

WIN - WIN GAMES

STARTER GAMES

ARM-WRESTLE. *Divide into pairs, clear one of your desks, and get ready to arm-wrestle. You score every time the back of a hand hits the desk. Every pair that scores over 15 hits in 15 seconds is a winner. Are you ready? Start! Stop after 15 seconds.*

WALL-TOUCH. *Divide into groups of three or four. Every person who is part of a group that can touch opposite walls of the classroom, has succeeded. The aim is for all to succeed*

PUSH THE STRONGEST. *Ask for a strong volunteer. Ask for a tiny volunteer. Can the tiny person push to strong person? Ask for more volunteers to help. Be very careful not to hurt the strong person - this was your first volunteer! When enough smaller people work together, even the strongest individual gives way.*

The aim of the **WIN-WIN GAMES** is to introduce concepts of co-operation and co-operative enterprise through games that are as much fun as Monopoly, but rely on co-operation. This module can be completed in 45 minutes to 1.5 hours, and is recommended as the first module. Some participants will undertake only this module. Others will wish to continue to one or more of the in-depth modules.

HINTS

ARM-WRESTLE. *If you had trouble scoring, think about how to have either player's hand hit the table often. You both win when either touches the table. The pairs that compete between themselves will score low. Those who work together, without resisting each other, can easily score over 30 "hits." There is no benefit to competing against your partner.*

WALL-TOUCH. *Did you realize that groups can work together to form larger groups and that when anyone in the larger group touches the wall, you all win?*



PIZZA PASSION

Form several groups. In each group decide how much each of you will pay for your share of the pizza. Choose the toppings. Decide who'll place the order. Now imagine the pizza has arrived. On a scale of 1-5, how happy is each person?

If you are all in the 4 to 5 range, you are already good co-operators. If you are 1 to 2, you have a great opportunity to develop skills for daily life and the work world.



SLEEPOVER OPTIONS

Form several groups. Imagine that each group has the option of going camping for a few nights, or going for a sleep-over at a friend's house. In each group decide which you would do. Choose where you would go. Decide what you would need to take, and how you'd get there. Now imagine the time together is over. On a scale of 1-5, how happy is each person?

If you are all in the 4 to 5 range, you are already good co-operators. If you are 1 to 2, you have a great opportunity to develop skills for daily life and the work world.

Also in this module you'll find:

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Co-operatives are all about co-operation and team work. Before you start work, develop a work plan with your group. You can use the **WORK PLAN TEMPLATE** in **WIN-WIN TOOLS** or develop your own. To evaluate your work, and the work of your group you may want to develop your own evaluation tool, or you can use the **EVALUATION TEMPLATE** in **WIN-WIN TOOLS**.

For an editable version, please check the “Word .doc” section on the website. To order a CD, please contact co-op@canadac.com

If you would like to go directly to one of the content modules, go to the next page and click on any title. The modules are:

BUILDING A WIN-WIN CO-OP

WIN-WIN CO-OP WORLD

WIN-WIN CASE FOR CO-OPS

MY WIN-WIN CO-OP FUTUR

Or you might like to look at the **WIN-WIN TOOLS**, described below, and in more detail in the Index at the end of this module.

 Click here for  **WIN-WIN INTRODUCTION** 

If you would rather play additional **GAMES** scroll down two more pages.

WIN-WIN OVERVIEW

Click here  for **BUILDING A WIN-WIN CO-OP**


The development of a co-op, including membership, the business and the legal aspects. This can be a 1 period discussion, the development of an informal co-op, or a full business project.

Click here  for **WIN-WIN CO-OP WORLD**

1 - 6 periods to give students a perspective on co-ops globally and in British Columbia. The strong and stabilizing role of co-ops in British Columbia, their importance in creating long-term employment, and their positive impact in retaining investment and earnings in our local economy.

Click here  for **WIN-WIN GAMES**


These **GAMES** can stand alone as a quick introduction to co-operation and co-operatives.

Click here  for **WIN-WIN CASE FOR CO-OPS**

1 - 6 periods. Case studies to help students understand the motivation, successes, failures and aspirations of some British Columbia co-operatives in different sectors. How co-ops operate and how they interact with the rest of the community.

