我們的造礁珊瑚 紙牌遊戲

Our Reef-building Corals Card Game
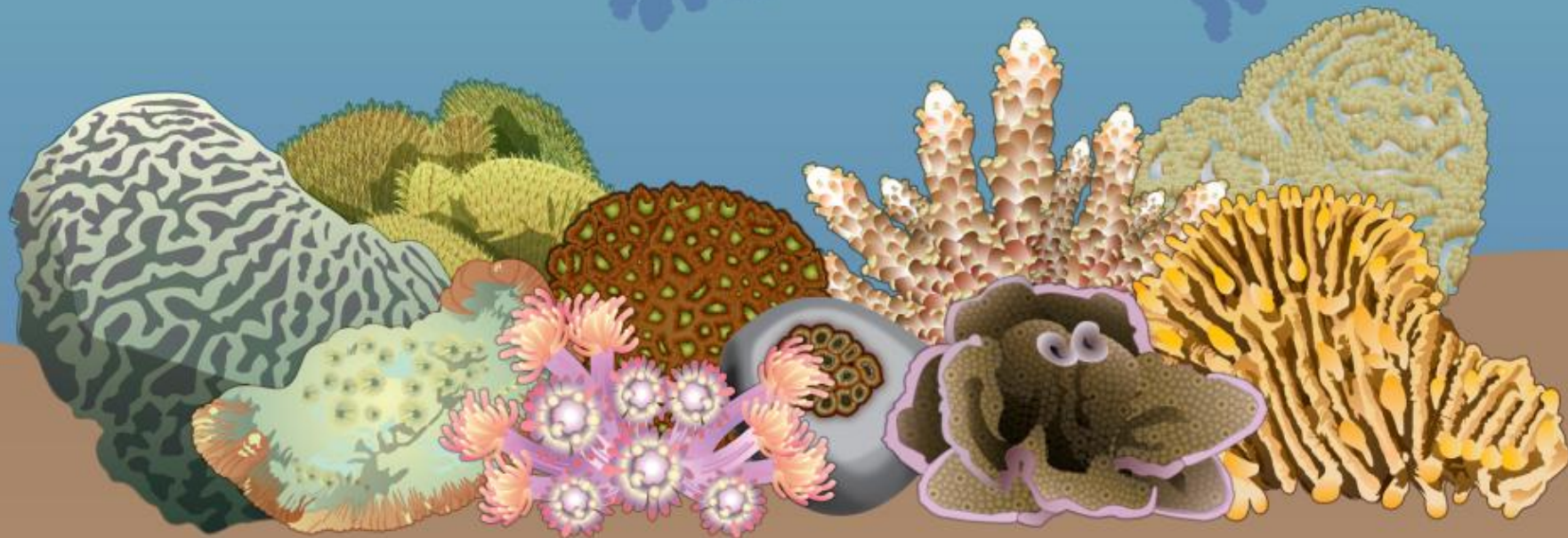
目錄 Content

遊戲一

人數

不多於 40 人

設定

1. 先將其中六張珊瑚卡放於當眼處（如黑板）作為珊瑚區，其餘珊瑚卡備用。

2. 將參加者分成兩組，兩組的角色分別為保護者和破壞者。

3. 把遊戲卡洗勻並平均分發予兩組，每位參加者手持一張。

4. 把活動空間劃分成兩個區域，一個是「好區」，另一個是「壞區」。

如何取得勝利

遊戲完成後如珊瑚區仍有珊瑚卡，則保護者獲勝，相反如珊瑚區到最後沒有珊瑚卡，則破壞者獲勝。

如何進行遊戲

1. 先給予十分鐘時間作小組討論，組員需決定持有的各張遊戲卡是好卡（對珊瑚有益的），還是壞卡（對珊瑚有害的）。

2. 完成討論後先由保護的一方行動。手持好卡的組員應走到「好」區，而手持壞卡的組員則走到「壞」區。

3. 完成步驟 2 後導師根據《遊戲助手》續一公佈答案，如持有壞卡的組員走到「好」區，或持有好卡的組員走到「壞」區，均屬錯誤。

4. 保護的一方每犯一錯誤即從珊瑚區拿走一張珊瑚卡，但若組員能說出該珊瑚卡中珊瑚的名稱，便可保留該珊瑚卡，如珊瑚區的每一張珊瑚卡都已被說出名字，則無法以說出名稱這個方法去保留珊瑚卡。

5. 珊瑚卡最多可以被拿走六張，此後再有錯誤的話亦不會再被懲罰。

6. 被拿走的珊瑚卡放到備用處。

7. 完成後輪到破壞的一方行動。與步驟 2 及 3 相同。

8. 與保護的一方相反，破壞的一方每犯一錯誤即從備用的珊瑚卡中取一張珊瑚卡放到珊瑚區，但若組員能說出該珊瑚卡中珊瑚的名稱，便可免卻將該珊瑚卡放到珊瑚區，如備用的珊瑚卡中每一張珊瑚卡都已被說出名字，則無法以說出名稱這個方法去免卻珊瑚卡被加到珊瑚區。

9. 最多可被加到珊瑚區的珊瑚卡以備用珊瑚卡的數目為上限，此後再有錯誤，亦不會再被懲罰。

10. 導師進行總結。

- 導師可參考教材套附上的答案（P.21），但某些遊戲卡沒有絕對的好與壞，如參加者言之成理，亦可根據個人理解去判斷對或錯，一切以導師的決定作準。

- 遊戲開始前，導師可先利用《遊戲助手》教授十二張珊瑚卡的內容。

- 由保護的一方先行動是因為我們應先保護珊瑚而不是破壞後才進行保護。

- 假如雙方均沒有犯任何錯誤，或犯的錯誤均等時，則珊瑚區的珊瑚卡維持有六張，仍是保護者獲勝。

  - 因為即使人類進行破壞，如同時間我們保護得宜，平衡了對珊瑚的傷害，珊瑚仍會存在，亦是我們保護珊瑚的成果。

- 導師可參考以下訊息為參加者進行總結：

  - 如珊瑚區最後沒有珊瑚卡，或只有一至兩張，可帶出「破壞容易，保護困難」的訊息。

  - 如珊瑚區最後有大量珊瑚卡，則可帶出「只要努力，仍可保護得到」的訊息。

Game A

Maximum 40 players

Set up

1. Place 6 coral cards at an eye-catching area (e.g. blackboard) as the coral area, the rest of the coral cards as backup.

2. Divide the players into two groups, one group as the protector while the other as the destructor.

3. Shuffle the game cards and deal to each group evenly, each player holds one game card.

4. Divide the room into two areas, one is 'Good Area' while the other is 'Bad Area'.

How to win

If there is still coral card(s) in the coral area at the end of the game, then the protector wins; whereas no more the coral cards left in

coral area, the destructor wins.

How to play

1. Ten minutes are assigned to each group for discussion. Group members should decide which game card is a good card (beneficial to coral) or a bad card (harmful to coral).

2. Protector acts first after the discussion. For those who hold a good card should go to 'Good Area' while those with a bad card, should go to 'Bad Area'.

