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THE DIRECTORS RULEBOOK

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THE DIRECTORS

The story behind the game

The grandparents of the family are very fond of theater and they dream to direct a play. Their family and friends decide to make them a present. So they book a theater in order to create a theater play. They choose all together the scenario, the scenography, the costumes, the movements of the actors and also the songs. Will they succeed in creating an interesting play?

Age: 4-109

Number of players: 2-5

Duration: 15-20 min

The goal of the game

“The Directors” is a cooperative game for the inclusion of people with dementia. It is a cooperative game in which all the players should try to create a theatrical play based on the scenario of the game.

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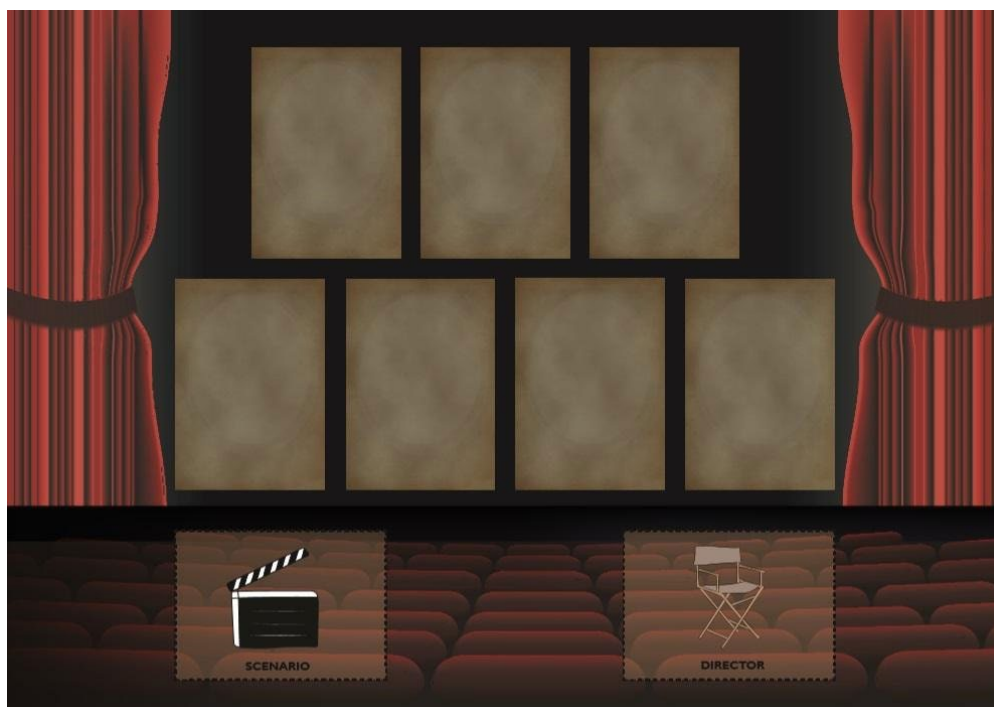
1 board (theater scene)

8 scenario cards

30 director cards

Game setup

1. Place the board in the center of the table
2. Shuffle the scenario cards and put them facing down into a pile next to the board
3. Shuffle the director cards, give 6 cards to each player and put the rest in a pile facing down in the other side of the board.



Basic game (medium level)

Step 1

The player who has more recently attended a theater play starts first. S/he drags the first scenario card from the pile and opens it into the first slot of the board.

Step 2

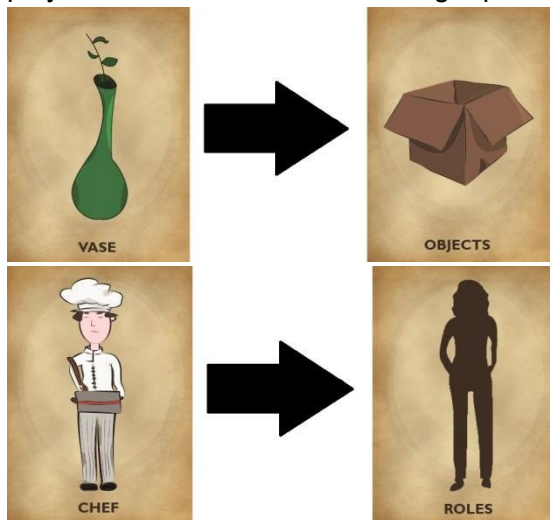
This scenario cards shows one of the following symbols:

- Object
- Costume
- Song
- Movement

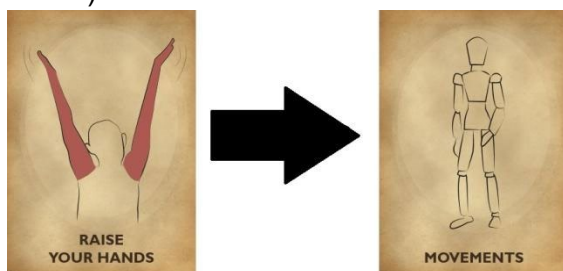
The player looks at the director cards in his/her hand and tries to choose one card matching with the scenario card symbol.