Click here  for **MY WIN-WIN CO-OP FUTURE**

1 - 6 periods for students to see membership in co-ops as a way of fulfilling their own dreams and contributing to their community. Students can investigate the contribution of co-ops to their community. Students think about the role of co-ops in global trade and how they can contribute to the growth of ethical, responsible business in British Columbia and around the world.

Click here  for **WIN-WIN TOOLS**. Includes a section on Decision Making, a Glossary and Resource List. Also includes Sample Lesson Plans, and Work-Plan and Evaluation Templates for each module. These can be used by a teacher or directly by the student groups.

- **DO NOT DO ALL THE WORK!** You may chose to play only one game, or more. Try to design changes that would improve the games, or develop your own games that combine good business sense with a co-operative method of operating. If you make changes, or develop a game, please let us link to your website, or send us the game to include in **WIN-WIN** with credit to all the developers.

KEY CONCEPTS IN WIN-WIN GAMES

Co-operation can be a winning strategy in business, recreation, and community activities.

Co-operation can increase the usefulness of the resources of each individual.

Purchasing co-operatively increases our ability to negotiate a “good deal.”

Purchasing from a co-operative enterprise supports the local economy by keeping profits and jobs in the local community.

MORE GAMES

Divide into groups to work through the **WIN-WIN CO-OP QUIZ**, or play **OUR CELL** or **PEAK PERFORMANCE**.

Print or photo-copy a set of materials for each game. Ensure that you have the right number of players as shown in the instructions for each game. The games are simple. Participants will be able to organize the materials and play a game within an hour.

Any number of players can work together on the **WIN-WIN CO-OP MINI-QUIZ**.

In **PEAK PERFORMANCE** you convince a supplier of mountaineering equipment that your climbing team co-operates well, and you will be able to run a profitable climbing equipment store. When you succeed, the supplier will provide your store with consignment stock. Each month you will pay only for the stock you sell during the month, retaining a small profit. This is a wonderful business advantage. Scroll down to **PEAK PERFORMANCE**. 5 - 8 players.

In **OUR CELL** you and your friends can afford cell phones only through a group plan. For that plan, you all need to have initial purchase funds, and must make your monthly payments. Can you do this so that you all benefit? Scroll down to **OUR CELL**. 3 - 5 players.

Do Not Do All The Work

If you would like a quick overview of Co-operatives, DO NOT DO ALL THE WORK in the other modules. Just take this quiz and discuss the answers with a group of friends.


Even if you want to do a more in-depth study, DO NOT DO ALL THE WORK listed in each of the modules. Just pick one of the modules and then select the information and activities that you find most interesting. Co-operation is very much about each person focussing on personal interests and using individual skills for the good of the whole group, so work from your strengths and enjoy your work.


To take this **WIN-WIN Co-op Mini-Quiz**, work co-operatively within your group, and between your group and others to select the right answers. With at least two others, discuss how you can find the greatest number of correct answers with the least effort. That is efficiency and co-operation. You will succeed when your group has gained some new information about co-operative businesses. You succeed even more when you also help others to learn facts or gain interests that they did not previously have. Before you start, decide how you want to reward good co-operation.

Enjoy being co-operators!

You may wish to look through the clues from each of the modules before trying the quiz. The modules are:

- A **WIN-WIN** Co-op World
- The **WIN-WIN** Case for Co-ops
- Building My **WIN-WIN** Co-op
- My **WIN-WIN** Co-op Future
- **WIN-WIN** Tools



For **MY WIN-WIN Co-op FUTURE**, click here 

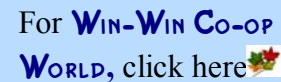
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For **BUILDING A WIN-WIN Co-op** click here 



For the **WIN-WIN CASE FOR Co-ops**, click here 



For **WIN-WIN Co-op WORLD**, click here 



For **WIN-WIN TOOLS**, click here 

Enjoy being Co-operators!

Test you co-operative knowledge and instincts with the **WIN - WIN Co-op Mini-Quiz**.