3. Instructor will disclose the answer reference to the <Game Assistant> after finishing procedure 2, mistake would be counted as those who hold a bad card but end up in 'Good Area', or who hold a good card but in the 'Bad Area'.

4. For each mistake, protector would be punished by removing one coral card from the coral area, but if any group member could tell the coral name of that coral card, that punishment would be waived. If every coral card in the coral area are named, this method can no longer be used to keep the coral cards.

5. All 6 coral cards could be removed at most. If no coral cards are left in the coral area, no punishment would be given even more mistakes are made.

6. The removed coral cards become the backup coral cards.

7. Now it is the destructor's turn. Repeat procedures 2 & 3.

8. Unlike protector, each mistake made by destructor will be subject to the addition of one coral card from the backup to the coral area. If any group member could tell the coral name of that coral card, that punishment would be waived. If every coral card from the backup are named, this method can no longer be used to avoid the addition of coral cards to the coral area.

9. Upon the addition of all backup coral cards, there would be no punishment even more mistakes are made.

10. Instructor makes the final conclusion for the result.

- Instructor can refer to the reference answer (P.21) for discussion. Some game cards can either be good or bad. If the player can make the point rationally, Instructor can make the final decision.

- Instructor can use the <Game assistant> to introduce the twelve coral cards before the game.

- Protector makes the first move because we should protect and conserve our corals before any destruction.

- If both groups do not make any mistakes or with equal number of mistakes, the six coral cards will still be in the coral area. The protector is the winner.

 - It is because even if there is destruction to the coral, the harm can be 'cancelled' out by our effort in coral conservation. As a result, corals can flourish under our protection.

- Instructor can take reference of the below messages for conclusion:

    - If none of the coral cards left at the end, of just one or two, it reveals 'Easy to destruct, difficult to protect'.
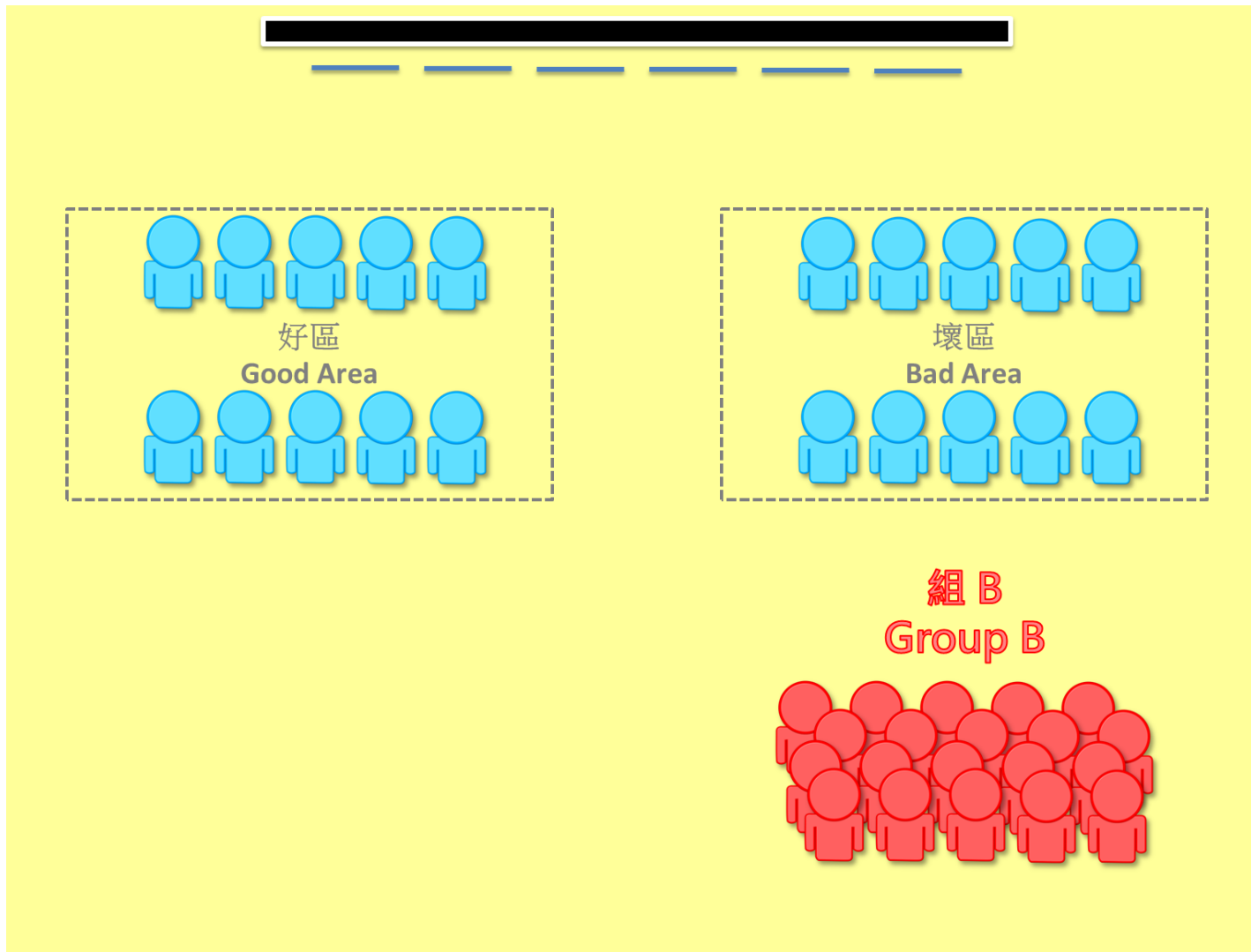
    - If many coral cards left at the end, it reveals 'We are able to protect it as long as we try our best'.

