CharacterYAQ Game – Some Ways to Play!
v26, 11-23-21
People ● Relationships ● Choices
Designers: Susanne M. Alexander, W. Grant Peirce IV, and Johann S. Wong
(Game Play Ideas Downloadable from www.characteryaq.com)

Learn about character and choices through different ways of gameplay, which can be competitive and/or cooperative. Just like life, you choose how to play this game. You will also enjoy creating your own YAQway to play. We welcome hearing your ideas!

People ask us, "What does "YAQ" stand for? What is "YAQing"? We invite you to see what it means to you and share it with us! There is more about YAQ on www.characteryaq.com.

Goals of the Games:
1. Learn About Character Qualities
2. Use Character Quality Language™
3. Apply character qualities in life situations
4. Honor character qualities in self and others
5. Accompany others in understanding and applying character qualities in their lives
6. Gain points and win (as players choose)
7. Cooperate and collaborate

Types of Cards/Materials:
Play with some or all of the….
1. **Green Character** Cards
2. **Blue Challenge** Cards (friend, romantic partner, family, and work relationships)
3. **Gold Choice** Cards

Action Elements in the Games:
1. Guessing
2. Dealing
3. Role-Playing
4. Choosing
5. Discussing
6. Voting
7. Sharing
8. Accompanying
9. Strengthening

Preferred: You can play the games in numerical order to help you gradually build skills.

GAME PLAY INCLUDED WITH THE CARD DECK

Starting Instructions

Be a creative YAQ! To start, turn over a **green Character** and a **blue Challenge** card. Deal four **gold Choice** cards to each person. Discuss how the **green Character** card can help someone respond to the **blue Challenge** Card.

Then each player chooses one **gold Choice** card from their hand that is a funny or serious response to the **blue Challenge** card. Everyone places their **gold Choice** card face up in the middle. Vote for the best **gold Choice** card. See www.character**YAQ**.com for new ways to **YAQ**!

Other playing options follow below. Remember you can also create your own YAQway!

GAME-PLAY 1: SHINING HEADLAMP

Type: Guessing

Goal: As a team, guess as many character qualities (score as many points) as possible through providing realistic examples

Cards: Use the **green Character** Cards

Number of Players: Min. of 3 people for cooperative gameplay; Teams of at least 3 people each for competitive gameplay

Time Limit: 3 minutes per person

Instructions:

1. **RESPONSIBILITIES:** Choose the timer and the scorekeeper.

2. **PLAY:**

   a. First player picks a **green Character** Card and holds it up to their forehead like a headlamp (or in front of themselves). The cardholder cannot see the card, but the other players can see the card.

   b. Other players give clues to the cardholder by saying examples of the character quality in action in the real world, without naming the character quality or using any synonyms. For example, "When you greet someone with a smile, you are showing: ___?____ [Answer: Friendliness]. The group decides if the cardholder's guess is close enough to the word or not.
      o **Note:** Game play cannot pass to a new player until the cardholder guesses the character quality. However, if a cardholder has a lot of difficulty guessing the character quality, they can skip to the next card by placing the skipped card unseen on the bottom of the deck and choosing a new **green Character** Card from the top of the deck.

   c. Once the cardholder has guessed the right answer, the player sitting to their right picks a new **green Character** Card and places it on their forehead (or in front of themselves). Gameplay continues to the right until the 3 minutes per person is up.

3. **WINNING:** Teams get one point for each correctly guessed **green Character** Card. Teams try to beat their own high score or that of another team. All players decide how many rounds to play.

Variation:
1. Team (or an individual in a team) can tell a story illustrating the **green Character** Card, without naming the character quality or using any synonyms.

GAME-PLAY 2 – ARE THESE CHARACTER QUALITIES FAMILIAR?

Type: Guessing

Goal: As a team, guess as many character qualities (score as many points) as possible through providing realistic examples

Cards: Use the **green Character** Cards

Number of Players: Min. of 3 people for cooperative gameplay; Teams of at least 3 people each for competitive gameplay

Time Limit: 3 minutes per person

Instructions:

1. One player draws and privately views a **green Character** Card. They help other players guess the character quality on the card by giving clues. Clues should be examples of the character quality in action in the real world, without naming the character quality or using any synonyms. For example, "When you greet someone with a smile, you are showing: ____?____ [Answer: Friendliness]. The cardholder decides if the guess is close enough to the word or not. For example, "friendly" could be acceptable.

    Note: Game play only passes to a new cardholder when the players guess the character quality. However, if there is a lot of difficulty guessing the character quality, skip to the next card by placing the skipped card unseen on the bottom of the deck and choose a new **green Character** Card from the top of the deck.

2. Once the players have guessed the right answer, the player sitting to the right of the cardholder picks a new **green Character** Card. This process continues to the right until each player has had the opportunity to be the cardholder.