WIN-WIN CO-OP MINI-QUIZ		a	b	c	d
1	People become involved with co-op businesses a) to meet only their own needs b) to compete against each other c) because they can do what they want better when they work with others and pool everyone's resources d) because they have been forced to do so				
2	A co-op is a business (or sometimes a not-for-profit or charitable organization) in which a) all members have an equal vote b) only the oldest and richest members can state their opinions c) all decisions are made by a boss in another country				
3	The co-operative way of working a) was developed in a university in 1972 b) has been around for at least 2,000 years c) only applies to large businesses d) has never been tried in a real business				
4	Young people a) are not permitted to be contact any of the co-op organizations b) may contact the organizations only with the permission of an adult c) are warmly welcomed and can be leaders d) are tolerated				
5	To find out about a) co-ops in BC, contact the BC Co-op Association www.bcca.coop b) being a member of a worker co-op, contact www.canadianworker.coop c) for the global picture, contact www.coopscanada.coop or the International Cooperative Alliance is at www.coop.org d) all of these				
6	Co-operatives are businesses that a) focus only on profit for investors b) work for the benefit of only some members c) are guided by values and principles and support other ethics-based businesses d) are not interested in profit for members				
7	Co-operative operate a) in almost every country of the world and almost every sector of the economy b) only in British Columbia c) only in large cities d) only in rural areas				
8	When we buy from co-operatives we a) are sending our money out of the country b) encouraging bad working conditions c) keeping money in our own area, supporting good work conditions, helping our neighbours to keep their jobs d) helping to shut down local businesses				
9	A co-operative is a) a business in the agriculture sector b) a hip-hop band c) a bike-repair shop d) any of these or any other legal activity the members decide				
10	To find out more about co-ops a) study another WIN-WIN module b) contact any of the co-op organizations or a local co-op c) the BC Co-op Association www.bcca.coop/index.htm or YES www.theyes.ca d) any of these				

You can check to see if you have all the right answers but the real test is whether you discussed the possible answers with others to decide why a particular answer might be right or wrong. If you did, you are already a good Co-operator.

ANSWERS TO THE WIN-WIN CO-OP MINI-QUIZ	
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Discussion *After the quiz, and after each game, allow some time for discussion. What were the main obstacles to success? How did you overcome them? How did you make decisions? If this was a problem, try working through the **DECISION MAKING** section in **WIN-WIN TOOLS**. What changes would you make to improve the quiz or game? Did you make any changes? How, why, and why not? Think about how groups work together to adapt themselves and their resources or environment. How can these factors contribute to the survival of a business?*

WIN - WIN GAMES: CELL NET FOR 3 - 5 PLAYERS

You and your friends want cell phones. The regular costs for each individual are too high for some in your group or are a cause of tension at home. To lower your initial and ongoing costs, you want to get onto a group plan, but this requires an initial investment or a good credit rating. To keep the low cost advantage of this group plan, all members must have access to a phone, and must make all payments on time. Failure to do so will result in termination of the plan, loss of the phones, and loss of any deposits.

To prepare the game, print 2 full sets of *Cash and Credit* cards and *Surprises* cards. If you plan to play several times, you may wish to print on thick or strong paper, or paste the pages to cardboard, or colour them. Make additional or different cards as you wish.

To start playing, shuffle the *Cash and Credit* cards well, and place in one pile, face down. Shuffle the *Surprises* cards well, and place in another pile, also face down. Decide who will take the first turn, and the sequence in which the others will play.

You can start using your phones when everyone has paid the **Purchase and Set-up Costs** and at least one month's **Operating Charges**.

1. **Purchase and set-up finance.** You need this only to acquire a phone. It can be in the form of:

- A good credit rating of your own
- Access to the credit rating of someone else, who is willing to sponsor your purchase.
- Cash

2. **Operating funds.** Every month you must pay your monthly "user charge." A month is 1 round of play. If you use your phone outside the "free hours," or encounter other "surprise" expenses, you will need additional cash. This cash can be in the form of:

- Your earnings.
- A loan from another player.
- A loan from a benefactor.

