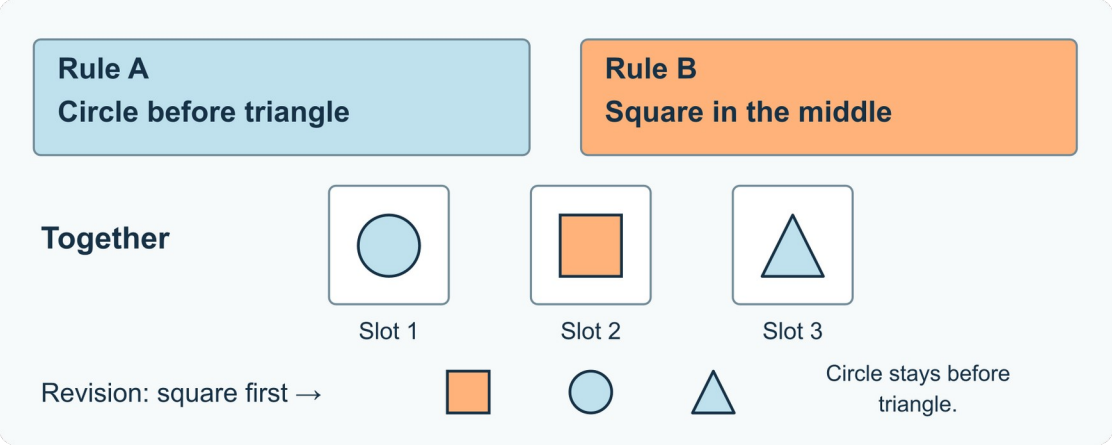
# Design a cooperative paper puzzle

## Which rule makes two fictional roles useful without requiring competition?

Build a shared-goal puzzle in which two fictional rule cards contribute different information.

**Make | 10–20 minutes, or one small comparison | Scrap paper and a pencil or pen, The supplied original model; no account, purchase or online search needed**

**Start here** Draw three tokens: circle, square and triangle, with three empty slots in a row.




Two rules choose an order

### 1 Set a shared goal

The aim is one arrangement satisfying both rules. Role A's card says circle before triangle; Role B's card says square in the middle.

### 2 Combine the clues

The square takes slot 2. The circle must be before the triangle, so place the circle in slot 1 and triangle in slot 3.

### 3 Choose how to play

You can read both role cards yourself, take turns with a mentor, or simply discuss the solution. No hidden information or partner is required.

### 4 Revise one rule

Change the second card to square first. Keep circle before triangle. Find the new order and explain which placement changed.

# Original model two rules one arrangement

These fictional roles organise a paper puzzle. No claims about social-skill improvement or participant responses are made.

• Rule A: circle before triangle. Rule B: square in the middle.

• Both together give circle, square, triangle. With square fixed in the middle, only that order has circle before triangle.

• Changing only B to square first gives square, circle, triangle.

**What this example can show** A one-solution token puzzle does not establish how all cooperative games work. Information can be shared openly if that suits the learner.

## A different way

Point to drawn tokens, speak the order, or direct someone else to number the slots. One person can use both roles.

## If you want to go further

Remove the middle-slot rule and count how many arrangements still keep circle before triangle. Check all six orders if you want.

## Something to notice

Which part of the solution depends on each rule?

## Read or explore more

Horizon topic Cooperative Games

https://launchhorizonhq.com/learn/cooperative-games/

Horizon topic Turn Sequences

https://launchhorizonhq.com/learn/turn-sequences/

Horizon topic Player Choices

https://launchhorizonhq.com/learn/player-choices/

ACMI Choosing the right game for collaborative learning

https://www.acmi.net.au/stories-and-ideas/choosing-the-right-game-for-collaborative-learning/

ACMI Game builder: overview for teachers

https://www.acmi.net.au/education/school-program-and-resources/game-builder-overview-teachers/