3. **WINNING:** Teams get one point for each correctly guessed **green Character** Card. Teams try to beat their own high score or that of another team. All players decide how many rounds to play.

Variation:
1. Cardholder can tell a story illustrating the **green Character** Card, without naming the character quality or using any synonyms.

GAME PLAY 3 – CAN YOU APPLY CHARACTER TO A CHALLENGE?

Type: Choosing; Discussing; Voting; Optional: Sharing

Goal: Apply character qualities to address a challenge

Cards: Use the **green Character** Cards and **blue Challenge** Cards

Number of Players: Min. 3 people

Instructions:

1. Dealer turns over a **blue Challenge** Card.

2. Dealer gives each player 3 **green Character** Cards. Each player chooses 1 **green Character** Card from their hand and makes a case for how the character quality applies to the **blue Challenge** Card. Players can also meld 2-3 **green Character** Cards in the application. Complete 1-2 rounds.

3. Players can choose to vote for the best case, with the winner gaining a point, and they can also assign a point to the total number of **green Character** Cards each person plays.

GAME-PLAY 4: RESPONDING TO CHALLENGES

Type: Dealing; Choosing; Discussing; Voting; Optional: Sharing

Goal: Win as many votes as possible with either "High" or "Low" **gold Choice** Cards; some cards have "high" or more positive responses; some cards have "low" or less positive responses; either "high" or "low" cards could be funny

Cards: Use the **green Character** Cards, **blue Challenge** Cards, and **gold Choice** Cards

Number of Players: Min. 3 people

Time Limit: Players decide; Suggest minimum of 5 **blue Challenge** Cards/rounds

Instructions:

1. **RESPONSIBILITIES:** Choose the first dealer and the scorekeeper. Deal shifts to the right on each round.

2. **PLAY:**

   a. **DEAL:** Dealer gives each player 7 **gold Choice** Cards. (Players can exchange cards before each round starts.) Dealer provides each player with two different tokens they can use for voting (or players find tokens in their environment).
   b. **CHALLENGE**: Dealer turns over 1 **blue Challenge** Card and reads it aloud.
   c. **CHARACTER QUALITY**: Dealer turns over 4 **green Character** Cards. Players must decide by majority or unanimous vote on 1 Character Quality that will help someone respond to this challenge.
   d. **CHOICES:** Each player chooses a **gold Choice** Card from their hand that they think is the best match with the **green Character** Card and the **blue Challenge** Card. Your aim is to win votes (see "e" below). Players submit their **gold Choice** Card to the Dealer face down. The Dealer then flips the **gold Choice** Cards over, reads them aloud, and lays them out face up so all players can see them. Players take a replacement **gold Choice** Card from the stack for their hand any time before the next round.
   e. **VOTING**: Players vote twice. First, players vote for the **gold Choice** Card that best matches the "High" portion of the **green Character** Card (everyone can place their token on the top portion of the chosen **gold Choice** Card). Discuss the results and allow time for players to change their votes if they wish.
   Second, players vote for the best **gold Choice** Card that matches the "Low" portion of the **green Character** (place tokens on the bottom of the chosen **gold Choice** Card). Discuss the results and allow time for players to change their votes if they wish. Players cannot vote for their own **gold Choice** Card.

3. **WINNING:** The **gold Choice** cards with the most "High" and "Low" votes each win a point for the players who submitted them. Scorekeeper chooses how to keep track of voting. You can choose to require unanimous votes for great discussions! The player with the most points at the end of the game wins.

Variation:
1. Dealer takes the submitted **gold Choice** Cards (including their own), shuffles them, and deals them back to the players. Players take turns defending the fit between the **gold Choice** Cards and the chosen **green Character** Card, focusing on either "High" or "Low". Dealer indicates when defense is adequate and can stop. When all have defended their **gold Choice** Card, the Dealer facilitates a vote for the best defense.

GAME-PLAY 5: NOBLE OR FUNNY?

Type: Dealing; Choosing; Discussing; Optional: Sharing

Goal: Win points based on the outcome of judging

Cards: Use the **green Character** Cards, **blue Challenge** Cards, and **gold Choice** Cards

Number of Players: Teams of 3 or more people; no limit on number of teams; one Judge

Time Limit: First team to 5 points wins.

Instructions:

1. **RESPONSIBILITIES:** Elect a Judge. The Judge will be a neutral party and use their serene wisdom to determine the winner of each round.

2. **NOBLE OR FUNNY:** "Noble" means the most positive outcome. "Funny" means the most humorous outcome.