Deal 3 *Cash and Credit* cards to each player. Follow the cards' instructions. You always have the option of offering any of your cards to other players. They may accept them, or not. Unless the cards tell you something different, return one card face down when you end your turn. In subsequent turns, take one *Cash and Credit* card and one *Surprise* card. Return one of each at the end of your turn unless the cards tell you something different. When every player can pay the **Purchase and Set-Up** cost, and the first month's **Operating Charges**, you can all purchase your phones. You can use any small item as the symbol of your phone. At the end of this turn, make your payment by replacing the appropriate cards under the pile. If any one of you fails to make your monthly payment, all of you lose your phones until the payment is made. To re-acquire your phones, pay all arrears and this month's **Operating Charges**.

You succeed when all members of the group have used their phones for 3 consecutive months, and all have good credit ratings.

<p style="text-align: center;">Surprises !!</p> <p>You do not pay your monthly fee. No one can use a phone until this is paid. If it is not paid by the end of the next round, you all lose your phones and your credit rating, and the game ends.</p>	<p style="text-align: center;">Surprise !!</p> <p>You misplace your phone. If you have access to a warranty, you can use this once to replace the phone at no cost. Otherwise, it will cost the same as the monthly fee.</p>	<p style="text-align: center;">Surprise !!</p> <p>You repeatedly receive "wrong number" calls on your phone which put you over the allowed monthly minutes. You report this, and do not have to pay extra to cover the extra air-time.</p>	<p style="text-align: center;">Surprises !!</p> <p>You damage your phone. If you have access to a warranty, you can use this once to replace or repair the phone at no cost. Otherwise, it will cost the same as the monthly fee.</p>
<p style="text-align: center;">Surprises !!</p> <p>You decide to purchase the warranty. The cost is the same as the monthly fee. You can purchase it now or later. The warranty can be used three times within six months.</p>	<p style="text-align: center;">Surprises !!</p> <p>You exceed your "free call" minutes and must pay twice the regular monthly fee. No one can use a phone until this is paid. If it is not paid during the next round, you all lose your phones and credit rating.</p>	<p style="text-align: center;">Surprise !!</p> <p>Your phone dies. If you have access to a warranty, you can use this once to replace the battery at no cost. Otherwise, it will cost the same as twice the monthly fee.</p>	<p style="text-align: center;">Surprises !!</p> <p>You lose your phone. You must continue to pay the monthly fee. Until you regain your phone, your group cannot complete its three consecutive months of phone use.</p>
<p style="text-align: center;">Surprise !!</p> <p>You leave the phone open and accidentally press the "redial" button. You must pay double the monthly fee to cover the extra air-time.</p>	<p style="text-align: center;">Surprise !!</p> <p>The phone battery dies. If you have a warranty, you can use this once to replace the battery at no cost. Otherwise, it will cost the same as the monthly fee.</p>	<p style="text-align: center;">Surprise !!</p> <p>You have a warranty card and a spare phone, with of which you can use or share at any time.</p>	<p style="text-align: center;">Surprise !!</p> <p>You leave the phone at a friend's house and a young child finds it and plays with it. You must pay double the monthly fee to cover the extra air-time.</p>

<p>Cash and credit !!</p> <p>You have already established your own good credit rating. Congratulations!!</p>	<p>Cash and credit !!</p> <p>You have been earning for several years, and have repaid loans to family members. One of them, who has a good credit rating, is willing to sign the credit application on your behalf. Congratulations!!</p>	<p>Cash and credit !!</p> <p>You can use your savings for half of the deposit that is required of a customer who does not have a credit rating, or half regular month's user fees, or equivalent expense.</p>	<p>Cash and credit !!</p> <p>You can use your savings for half of the deposit that is required of a customer who does not have a credit rating, or half regular month's user fees, or equivalent expense.</p>
<p>Cash and credit !!</p> <p>You have enough cash for half of the deposit that is required of a customer who does not have a credit rating, or half regular month's user fees, or equivalent expense.</p>	<p>Cash and credit !!</p> <p>You have enough cash for half of the deposit that is required of a customer who does not have a credit rating, or half regular month's user fees, or equivalent expense.</p>	<p>Cash and credit !!</p> <p>You have enough cash for half of the deposit that is required of a customer who does not have a credit rating, or half regular month's user fees, or equivalent expense.</p>	<p>Cash and credit !!</p> <p>You have already established your own good credit rating, and have enough cash for the purchase and set up fee and one month's charges. Congratulations!!</p>
<p>Cash and credit !!</p> <p>You have earned enough cash for the deposit, or the regular month's user fees, or equivalent expense.</p>	<p>Cash and credit !!</p> <p>Bonus! You have earned enough for twice the deposit, or twice the regular month's user fees, or equivalent expense.</p>	<p>Cash and credit !!</p> <p>Bonus! You have earned enough for twice the deposit, or twice the regular month's user fees, or equivalent expense.</p>	<p>Cash and credit !!</p> <p>You have earned enough cash for the deposit, or the regular month's user fees, or equivalent expense.</p>