遊戲一示範　Game A demonstration

黑板 Blackboard

珊瑚卡 Coral Cards

珊瑚區 Coral Area

好區
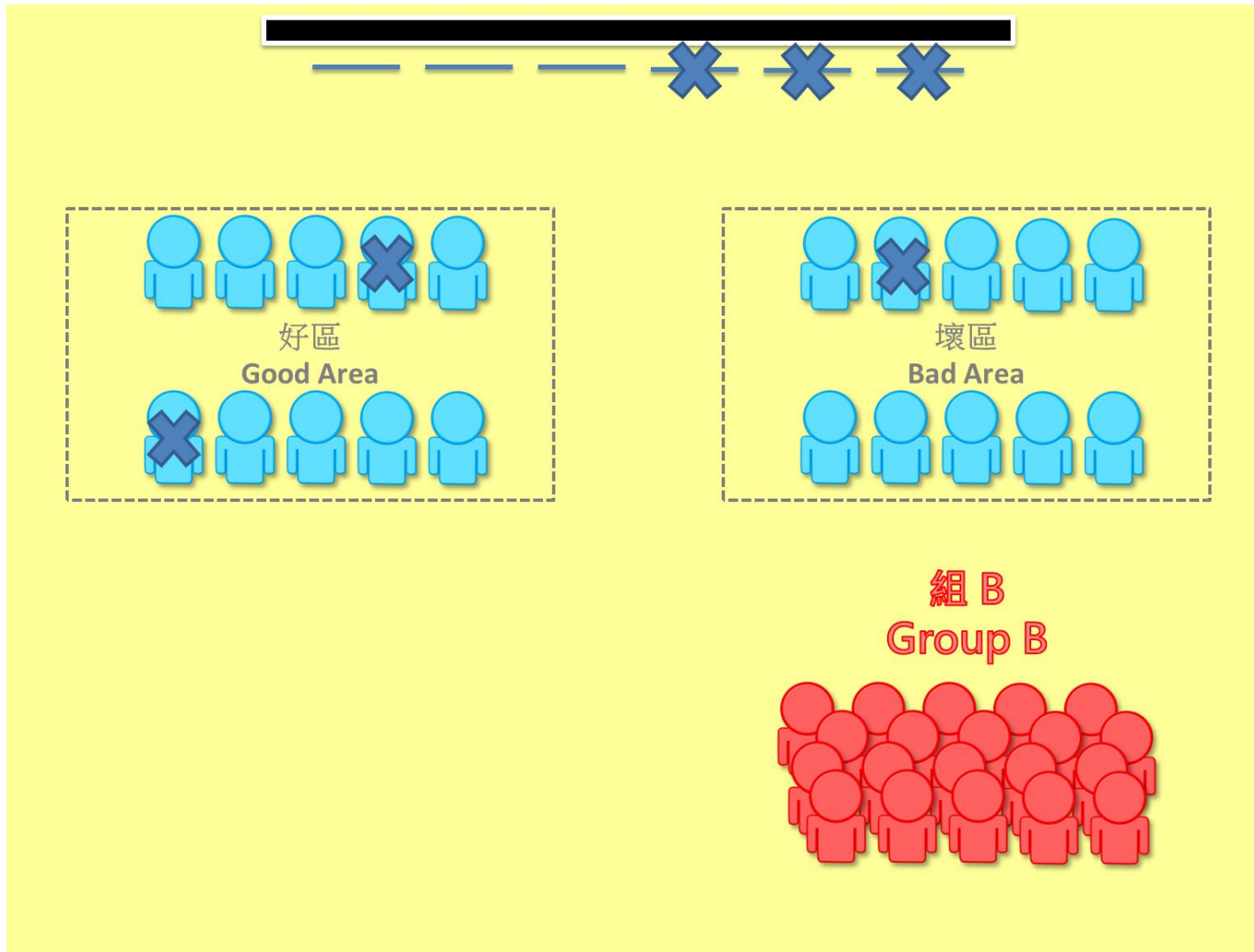**Good Area**

壞區
Bad Area

組 A
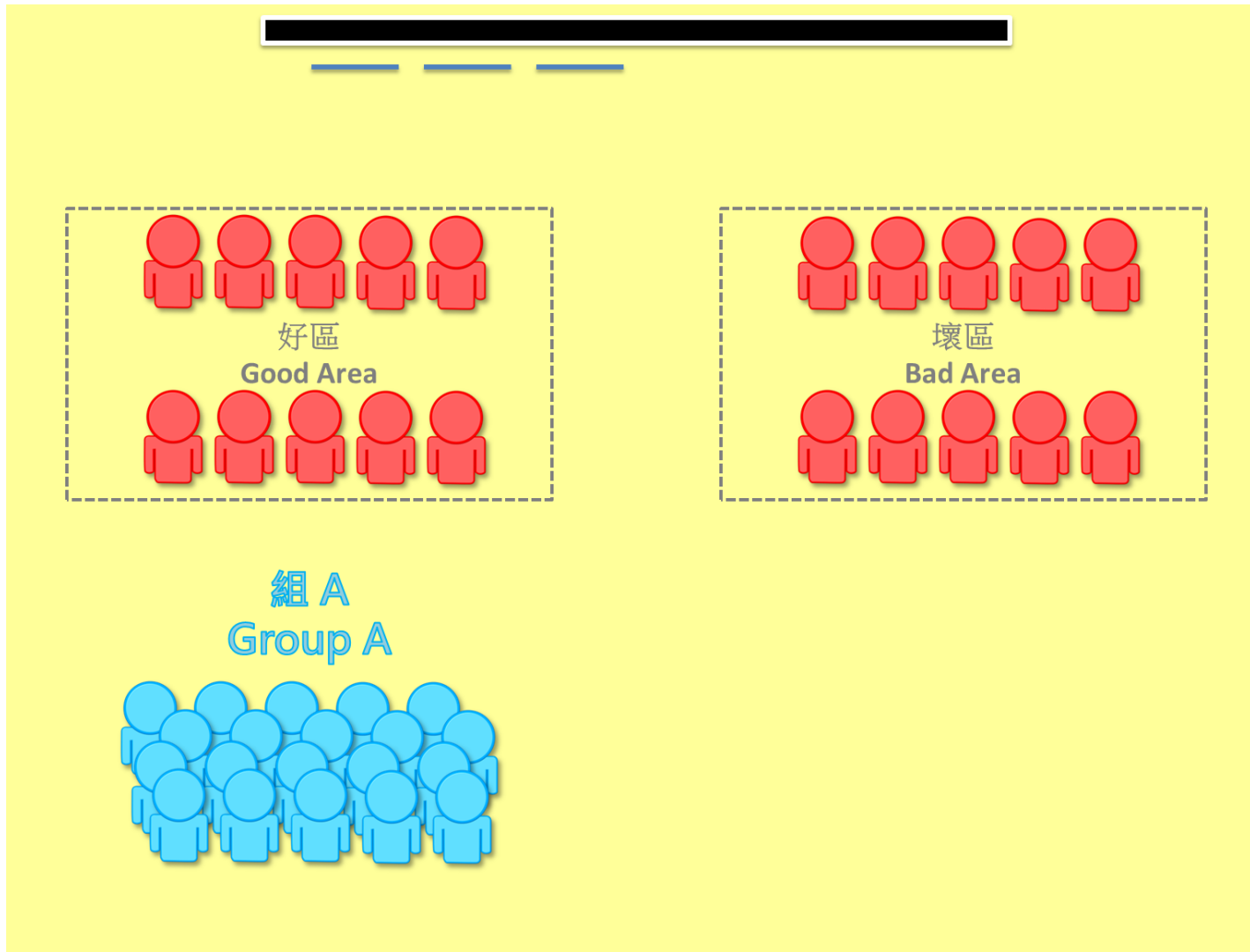Group A

組 B
Group B
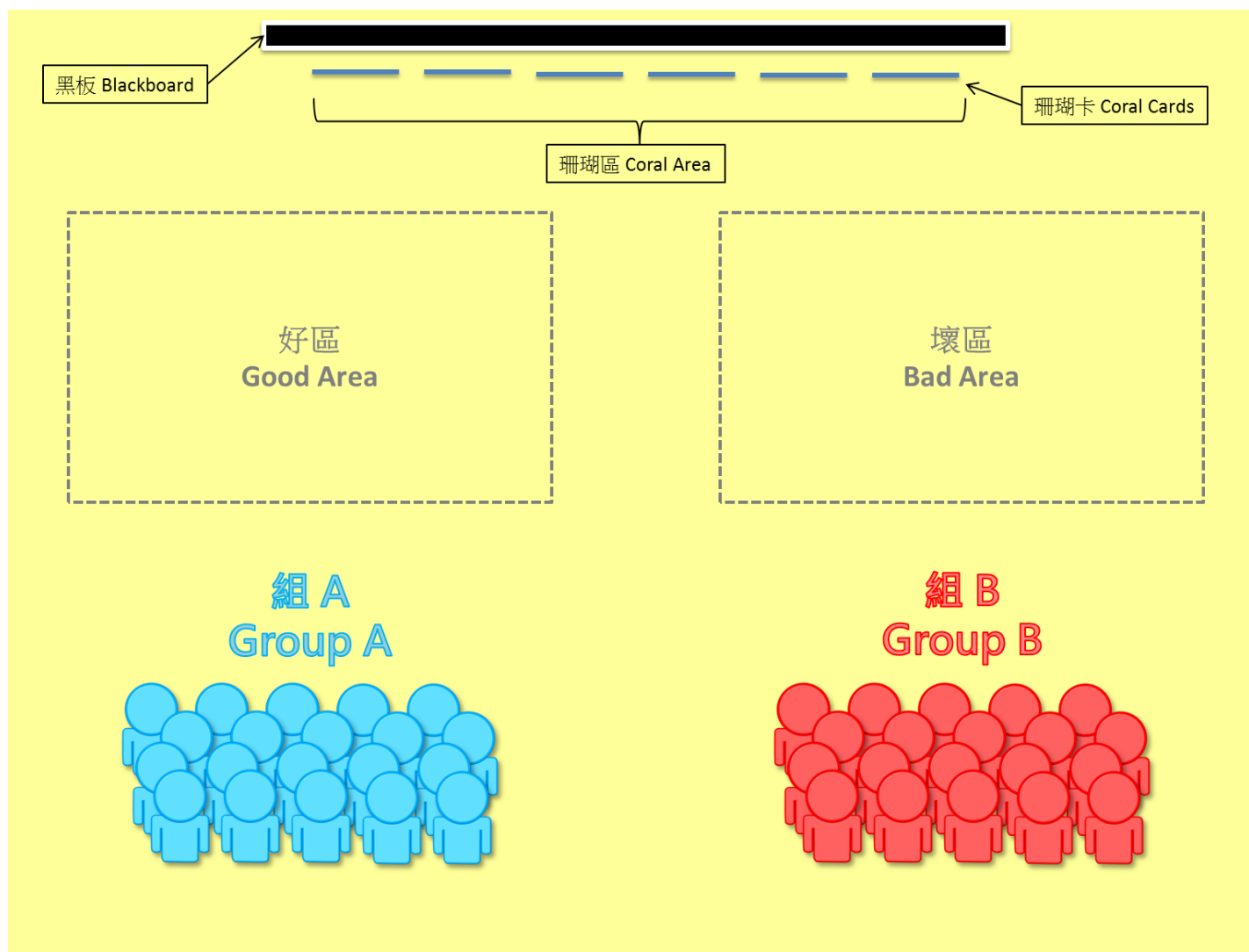
設定如上圖。

Set up as the above picture.

先由組 A（保護者）進行活動。假設一半組員認為自己的遊戲卡是好而另一半認為是壞。

Group A (Protector) makes the first move. Assume half of the group