



ARE THE TRADE-OFFS WORTH IT?

AI today is everywhere: curing cancer or perfecting medical operations! But every now and again, you hear about the negative consequences of AI use: data centers, human labour behind this huge network. Evidently, this tension requires our attention. Why not learn about it in a fun and engaging way? Welcome to our game: Active Intellect!

You are high school students collecting AI prompt cards to build an AI that will fulfil your characters' goals. Will you build a better AI than other players? And can you do it before the water runs out?

BUT, this game isn't only about competition. In the end, it's not just about you – it's what happens to us. The goal of the game is to win; but how will you react when a crisis hits the game? Can you win in a way that feels good and meaningful to you?

Want to race your friends to the best AI? Want to be surprised by the crises at hand and learn to react quickly to them? Want to challenge yourself and your views about AI? Then this game is the perfect place to start!

RULEBOOK

GAME STATS

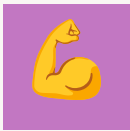
- **Age Range:** 16+
- **Number of players:** 4
- **Set-up time:** up to 5 minutes
- **Play time:** 40–60 minutes
- **Game style:** The game is primarily a competitive model (there may only be one winner, and you are competing to score the most points), but certain event cards require collaboration in order for you to gain points. Therefore both competitive and collaborative styles are modelled in gameplay, allowing for a hybrid approach.

COMPONENTS

- 1 Board
- 1 Water silo with water beads
- 4 character cards
- 210 skill point tokens in 7 categories (see below)
- 16 skill-specific AI prompt cards
- 3 general AI prompt cards
- 8 event cards
- 15 quiz cards



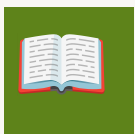
40x AI literacy
skill point



40x effort
skill point



30x data
skill point



25x academic
skill point



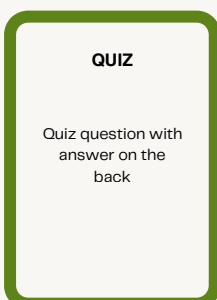
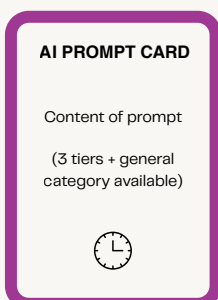
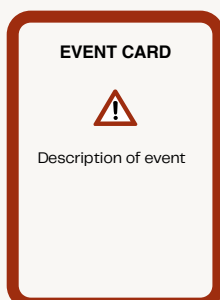
25x physical
skill point



25x social
skill point



25x management
skill point



SET-UP

Place the water silo on the game board, and ensure all water beads are on the upper level of the silo. Separate the quiz cards into one pile (green side facing up) and the prompt and event cards into another (purple side facing up for the former, event description facing up for the latter). Shuffle both piles and place them on the allocated spots on the game board. Each player is given a character card and the number of skill and general tokens listed on it. Place the remaining tokens into the token bank, matching the token type to the name of the slot in the bank.

SETTING AND OBJECT

Welcome to **Aelbert Ienstein** Highschool. The school prides itself on being innovative and preparing its students to grapple with the complex challenges our world faces. One teacher, Ms Boertje, knows that AI is here, and it is here to stay. It will affect her pupils' lives, whether they choose to use it or not. She wants her students to understand how they can interact with AI tools safely and effectively. This is why she has tasked her class with building an AI chatbot with the company DEN HQ for their final project, which can be designed in any way they want by using different prompts. The best chatbot will be presented at the end-of-year assembly and be made available to the whole school. Most students see this as an easy way to get a high grade and have some fun, but four students in particular have noticed the unique opportunity it offers. Alex, Avery, Charlie and Reese are all struggling in some regard and realise that their AI chatbots might be the solution to some of their worries.

Each has their own reason to want an AI that would respond to their needs, but who will build the best AI, which everyone can benefit from? Will they ever achieve their personal goals and improve their own lives? How will they handle the many trade-offs and consequences AI threatens? And will any of this be possible before the environmental impact of AI becomes all too destructive?

Each player will act as one of the four students described on the character cards during the game. The cards explain their background, as well as their goals. The aim of the game is to build the most effective AI for their character, and gain their desired skill tokens.

GAME PLAY

After the game has been set up, the youngest player begins by reading out the topmost card of the drawing pile. If it is an AI prompt card, pay the cost indicated on the card and receive the amounts indicated under 'gains' from the token bank. When this is done, place the card in front of you and turn it around. Move the given number of water tokens from the top to the bottom of the silo. You are now done with your suit, and the prompt is available for you to build your AI chatbot with.

If the topmost card is an event card, follow the instructions given on it. If anything is unclear, consult the "about the event cards" section of the instruction manual.

Players take turns drawing cards from the pile in clockwise order. The game is over when there are no more water beads left in the silo and the water has run dry.

WINNING

At the end of the game, points are awarded based on the acquired AI prompts, as well as the character's individual skill set, which is represented by the skill tokens. You are awarded 2 points for each AI prompt card that corresponds with your character's personal goal, and 1 point each for your general prompts. Other AI prompts are not rewarded. You receive 2 points for each skill token corresponding to your character's goal and 1 point for each AI literacy token you have. The other skill points are worth 1 point each (effort and data points are not part of the calculation). The player with the highest score wins, and their character's AI chatbot is made available for the rest of the school's students to try out.

ABOUT THE EVENT CARDS

Power outage: This is a collaborative task that affects you (the player who drew the card) and the player to your right. Do not let the player to your right see the back of the power outage card. If you complete the task successfully, you may trade up to three skill tokens with each other. Agree on which skills you want to trade with one another. Any skills may be traded, as long as no more than three tokens are exchanged in total (not three per person!)

Data leak: This event card only affects you (the player who drew it). The card you decide to sell is placed randomly somewhere in the drawing pile and can be drawn again later in the game.

Water shortage: If players have less than one prompt each, place the water shortage card pack in the drawing pile and proceed with the game with the next card at the top of the pile.

This event card affects every player. The player who drew the water shortage card begins by drawing a card from the quiz card deck. If you answer the quiz question correctly, you may trade an AI prompt of your choice with any of the other players. When it is your turn, you may only trade one AI prompt card, but up to three tokens (either skills or general) in total (not three per person!) to go along with it. If you have answered the quiz question correctly, you must facilitate some kind of trade; you may not opt out. Players take turns answering quiz questions and trading in normal play order. The same player may be traded with multiple times. After everyone has answered a quiz question, the game resumes as usual, with the topmost card being read out.