3. **PLAY:**

    a. **COIN TOSS:** To start each round, flip a coin into the air. If the coin lands "heads" (front side), then the focus of the round will be "Noble". If the coin lands "tails" (back side), then the focus of the round will be "Funny." If you cannot find a coin, you can invent your own way of choosing or alternate Noble and Funny each round.
    b. **DEAL:** The Judge deals each team 7 **gold Choice** Cards.
    c. **CHARACTER QUALITY**: The Judge turns over 1 **green Character** Card and reads it aloud.
    d. **CHALLENGE**: The Judge turns over 1 **blue Challenge** Card and reads it aloud.
    e. **CHOICES:** Teams choose one **gold Choice** Card from their hand that both demonstrates the character quality on the **green Character** card, and that also fits in context to the challenge on the **blue Challenge** card. The Choice Card will be either Noble or Funny, depending on the focus that round. Your aim is to convince the Judge that your team's response is the best. The team the Judge declares as the most Noble or most Funny wins a point. The Judge records the point and keeps score.
    f. **PRESENTING:** Each team presents their **gold Choice** Card in whatever way they wish, such as with drama or a story, to win the favor of the Judge.
    g. **RESHUFFLE AND DEAL:** After each round, the Judge collects and shuffles the **gold Choice** Cards. Flip the coin again and begin a new round.

4. **WINNING:** The first team to 5 points wins.

GAME-PLAY 6: STORYTELLING WITH ACCOMPANIMENT

Type: Dealing; Choosing; Discussing; Role-Playing; Accompanying; Optional: Sharing

Goal: Create stories that demonstrate someone applying 1-2 character qualities to a Challenge with accompaniment from others, who also apply the character qualities

Cards: Use **blue Challenge** Cards and **green Character** Cards

Number of Players: Min. of 4 people for cooperative gameplay

Time Limit: Players decide; Suggest 5-10 minutes per round

Instructions:

1. **DEAL:** Choose a first Dealer, who will also be the Challenging Actor. Dealer turns over a **blue Challenge** Card and reads it, expanding creatively on the situation to provide some brief context to the players (who the people are and what is happening with and around them). Next, Dealer turns over and reads 4 **green Character** Cards.

2. **RESPONSIBILITIES:** Choose the roles each person will play:
    a. **Challenging Actor:** Dialogues with (acts out) the Responding Actor in a way that makes the Challenge clear.
    b. **Responding Actor:** Dialogues with (acts out) the Challenging Actor in response to receiving the Challenge.
    c. **Contrary Actor (Optional):** Sides with the Challenging Actor.
    d. **Accompanying Actor(s):** Listens to Actors, consults with them, and helps them build understanding of each other. Helps them reach conclusions for how to respond to the **blue Challenge** Card by applying the Character Cards; Helps Responding Actor avoid character attacks towards the Challenging Actor (and the Contrary Actor).
    e. **Observer:** Notices when the **green Character** Card(s) are included effectively and when the actors honor each other's use of the character qualities. Calls an end when these goals have been accomplished.

3. Players discuss the Challenge and choose which 1-2 **green Character** Cards will be incorporated into the story. Return the leftover cards to the bottom of the deck.

4. Players dialogue (act out) the Challenge, each playing their assigned role.

5. The Observer calls "The End" when they believe the actors have fulfilled the goals of incorporating the **green Character** Card(s), honoring each other's practice of the character qualities, and accompanying the Actors effectively in addressing the Challenge.

6. The Observer leads a discussion among all Actors about the experience.

GAME-PLAY 7 – APPLYING CHARACTER QUALITY LANGUAGE™

Type: Choosing; Discussing; Sharing

Goal: Express appreciation for each other

Cards: All of the **green Character** Cards

Number of Players: All

Time Limit: 1 minute per honoring

Instructions:

1. Lay out all the **green Character** Cards on the playing surface. Players place tokens on the qualities that they generally demonstrated as a group throughout game play.

2. One player volunteers to do a Character Quality Honoring™ of each other player.
    Examples:
    a. I noticed you practiced **Creativity** when you were acting out a Challenge.
    b. I appreciated the **Respect** you showed everyone in the game.

3. Another player then volunteers to acknowledge the previous volunteer.

GAME-PLAY 8 – BUILDING CHARACTER

Type:	Choosing; Discussing; Sharing; Strengthening
Goal:	Identify character strengths and growth areas
Cards:	Use the **green Character** Cards
Number of Players:	Min. of 4 people for cooperative gameplay
Time Limit:	1-2 minutes per sharing

Instructions:

1. Lay out all the **green Character** Cards on the playing surface.

2. Players each choose 1-2 cards that they generally practice effectively and that they consider are among their character strengths. Each player shares with the group about a time in their life that they were able to effectively demonstrate one of the character qualities. Return the cards to the playing surface.

3. Players each choose 1 card that represents a character quality they are committed to strengthening. Take turns engaging the group in discussing specific ways the strengthening could happen.

4. After each player has a turn, each writes down a specific goal to carry out in the next week. Players can discuss these with the group and refine them or keep them private.