members believing their cards are good while the other half with bad cards.
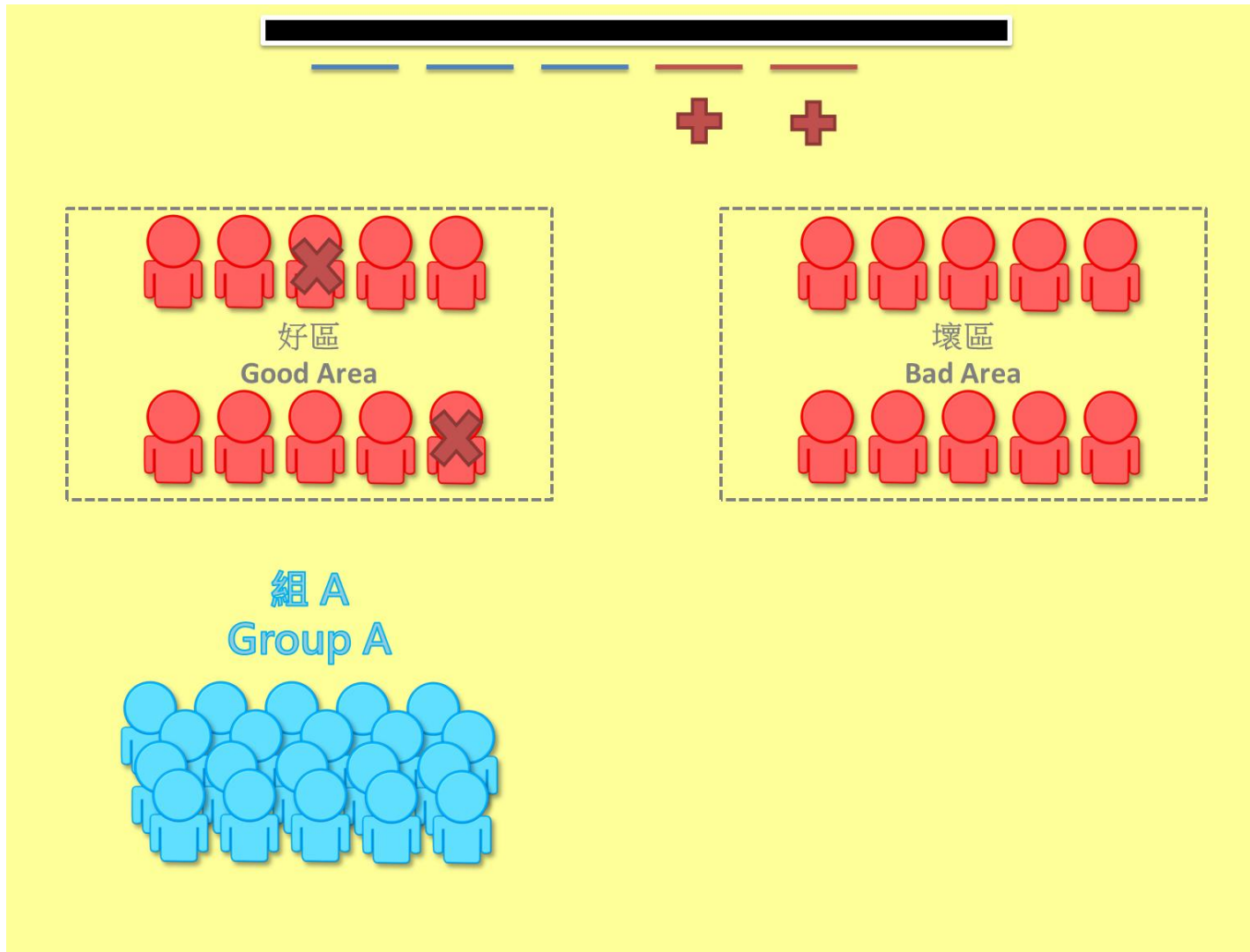
假設組 A 有 2 位組員去錯了好區，1 位組員去錯了壞區，而所有組員都無法說出準備拿走的珊瑚卡的名字，則從珊瑚區拿走 3 張珊瑚卡。

Assume 2 members of group A end up in 'Good Area' and 1 end up in 'Bad Area' wrongly, none of the members could tell the names of the removed coral cards, then 3 coral cards will be removed from the coral area.

