

#	STEP	WHAT TO DO
1	PROJECT MASTER	Player one
1.1	Draw a SUBJECT	Draw a SUBJECT card
1.2	Choose a STEAM process	Chose your STEAM approach to define a project.
1.3	Define your project	Define a project based on your method and the subject.
2	BRANCH LEADER	Player two
2.1	Draw a SUBJECT	Draw a SUBJECT card
2.2	Choose a STEAM process	Chose your STEAM approach to continue the project.
2.3	Define your new project	You should follow up the main project with your new ideas.
3	Play along	All the players play as a Branch Leader to complete the round
4	Next Project	When all played, the next player to the Project Master would start as the new Project Master



Co-funded by the
Erasmus+ Programme
of the European Union



South-Eastern Finland
University of Applied Sciences

#	STEP	WHAT TO DO
1	PROJECT MASTER	Player one
1.1	Draw a SUBJECT	Draw a SUBJECT card This would be the subject of your future project.
1.2	Choose a STEAM process	Chose your STEAM approach to define a project. From your INVENTORY, choose a method to define a project for your subject. . You have to pay one STEAM point from your INVENTORY to be able to get the project . It means you lose ONE STEAM point from your INVENTORY. . Arrange your INVENTORY to show that you paid for the project.
1.3	Define your project	Define a project based on your method and the subject. . After you define the project, put your SUBJECT card on the STEAM PROJECT SHEET so that all players could see it.
2	BRANCH LEADER	Player two
2.1	Draw a SUBJECT	Draw a SUBJECT card You should follow up the main project with your new idea, using your SUBJECT card as the main focus.
2.2	Choose a STEAM process	Chose your STEAM approach to continue the project. You have to pay one STEAM point from your INVENTORY to be able to get the project It means you lose ONE STEAM point from your INVENTORY. Arrange your INVENTORY to show that you paid for the project.
2.3	Define your new project	You should follow up the main project with your new ideas. you should: Do the project with your new SUBJECT and METHOD, and gain the same result! Introduce a new approach for the project that would gain the same result for your project but in a new way. or if you like you can: Define a side project to the current project. Define a side project to use the result of the project for another new project
2.4	Acceptance of the new project	If your new project is accepted by the Project Master, both of you receive your rewards. Reward: <i>Project Master recieves your method as the reward.</i>

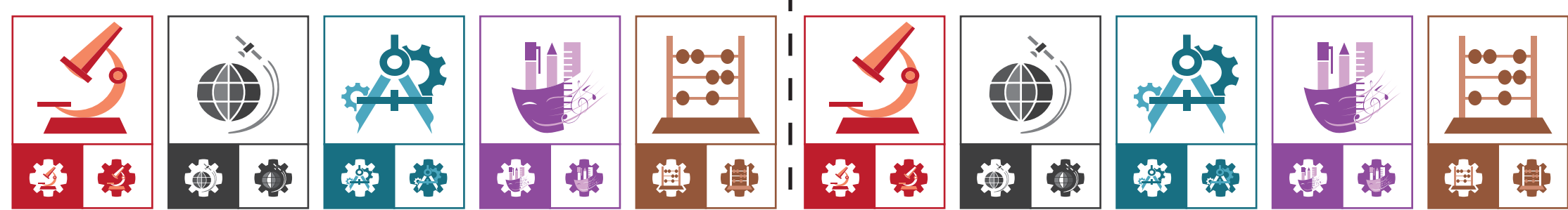
		<i>You receive the Project method defined by the master as your reward (the same method the project object is located on)</i>
		Both of you should add the new reward to your INVENTORIES
		Both of you should fill the relevant BAR on your CHARACTER SHEET
3	CHALLENGES	Players can challenge an IDEA if they think the PROJECT is not relevant.