WIN - WIN GAMES PEAK PERFORMANCE FOR 5 - 8 PLAYERS

You are a group of young rock climbers who have almost finished school. You want to open a store to serve the rock climbing and mountaineering community in your area. You have worked all through school and have enough saved to pay a rent deposit and 6 months rent for your store, buy some display stands, and pay your hydro, phone and internet bills for 6 months. You can continue your part-time jobs until the store starts to make a profit.

Your challenge is that you cannot afford all the stock you need, but you have an opportunity to solve this. A major manufacturer has offered to provide a large amount of stock on a consignment basis. This means that every month you pay the manufacturer for only the stock you have sold that month, retaining a percentage as your profit. BUT the manufacturer will do this ONLY IF you can first prove that you understand and apply the principles of co-operation, even when the going is tough. You are to do this by climbing the mountain as a team.

The manufacturer has set you the challenge of having all members of the team at least start to climb **Challenge Mountain**. Four must reach the **Top Ledge** and two must reach **Awesome Peak**. The two on **Awesome Peak** must have a cell phone with them.

To prepare the game

1. Print the sketch of **Challenge Mountain**, and make a hand-drawn copy on flip-chart paper or bristol board. Make as many changes as you wish.
2. Print **Climbing Assets** and **Climbing Hazards** on paper or card stock. Cut to form cards and keep the piles separate.

To start playing - Shuffle the **Climbing Assets** cards well. Place in a pile face down beside the Board.

Each player places a "climber" on **Base Camp**. These can be any small item such as a coin or eraser that you can move around the board, and which can be identified as yours. Decide who will draw the first **Climbing Assets** card and the sequence in which the others will play.

The first player takes a card from the **Climbing Assets** pile. Follow its instructions. You always have the option of offering any of your cards to other players. They have the option of accepting them or not. To move off **Base Camp** or to make any move beyond **Lower Ledge**, you must have **water, food, clothing, equipment, First Aid Kit** and sufficient "**Moves**." To move beyond **Rest Zone**, one of the group must have oxygen.

Keep climbing until four climbers reach **Top Ledge**. Only two can continue to **Awesome Peak** and they must have a cell phone with them. When you reach **Awesome Peak**, you use your cell phone to photograph yourselves and send the photo to the manufacturer who has agreed to provide stock for your store. Stop long enough to marvel at the view, congratulate yourselves.

If you do not reach the top, will you try again? What changes would you make? Would you negotiate a change in the agreement with the manufacturer? Why? How?

Come back down safely and remember to thank and congratulate the whole team.

CHALLENGE MOUNTAIN, BRITISH COLUMBIA The numerals indicate the maximum number of climbers that can fit on the ledge.



Stay on your ledge until you collect the number of "moves" needed, shown by the red dots, to reach the next ledge.