好區
Good Area

壞區
Bad Area

組 A
Group A

輪到組 B（破壞者）進行活動。同樣地，假設一半組員認為自己的遊戲卡是好而另一半認為是壞。

It is group B (destructor)'s turn. Again, assume half of the group members believing their cards are good while the other half with bad cards.

假設組 B 有 2 位組員去錯了好區，沒有組員去錯了壞區，而所有組員都無法說出準備添加的珊瑚卡的名字，則從後備珊瑚卡中加 2 張珊瑚卡到珊瑚區。

Assume 2 members of group B end up in 'Good Area' and none end up in 'Bad Area' wrongly, none of the members could tell the names of the added coral cards, then 2 coral cards from the backup will be added to the coral area.

好區
Good Area

壞區
Bad Area

組 A
Group A

組 B
Group B
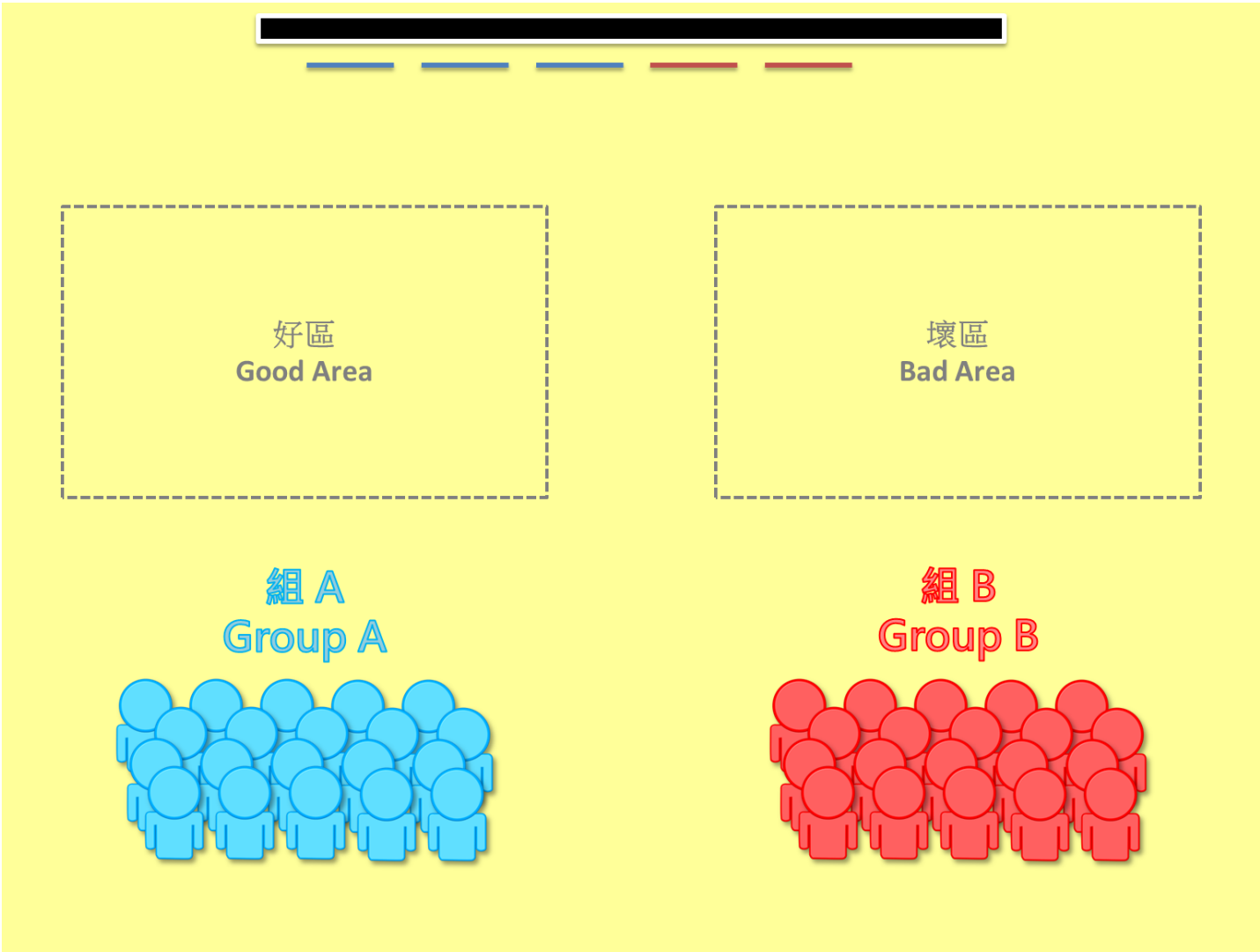
導師進行總結。

Instructor makes the final conclusion.

遊戲二

人數

不多於 40 人

設定

1. 抽出珊瑚卡。只用遊戲卡進行這個遊戲。

2. 可將參加者分成兩組至四組，視乎人數而定。

3. 把遊戲卡洗勻並平均分發予各組。

4. 導師需先告知參加者每一張「好」卡都分為「較好」或「好」，而「壞」卡則分為「較壞」或「壞」。但不能告訴他們每張卡實際是那一個

   級別。

如何取得勝利

遊戲完成後得分最高的組別勝出。

如何進行遊戲

1. 首先給予五分鐘作小組討論，讓各參加者想一想手上的卡是「好」還是「較好」，「壞」還是「較壞」。

2. 完成小組討論後給予十分鐘讓各組之間交換遊戲卡。

3. 每人均有權拒絕與別人交換遊戲卡，所以如希望換走自己手上的卡，應想辦法說服甚至以謊話令別組的組員跟自己換卡。

4. 例如手上持有一張「好」卡，而估計只是「好」的級別，同時別組組員持有一張自己估計是「較好」級別的卡，則可以進取一點說服別人

   跟自己換卡。

5. 完成換卡後導師公佈答案（P.21），即遊戲卡內容中人為的「壞」為「較壞」、天然的「壞」為「壞」、人為的「好」為「較好」、天然的「好」

   為「好」。

6. 「好」、「壞」、「較好」、「較壞」分別代表+1、-1、+2、-2 的分數。

7. 每組各自計分，總分最高的組別為勝利者。

📢 由於天然的「壞」在大自然中無法避免，而人為的「壞」是可以避免的，所以人為的「壞」分數更低；人為的「好」是我們努力保護珊

   瑚的成果，令珊瑚額外得益，所以分數比天然的「好」更高。

Game B

Maximum 40 players

Set up

1. Remove the coral cards, we only need the game cards for this game.

2. Players can be divided into two to four groups, depending on the number of participants.

3. Shuffle the game cards and deal to each group evenly.

4. Instructor has to emphasize the fact that 'good' cards can be classified as either 'very good' or 'good' , while 'bad'

    cards can either be 'very bad' or 'bad' . But the rank of each card will be disclosed after the game.