Challenge	Explanation	Affect	Concequence
Risk Management			When the project is defined by the master
What could be challenged?	Only side projects defined by Branch Leaders		
Who can call for the challege?	Project Master		
How it applies?	If the Project Master feels the side project is irrelevant or not proper		
Dices to Decide	Both sides should role their dices		
	Project Master roles the higher dice:	The project is denied	
		Project Master:	gains the STEAM method to the INVENTORY and BAR
		Branch Leader:	Loses the STEAM spent on the project
		NEW Side Project	Branch Leader must come up with a new idea for the project for the same SUBJECT
			Branch Leader must spend a new STEAM from INVENTORY for the new project
	Branch Leader roles a higher dice:	The project would be accepted	
		Project Master:	Does not receive the REWARD of the project
		Branch Leader:	As usual
NEW Side Project	If the project is denied Branch Leader must come up with a new idea for the project for the same SUBJECT		
	Branch Leader must spend a new STEAM from INVENTORY for the new project		
How many times could be applied?	Twice per Branch Leader.	The second time, if the project is denied, there would be no other chance for the BL to come up with new ideas.	Branch Leader loses the chance to create a project.
Corruption			
<i>What could be challenged?</i>	<i>The main project defined by PROJECT MASTER</i>		
<i>Who can call for the challege?</i>	<i>Any player other than the MASTER</i>		

<i>How it applies?</i>	<i>If any of the players feel the project is not relevant or proper</i>		
<i>Dice to Decide</i>	<i>The PROJECT MASTER roles her dice.</i>		
	<i>If PM roles a high dice:</i>	<i>The project as the current idea would be accepted</i>	
	<i>If PM roles a low dice:</i>	<i>PM must come up with a new project idea</i>	
<i>New project</i>	<i>PM must spend a new STEAM from INVENTORY to create a new project with the same subject.</i>		
<i>How many times could be applied?</i>	<i>Only once</i>	<i>The next idea would be accepted any ways</i>	
<i>Creativity and Innovation Lab</i>			
<i>What is it?</i>	<i>If anyplayer thinks a project idea defined by PM or BL is a brilliant idea they can request a BRILLINT point</i>	<i>The brilliant idea might be in another STEAM field, they can request for a point in tat specific field.</i>	
<i>Who can call for the challege?</i>	<i>Any player other than the MASTER</i>		
<i>How it applies?</i>	<i>If any of the players feel the project is not relevant or proper</i>		
<i>Dice to Decide</i>	<i>The PROJECT MASTER roles her dice.</i>		
	<i>If PM roles a high dice:</i>	<i>The project as the current idea would be accepted</i>	
	<i>If PM roles a low dice:</i>	<i>PM must come up with a new project idea</i>	
<i>New project</i>	<i>PM must spend a new STEAM from INVENTORY to create a new project with the same subject.</i>		
<i>How many times could be applied?</i>	<i>Only once</i>	<i>The next idea would be accepted any ways</i>	

#	Game Piece	Collect	Place	amount	WHAT TO DO
1	Character Sheet	Print	Player	1 /player	Tracking progress of each player
2	Project Document	Print	Table	1 /game	When a project is announced, it would be placed on the table for everyone to see it
3	SUBJECT cards	Print and fold	Table	50 /game	Playing cards
4	Pen	--	Player	1 /player	To mark and keep track of STEAM BARS
5	Pieces / beans / small buttons	--	Bank	min 5 /player	Pieces are for keep tracking the INVENTORY
					At the start of the game, each player recieves 5 pieces to put in their INVENTORIES.
					Players are free to choose whatever skills they would like, for the sum of five.
					After choosing, they have to mark the Graph of HEKMAT
					Players should also mark the BARS on their CHARACTER SHEETS.
6	Dice	--	Risk Management	1 /game	Preferably D12 or D20
					<i>On Project Document, we have a place for 1. Risk Management, 2. Creativity and Innovation, 3. Corruption</i>
7	other dices			one D12	<i>Risk Management : challenge</i>
				one D20	<i>Creativity and Innovation Lab : Brilliant idea</i>
				D8x2 + D20	<i>Corruption : if the PM is challenged : the sum of D8s should be highr than D20</i>

End of the game			
	ZERO SKILL	A player spent all the INVENTORY skills, nothing left to offer for the project	
		The player should leave the game and calculate points for herself.	
		In case of one or two players, the game would end.	
		In case of more than two players, other players would continue the game.	
	FULL SKILL	A player fills one of the BARS to level 10.	
		All players stop playing and they calculate the points they gathered in their BARS so far.	
Calculating the points			
	BARS	All the points gathered in the BARS should be reflected on the Graph of HEKMAT on the CHARACTER SHEET.	
	GRAPH of HEKMAT	Comparing the starting graph and finishing graph would reveal your progress.	
		Your achievements would reflect your state as a HAKEEM:	



SCIENCE 1 2 3 4 5 6 7 8 9 10

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TECHNOLOGY 1 2 3 4 5 6 7 8 9 10