<p>Climbing Assets</p> <p>Use this food card or save it till you need it</p>	<p>Climbing Assets</p> <p>Use this equipment card or save it till you need it</p>	<p>Climbing Assets</p> <p>Move to next ledge.</p>	<p>Climbing Assets</p> <p>You have 6 moves to use or give away.</p>
<p>Climbing Assets</p> <p>Use this food card or save it till you need it</p>	<p>Climbing Assets</p> <p>Use this equipment card or save it till you need it</p>	<p>Climbing Assets</p> <p>You have 4 "moves"</p>	<p>Climbing Assets</p> <p>Your team mates appreciate you and want you to chose any two Climbing Assets from the cards they are holding.</p>
<p>Climbing Assets</p> <p>Use this food card or save it till you need it</p>	<p>Climbing Assets</p> <p>Use this equipment card or save it till you need it</p>	<p>Climbing Assets</p> <p>You have 3 "moves"</p>	<p>Climbing Assets</p> <p>Oxygen, save till needed.</p>
<p>Climbing Assets</p> <p>Use this water card or save it till you need it</p>	<p>Climbing Assets</p> <p>Use this clothing card or save it till you need it</p>	<p>Climbing Assets</p> <p>Go to observe the nearest bears, snakes or sasquatch, then take 6 free moves because you did not disturb them.</p>	<p>Climbing Assets</p> <p>You appreciate your team mates and will take a hazard from one of them. If none has a "hazard" now, take the next one anyone picks up.</p>

<p>Climbing Assets</p> <p>Use this water card or save it till you need it.</p>	<p>Climbing Assets</p> <p>Use this clothing card or save it till you need it.</p>	<p>Climbing Assets</p> <p>A cell phone. Keep it, or give it away.</p>	<p>Climbing Assets</p> <p>A cell phone. Keep it, or give it away.</p>
<p>Climbing Assets</p> <p>Use this water card or save it till you need it.</p>	<p>Climbing Assets</p> <p>Use this clothing card or save it till you need it.</p>	<p>Climbing Assets</p> <p>Move to next ledge and take a team-mate with you.</p>	<p>Climbing Assets</p> <p>First aid kit. Save till needed.</p>
<p>Climbing Assets</p> <p>Bonus cards. Use it as you wish, now or later in the game.</p>	<p>Climbing Assets</p> <p>Oxygen, save till needed.</p>	<p>Climbing Assets</p> <p>Oxygen, save till needed.</p>	<p>Climbing Assets</p> <p>Bonus card. Use it as you wish, now or later in the game.</p>
<p>Climbing Assets</p> <p>Bonus cards. Use it as you wish, now or later in the game.</p>	<p>Climbing Assets</p> <p>First aid kit. Save till needed.</p>	<p>Climbing Assets</p> <p>First aid kit. Save till needed.</p>	<p>Climbing Assets</p> <p>You have 15 moves for yourself or to share.</p>







<p>Climbing Assets</p> <p>You find a new route from False Trail to Rest Zone or False Hope to Mind Bender. Take it, and take a team-mate with you.</p>	<p>Climbing Assets</p> <p>First aid kit. Save till needed.</p>	<p>Climbing Assets</p> <p>Cell phone. Save till needed.</p>	<p>Climbing Assets</p> <p>Oxygen. Save till needed.</p>
<p>Climbing Assets</p> <p>You find a new route from False Trail to Rest Zone or False Hope to Mind Bender. Take it, and take a team-mate with you.</p>	<p>Climbing Assets</p> <p>Amazing view inspires you to climb double the distance on your "moves" cards, and take a team-mate.</p>	<p>Climbing Assets</p> <p>First aid kit. Save till needed.</p>	<p>Climbing Assets</p> <p>You receive a text message from the manufacturer. They will double their commitment if all team members get to Rest Zone.</p>
<p>Climbing Assets</p> <p>You find a new route from False Trail to Rest Zone or False Hope to Mind Bender. Take it, & take a team-mate with you.</p>	<p>Climbing Assets</p> <p>Watching a pair of eagles, you see a shorter way to the next ledge. Use only half the moves shown.</p>	<p>Climbing Assets</p> <p>You find a stash of equipment mentioned to you by a friend before the climb. Use it, share it or leave it.</p>	<p>Climbing Assets</p> <p>Help a team-mate in any way and gain an extra Climbing Assets card.</p>
<p>Climbing Assets</p> <p>You take an amazing photograph, email it to your local TV station and get coverage for your planned store.</p>	<p>Climbing Assets</p> <p>10 moves each for you and a team-mate.</p>	<p>Climbing Assets</p> <p>12 moves for you to share or use.</p>	<p>Climbing Assets</p> <p>Team-mate shares food with you, thanks you for being an inspiration, and gives you 4 moves.</p>