How to win

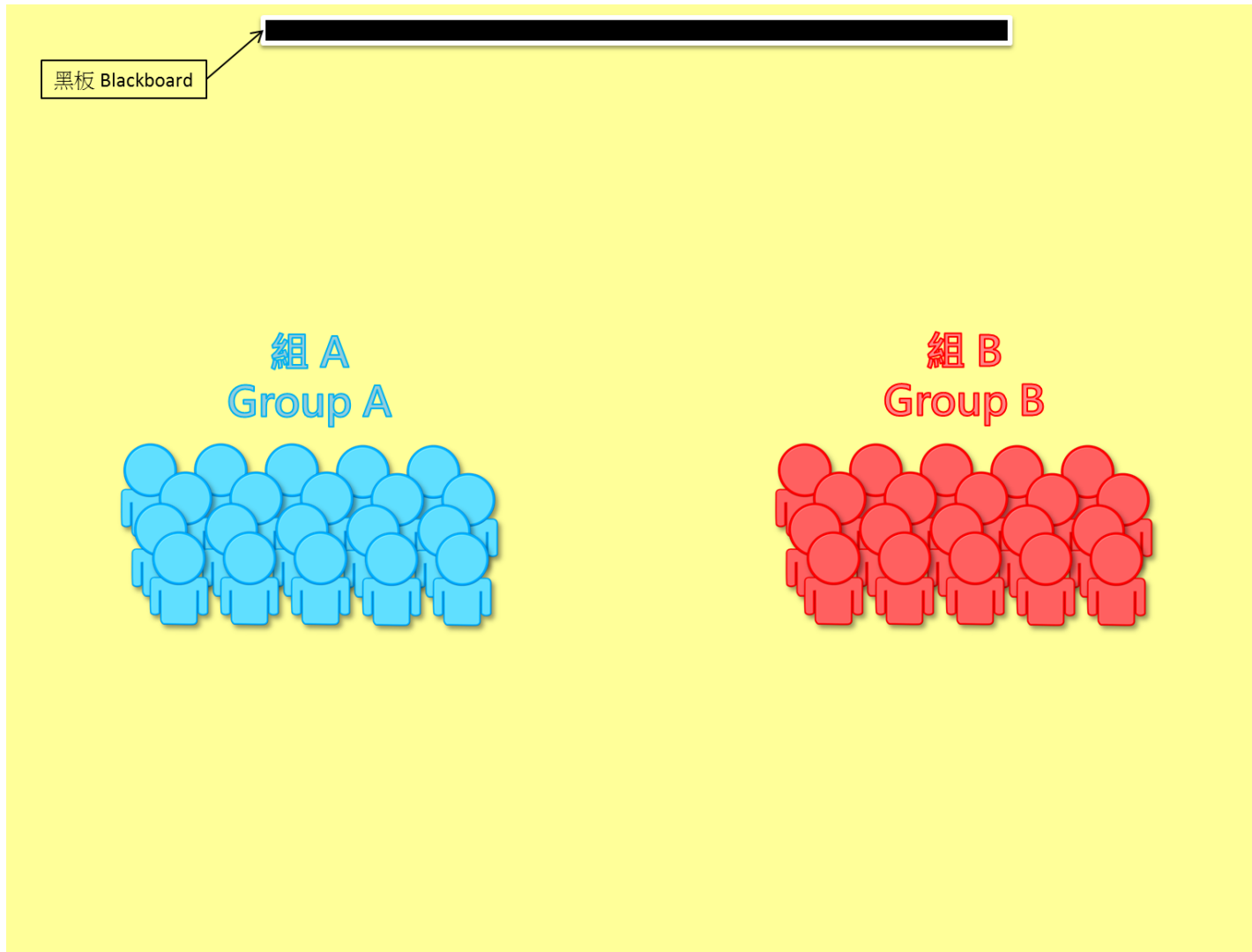The group scoring the highest mark will be the winner.

How to play

1. Five minutes are assigned to each group for discussion. Group members should think which rank their game cards belong to

   ('Good' or 'Very good', 'Bad' or 'Very bad').

2. After that, 10 minutes are given for exchanging cards among different groups.

3. Participants can choose not to exchange card, thus if you wish to change your card, you should try your best to persuade or

   even treat the others to exchange with you.

4. For instance, if you hold a 'good' card, but you find a member of other groups hold a 'very good' card, you can

   aggressively persuade or even treat him/her to exchange with you.

5. After exchanging card session, Instructor will announce the answer (P.21). From the game card contents, man-made bad

   conditions are classified as 'Very bad', natural bad conditions are classified as 'Bad', whereas anthropogenic good

   conditions are classified as 'Very good' and natural good conditions are classified as 'Good'.

6. 'Good', 'Bad', 'Very good', 'Very bad' are representing +1, -1, +2, -2 scores respectively.

