



# How to play COLLAB online

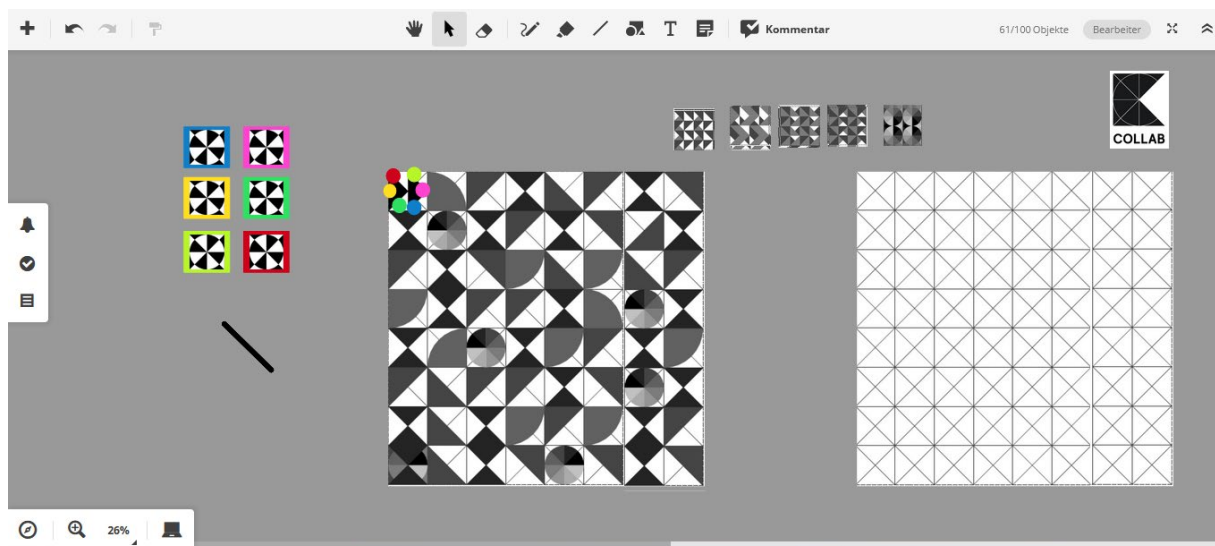
You can play via video conference with one game host, who moves all the playing pieces. If the game host has a spare webcam, they can use it to stream the game board and game grid to the other players. In future, we hope to develop a more convenient online version of COLLAB.

Another option is to play a hybrid version of COLLAB by using a website collaboration tool like [Conceptboard](#) or [Miro](#). With this approach, all players can see and move the game pieces and cards on the game board and the game grid. This minimizes the game host's role and maximizes player (inter)action.

## How to set up a hybrid version of COLLAB in Conceptboard

Ideally, one team member will set up the Collab game elements in Conceptboard, then make the game available to everyone else. All team members will need to create (free) Conceptboard accounts because they will not be able to move the pieces with guest access. Conceptboard provides good explanatory videos, making it easy to learn how to create and work with new boards.

To set up the COLLAB game elements in Conceptboard, you will need to use screenshots or a snipping tool to "cut out" the game elements from the digital COLLAB print package, then arrange them like this:



We recommend doing this in the following order:

- 1) Screenshot the game board on the COLLAB print package and place it in Conceptboard.
- 2) Screenshot the game grid on the COLLAB print package and place it in Conceptboard.
- 3) Screenshot the four types of reflection card backs and make ten copies of each screenshot.
- 4) Stack your copies in four piles (one type of reflection card back per pile) above the game board.

- 5) Screenshot the discussion card back and make ten copies.
- 6) Stack your copied discussion card backs in one pile to the right of the four reflection card piles.
- 7) Screenshot the six joker card backs (one per player).
- 8) Place the six joker card backs on the left side of the game board.
- 9) Create six lines to cross out the joker card backs during game play and stack them below the joker card backs
- 10) Create six dots with the six colors of the joker card backs. These are the game pieces (one per player).
- 11) Prepare the front of the reflection, discussion, and event cards.
  - a. Either prepare the game cards according to the instructions in the print-package
  - b. Or print the front side of the playing cards (this may be more complicated while playing, since a random selection of questions must be simulated).
- 12) Invite the other team members to play COLLAB. This invitation should include
  - a. A link to the Conceptboard
  - b. A request that the person create a free Conceptboard account
  - c. A request that the person find a six-sided die that they can throw offline during gameplay

### **Gameplay (who does what in the hybrid version of COLLAB in Conceptboard):**

Nominate a game host, who will not play the game.

- Before the game begins, the game host:
  - Introduces the rules of COLLAB
  - Gives a brief technical introduction to using Conceptboard (if necessary)
- During the game, the game host:
  - "Draws" the front side of the playing cards for players
  - Reads out the questions or actions
  - Manages the time, stopping the clock to allow players to answer questions and keeping an eye on the total game duration

The players

- Roll their own dice offline
- Move their game pieces on the game board online
- Place the cards on the game grid online after answering a question
- Uses a line to cross out their joker once they have played it

The game pieces and cards are moved by switching from the hand symbol to the mouse symbol in Conceptboard.

Enjoy COLLAB and please let us know about your experience with the game!