If the scenario card has the symbol of the object then the player should select a director card with an object and place it on the specific scenario card (eg. The player can choose a card showing a chair).

If the scenario card has the symbol of the costume, then the player should select a director card showing an actor with a costume and place it on the specific scenario card (eg. The player can choose a card showing a policeman)



If the scenario card has the symbol of the movement, then the player should select a card showing a movement and place it over the specific scenario card (eg. The player can choose a director card showing hands clapping). However except for this all the players have to make the specific move in order to win the card challenge (in our example to clap their hands).



If the scenario has the symbol of the song, then the player should select a director card showing the same symbol. The player has to start singing a song and the other players

should join him or her. If s/he cannot remember a song another player can start singing. However, for winning this card challenge all the players should join the song. If the player does not have a director matching the scenario card s/he gives his round to the next player in his/her left.

Step 3

When the challenge is completed the next player on the left of the last player opens a new scenario card in the next slot. Similarly to the previous step the player tries to choose a director card from his/her hand matching the symbol of the scenario card.

Step 4

When all the slots of the board are covered by scenario and director cards then the player has succeeded to win the first round of the game and create one scene of the play. If they want they can stop the game. However the medium level recommends creating 3 scenes following the same steps for the game setup and gameplay. Please don't forget to shuffle the cards before starting.

Easy level

This level is recommended to people with dementia in.....

All the players place open in front of them the director cards. If a player has matching cards but cannot match them by himself the other players can help him/her by saying each one of them 1 word or 1 phrase that can help him/her. (eg. The scenario card has the symbol of objects. The player has a director card depicting a sofa but cannot recognize that it matches the scenario card. The one player can say "red" because the sofa is ref. Another player can say "It is usually placed in the living room". The next player can say "You can sit on it or lay" etc. The players can even say the word "sofa" if the player cannot recognize the object. The same can happen to the scenario cards with the symbol of the costume.

For the scenario cards with the symbol of the song another player can start the song.

The same can happen with the scenario cards with the symbol of movements. Another player can start the movement that a card depicts.

It is recommended to the carers or trainers to select or even exclude cards or a whole category of director and scenario cards if they see that the people with dementia cannot fulfill the goals of the game at all.

Difficult level

This level is recommended for people with early..... who want to exercise theirskills

The difference in this level is that the players before putting down over the scenario card with the symbol of object, costume, or movement, their matching director card they should describe it in one of the following ways:

- by drawing it
- by describing it through a word or phrase
- by mimic it

The rest players should find the correct word (what the director cards depicts) in order to help him/her to put down the matching director card (eg. If the scenario card has the symbol of the object and the player has on his/her hands a director card depicting a chair the player should either draw a chair, or mimic that s/he is sitting on a chair or to create a description "It has 4 legs and we sit on it").

If the player does not succeed in making the other players to find the image on the card the next player tries it with a director card matching the scenario card.

In the case of scenario cards with the symbol of song there is no alteration.

Very difficult level

This level is recommended for people who want to exercise their skills.

Game setup

In this level the players put out of the game the director cards. They only keep the board and the scenario cards

Gameplay

The difference in this level is that the players should think of their own objects, costumes, movements and songs. Moreover similarly to the difficult level they should make the other players to find what they have on their mind when a scenario card with the symbol of object, movement, or costume appears by drawing, mimicking or describing it with words. If the other players cannot understand it no new scenario cards open and the next player on the left tries to describe another object, movement, costume or song.

Other modes of the game

Make it easier: During the game setup, the players takes at least one director card matching with each scenario card category (object, costume, song, movement)

Make it easier: During the setup of the game, the players can exclude specific scenario or director cards.

Make it easier: Open only 3 or 5 scenario cards instead of 7 in each scene

Make it harder: During the game each player should narrate a story which matches his/her card and also the whole story of the other players for the specific scene.

Make it harder: If a player does not succeed in describing a card he loses it without replacing it.

Dementia stages and level of games

Severe Dementia and middle Dementia : Easy level is recommended

Early Dementia : difficult level is recommended

Mild cognitive impairment : very difficult level is recommended

Intergeneration game workshops: a mix of easy, medium and difficult level is recommended depending on the skills of each player.