7. Sum up the score, the group with the highest mark is the champion.

- Since natural bad conditions cannot be avoided, but man-made bad conditions can be prevented, therefore the score for man-made bad conditions is lower than that of natural bad conditions; man-made good conditions are the results of our effort in conserving corals, which are beneficial to our corals, therefore it scores higher than that of natural good conditions.
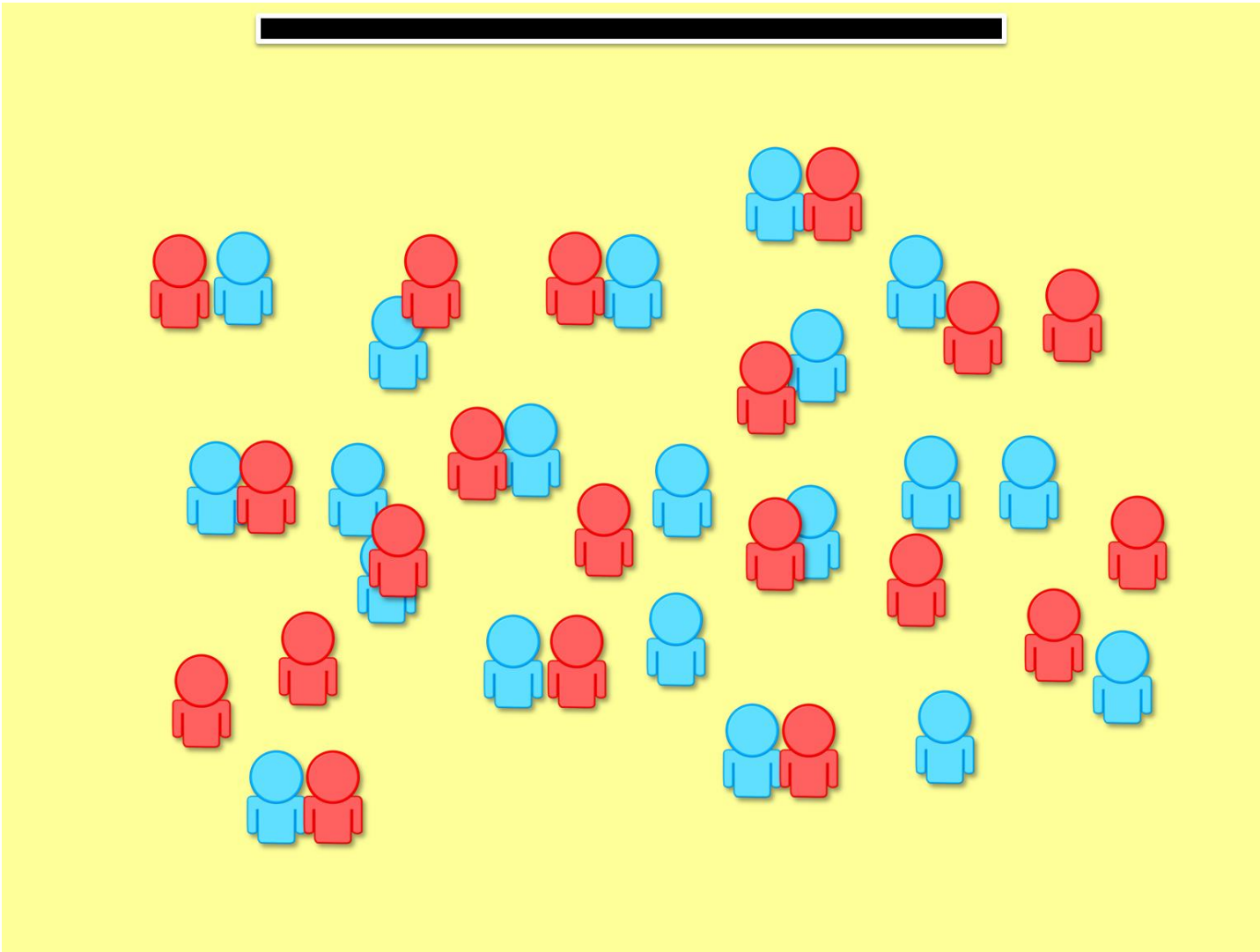
+2	+2	+2	+2	+2	+2	+2	+2	+2	+2
+2	+2	+1	+1	+1	+1	+1	+1	+1	+1
-2	-2	-2	-2	-2	-2	-2	-2	-2	-2
-2	-2	-2	-1	-1	-1	-1	-1	-1	-1

遊戲二示範　Game B demonstration

設定如上圖。

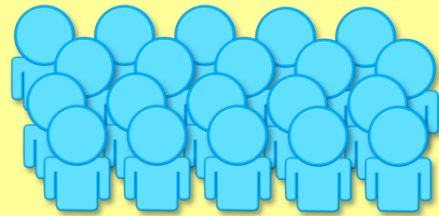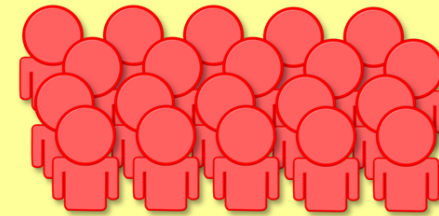Set up as the above picture.

進行換卡。

Exchanging cards.

組 A
Group A

組 B
Group B

導師公佈答案。每組各自計分。

Instructor discloses the answers. Sum up the score.

遊戲三

人數

2~8 人

設定

1. 洗勻所有卡（包括珊瑚卡及遊戲卡）。

2. 每位參加者獲發四張卡，牌面向下。

3. 參加者可看看自己獲發的四張卡，但不應讓其他人看到。

4. 剩餘的卡放在領卡處（牌面向下）。

5. 遊戲以順時針方式進行。

如何取得勝利

儲齊四張同一系列的卡（好／壞／珊瑚），並準確解說其內容。

如何進行遊戲

1. 第一人從領卡處取一張咭，並在自己手上的卡當中選擇一張卡傳給第二人；

2. 第二人即從手上的卡中選一張傳給第三人，如此類推，最後一人選的卡則放到放卡處，即每位參加者手上只會維持有四張卡；

3. 遊戲以步驟 1 及 2 不斷循環進行，直至有參加者儲齊同一系列的卡為止；

4. 儲齊同一系列卡的參加者需立刻把所有卡攤放在桌上（牌面向上），並解說每一張咭的內容，未能完整解說內容者則與其他參加者一樣同

   為輸家。

- 如領卡處的卡已用盡，則用放卡處的卡代替。

- 遊戲應快速進行，以增加難度。

Game C

No. of participants

2 to 8 players

Set up

1. Shuffle all the cards (including both coral and game cards).

2. Deal 4 cards to each player, face down.

3. Look at your own cards, but keep them secret.

4. Put the remaining cards face down adjacent to the first player as the draw pile.

5. Play continues clockwise.

How to win

Collecting a full set of 4 cards (Good cards / Bad cards / Coral cards), and interpret the content of each card accurately.

<u>How to play</u>

1. The first player takes a card from the draw pile, and passes one card to the second player.

2. The second player passes one card to the third, so on and so forth. The last player should not pass the card to the first player,

   instead, he/she should place one card adjacent to him/her to create a backup pile, such that each player only holds 4 cards.

3. The game continues by repeating procedures 1 & 2, until one of the players collected a full set of cards.

4. Player who collected a full set of 4 cards, should uncover the cards (face up) immediately, and interpret the content of the cards,

   for those who failed to interpret the content of the cards correctly becomes a loser as the rest of the players.

- If the cards from draw pile were finished, use the backup pile.

- The game should play as fast as possible, in order to increase the difficulty.