<p>Climbing Hazards</p> <p>Your equipment is not well maintained, miss a turn.</p>	<p>Climbing Hazards</p> <p>Your clothing is inadequate. You develop hyperthermia. Any team member can help you. No one else can move till you are both back at Base Camp.</p>	<p>Climbing Hazards</p> <p>Your equipment fails. Any team member can help you. No one else can move till you are both back at Base Camp..</p>	<p>Climbing Hazards</p> <p>Your drop your food. Your team mates continue to draw cards in turn, saving them, or exchanging them till everyone can move again.</p>
<p>Climbing Hazards</p> <p>Your equipment is not well maintained, miss a turn.</p>	<p>Climbing Hazards</p> <p>Bad weather on part of the mountain. Two team members have to miss their turns.</p>	<p>Climbing Hazards</p> <p>Photo opportunity. You delay one turn to take the shot of a life-time.</p>	<p>Climbing Hazards</p> <p>You're tired. Take a rest for one turn, so that you can continue safely.</p>
<p>Climbing Hazards</p> <p>The person highest on the climb suffers altitude sickness, becomes disoriented, and goes backwards for two turns.</p>	<p>Climbing Hazards</p> <p>The most experienced person on the climb suffers altitude sickness. No one can climb until additional oxygen is given to the sick climber.</p>	<p>Climbing Hazards</p> <p>The person with the most food drops it all. It is lost from the game.</p>	<p>Climbing Hazards</p> <p>You feel you cannot go on. Go back to where you were on the last turn and stay there for one turn. Give 5 moves to a teammate.</p>
<p>Climbing Hazards</p> <p>The person with the most water drops it, and it is lost for the rest of the game.</p>	<p>Climbing Hazards</p> <p>Move to Rocky Perch and remain there for one turn.</p>	<p>Climbing Hazards</p> <p>Go back to Rest Zone and stay there for one turn.</p>	<p>Climbing Hazards</p> <p>You give away one card. If you don't have any cards now, remember to give away the first card you get.</p>

<p>Climbing Hazards</p> <p>Move to Eagle View, lose your "Moves." Remain there till a team-mate rescues you, but enjoy the spectacular view.</p>	<p>Climbing Hazards</p> <p>Move to Leg Stretch and remain there for one turn.</p>	<p>Climbing Hazards</p> <p>You give away two cards. If you don't have two cards now, remember to give them away as you get them.</p>	<p>Climbing Hazards</p> <p>You give away two cards. If you don't have two cards now, remember to give them away as you get them.</p>
<p>Climbing Hazards</p> <p>You give away one card. If you don't have any cards now, remember to give away the first card you get.</p>	<p>Climbing Hazards</p> <p>A climber from another group is lost. Your team helps in the search and rescue. All go to Good Rest, and get food, water and equipment.</p>	<p>Climbing Hazards</p> <p>The climber with the First Aid Kit drops it. All stay where you are till it is replaced.</p>	<p>Climbing Hazards</p> <p>The climber with the Oxygen drops it. All stay where you are till it is replaced.</p>
<p>Climbing Hazards</p> <p>You lost something, go back 11 moves.</p>	<p>Climbing Hazards</p> <p>You injure yourself slightly, rest for 2 turns.</p>	<p>Climbing Hazards</p> <p>Bad weather above Eagle View. For one round, no-one can move on the upper part of the mountain.</p>	<p>Climbing Hazards</p> <p>Rain below Eagle View. For two rounds, no-one can move on the lower part of the mountain.</p>
<p>Climbing Hazards</p> <p>Create a new card.</p>	<p>Climbing Hazards</p> <p>Create a new card.</p>	<p>Climbing Hazards</p> <p>Create a new card.</p>	<p>Climbing Hazards</p> <p>Create a new card.</p>

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WIN - WIN INDEX

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