collaborate** cards. If you pick a hearts card, you will choose a partner with whom to collaborate on a task.



Diamonds are **Compete** cards. If you pick a diamond, you will challenge another player and compete for the win.

The game can be played with any number of players, but you will need one deck of cards for every 10 players. It lasts for 30 minutes to an hour.