遊戲三示範　Game C demonstration
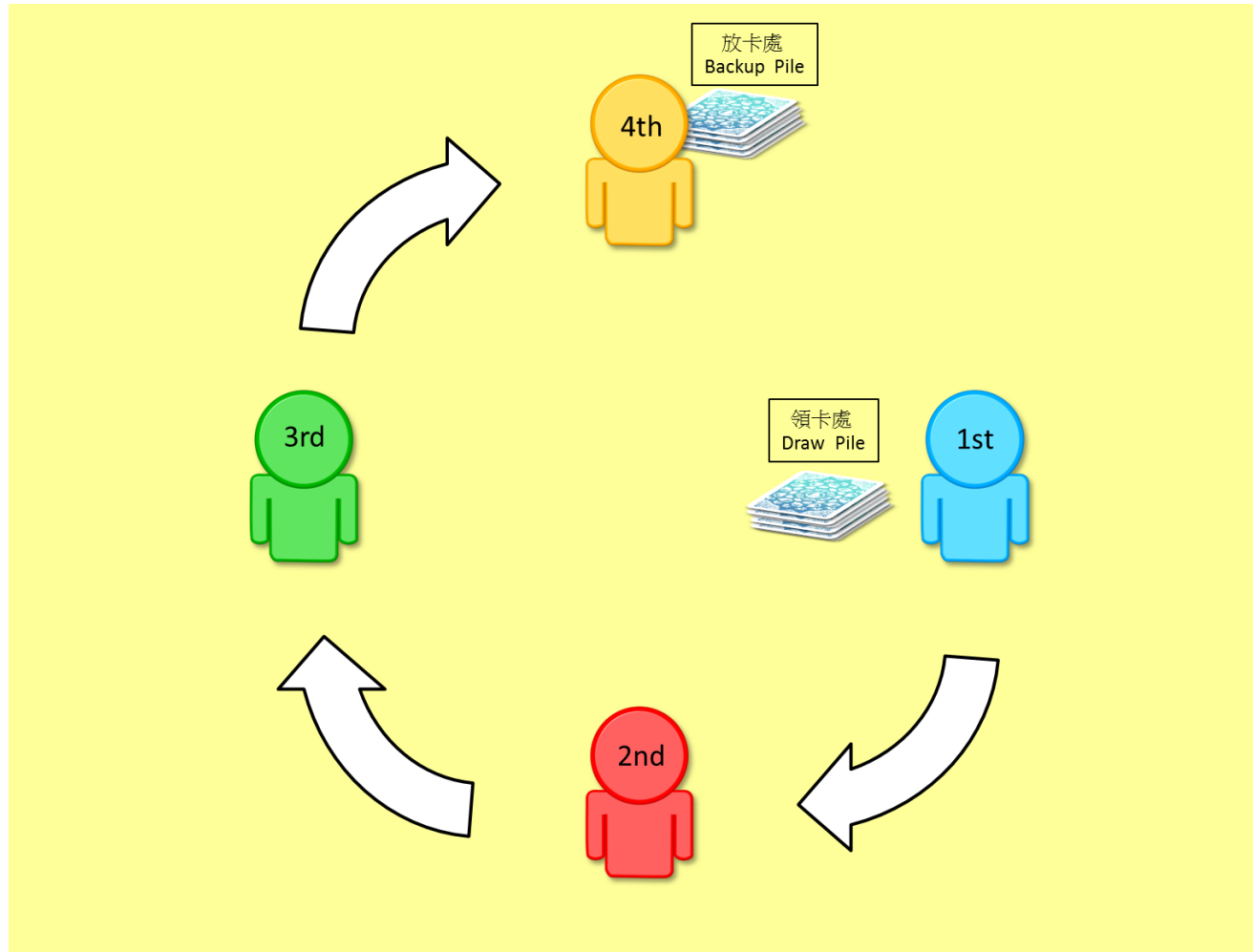
假設參加者為 4 人，設定如上圖。每人每次拿一張卡，同時傳一張卡給下一人。第一人從領卡處領卡而最後一人把卡放到放卡處。

Assume there are 4 participants, set up as the above picture. Everyone takes 1 card every time and pass 1 card to another at the meantime. The 1st player take cards from draw pile and the last player put cards to backup pile.
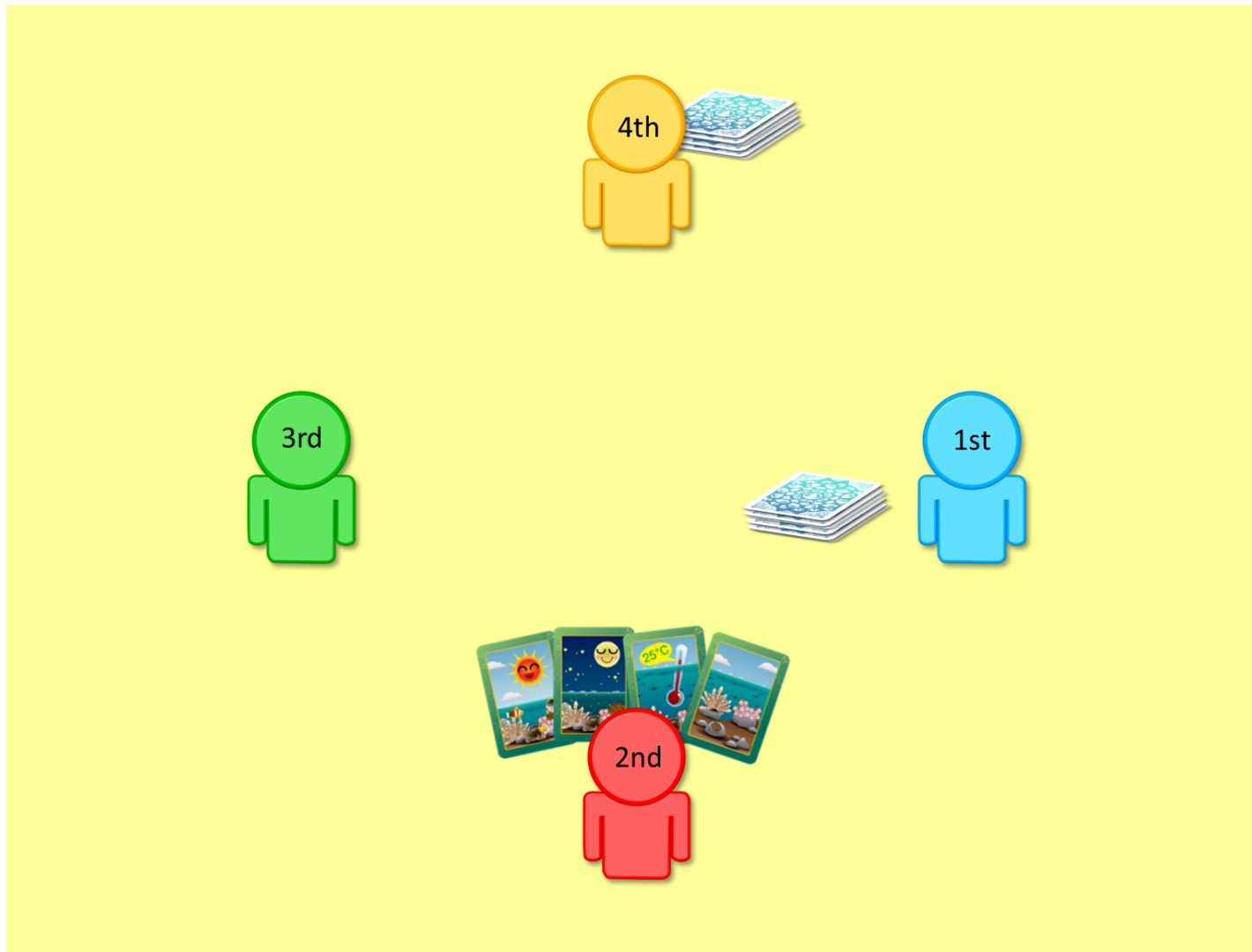
假設第二人儲齊了四張同一系列的卡，立即把所有卡攤放在桌上並解說每一張卡的內容。

Assume the 2nd player collected a full set of 4 cards, should uncover the cards and interpret the contents immediately.