TECHNOLOGY 1 2 3 4 5 6 7 8 9 10

ENGINEERING 1 2 3 4 5 6 7 8 9 10

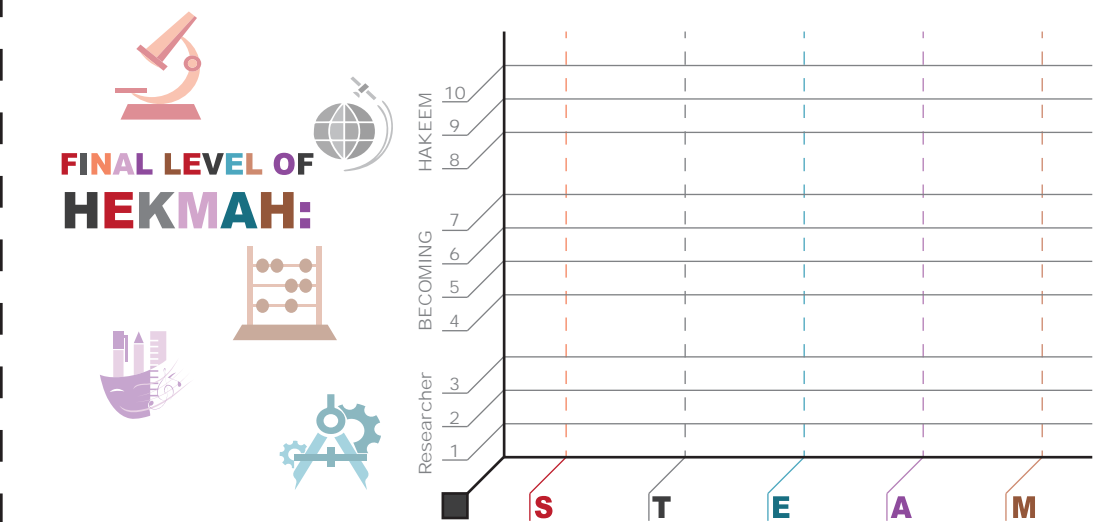
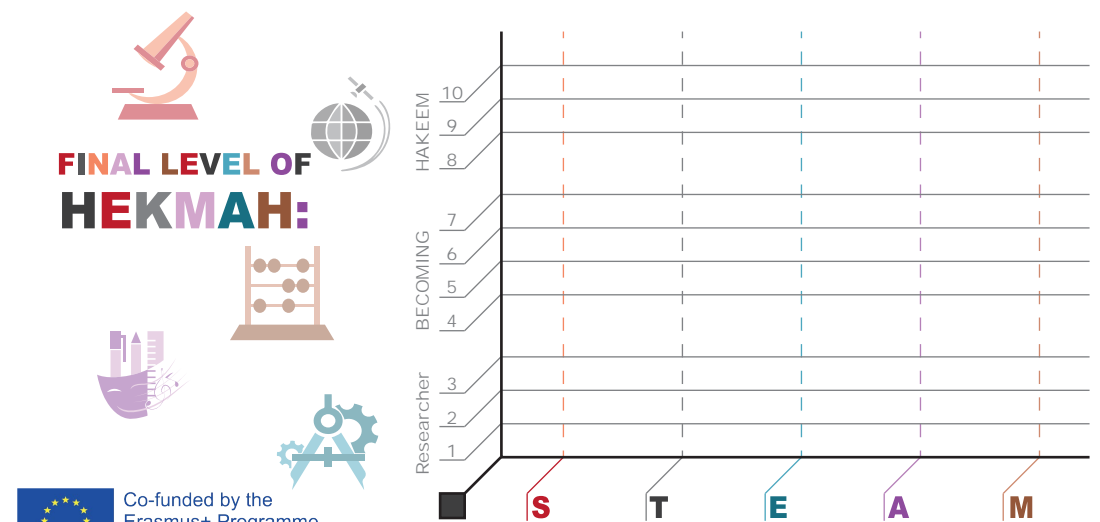
ENGINEERING 1 2 3 4 5 6 7 8 9 10

ARTS 1 2 3 4 5 6 7 8 9 10

ARTS 1 2 3 4 5 6 7 8 9 10

MATHEMATICS 1 2 3 4 5 6 7 8 9 10

MATHEMATICS 1 2 3 4 5 6 7 8 9 10



SCIENCE

PROJECT

MANAGE
-MENT

TECHNOLOGY

ENGINEERING

ARTS

MATHEMATICS

