Games Handbook

SG Kaki Buddy Programme

NATIONAL UNIVERSITY OF SINGAPORE
OFFICE OF STUDENT AFFAIRS
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About This Handbook

BY SG KAKI

SG KAKI 2020 is a 6-day event which aims to promote cultural exchange and friendship-building between incoming international students (IS) and local students (buddies) at NUS.

It involves a series of interesting games and online activities that provide ample opportunities for IS participants to indulge in a world of fun with their buddies while learning more about Singapore. At the end of the event, IS participants will have a better knowledge on the tips and tricks in navigating around Singapore. More importantly, they will have built a strong network with the local community whom they can depend on when they need help.

The handbook here lists all the games we have designed for the event, together with their rules and explanations. They are specially tailored for online settings due to the pandemic situation. Hopefully the games can be applied in other future events as well.

The Handbook consist of two segments:
   1. Games
   2. Interactive Activities

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SG KAKI Committee 2020
About Our Games

Our games are created to engage participants solely via video meetings and some have been modified to be made easier for that purpose. As they are adapted from SG Kaki Buddy Programme, most of the games are Singapore-themed by default. The list of games are as follows:

1. Codenames
2. Spyfall
3. Singa-poly
4. SGrabble
5. Skribbl
6. Psych
7. Bingo to Makan
Codenames

Gameplay:

- Click [here](#) for gameboard link - There are 5 sets of gameboards (5x5 grid) within the google spreadsheet
- Two teams will compete against each other
- Each team will nominate one person to be the *spymaster*
  - The game host will send the link the the coloured gameboard privately to the two spymasters
  - Out of the 25 words, 9 words belong to the green team, 9 words belong to the red team and 7 words belong to neither
- Game host will share his/her screen with the white gameboard for all other participants to see
  - The rest will not know which words belong to which team
- The two teams will take turns making their move
  - Objective: To correctly guess all of their team's own words before the other team does
Codenames

Gameflow: (Refer to grid in previous page for the gameboard)

- **Jurong Bird Park** and Lion both talk about animals
- The clue is "Animals", it is for 2 words
- Spymaster of first team will think of **ONE WORD** that can hint to as many of his team’s words as possible
- Spymaster announces his clue and how many words it is meant to hint towards
- Game host updates spreadsheet with the new updates

I think it’s Jurong Bird Park and maybe satay

Agreed. Don’t forget we have 2 + 1 tries.

The other team members discuss which words they think the clue is hinting to. They can guess 1 more word than the number specified by the spymaster

Chatroom

green_1: Jurong Bird Park
Host: Correct!

The team keys in their guess in the chatroom **one by one**

Host will fill in the corresponding colour. If correct, the team can guess their next word
Gameflow:

The additional move given to teams each round is to allow teams to guess words from previous rounds, especially if they did not manage to utilise all attempts due to an incorrect guess. Teams may refer to the list of previous hints to help them keep track of which words are possibly theirs.

When cross-referencing for the correct answer, it is recommended that the host refer to the coloured grid on a separate device (e.g. mobile phone) so that the host may do so without flashing the answer on the screen for everyone to see.

If players are unsure of certain words, they can refer to this information sheet.

This game has been adapted and modified from the online version at codewordsgame.com.

Additional Notes:

1. If wrong, the team's turn end, even if they have remaining attempts. If the team guesses the other team's word, the point goes to the other team.

2. Host will update the remaining sections everytime a turn has ended.

3. It is time for the next team to play their turn. The spymaster will now think of a clue.

4. First team to guess all 9 words win!
**Instruction**

1. This game is similar to the original Spyfall, but it has a slight alteration towards a Singapore theme.
2. A game facilitator will be required to host the game.
3. Two teams (Team A and B) will compete against each other.
4. The facilitator will choose and private message 1 person in each team to be a spy.
5. The facilitator will also private message the rest of the players (except the spies) a landmark from Singapore (1 out of 15 landmarks) except for the spies.
6. The facilitator will send the document that contains the full list of landmarks to all the players for reference.
7. When the game starts, everyone will be given a turn to ask a question to another person from the other team regarding the landmark.
8. The goal for the non-spies is to figure out the identity of the spy from the other team, whereas the goal of the spies is to guess the landmark while keeping their identity hidden.
9. Once all members have their turn, each player from both teams will vote who they think the spy from the other team is.
10. The identity of the spies will then be revealed by the facilitator. The spies will have to guess the landmark that was given to the rest of the players.
11. If a non-spy has managed to guess the identity of the spy, the player will be awarded with 10 points. If a spy has managed to guess the landmark, the player will be awarded with 50 points.

**Who & What is needed**

1. Facilitator
   - Host
2. Players
   - Team A
   - Team B
3. List of landmarks (HERE)
4. Game Sheet (HERE)
Gameflow

After the facilitator has private messaged the spies and send the landmark to the rest...

Turn 1

Team A | Team B
---|---
Spy | Spy

**A player from Team A will ask a player from Team B a question.**
- Example: "Do people usually go to this place alone or with others?"
- TIP: Responses should make sense but not too obvious for the spy to figure it out.
- The facilitator will update the question and the response to the game sheet.
  - If Abby asked Danny the question, then the question and the response will be updated in Danny's line.

Turn 2 and onwards

Team A | Team B
---|---
Spy | Spy

**The player from Team B that responded to the previous question will ask another player from Team A.**
- Although the spy does not know the landmark, the spy should try to blend in by asking reasonable questions or giving reasonable answers based on the questions or answers given by the rest.
- The facilitator will continue to update the game sheet every round.
- If the number of players is little, the game should repeat for another round.
Post-Game

When the game has ended, the facilitator will ask all the players to make a guess on the identity of the spy from the opposite team. The facilitator will record in the game sheet.

Once the guess is done, the spies will reveal themselves.

If the player has managed to guess the correct spy, the player will get 10 points. The facilitator will record in the game sheet.

The spy will then guess the landmark that will given to the non-spies.

If the spy has managed to guess the correct landmark, the player will get 50 points. The facilitator will record in the game sheet.

The team that has the highest totalled point is the winning team.
Singa-poly

A SIMPLE BOARD GAME TO BRING YOU AROUND SINGAPORE

Gameplay:
- Click here for gameboard link
- Two teams will compete against each other
- The objective: Own as many tiles as possible!
- Conquer a tile by visiting it and answering a given question correctly!
- Questions are related to various landmarks of Singapore.
- Each team takes turns to move and answer a question
- The team has 30 seconds to confirm their answer for each question. After that, the turn is passed to the other team
- MRT stations allow you to ‘teleport’ to a different tile (does not count as one step)!
- Chance tiles (denoted with a “?”) gives the team either a benefit or a penalty, depending on luck
- Conquer your opponent’s tiles by visiting their tiles and answering a question correctly!
Singa-poly

Gameflow: (Refer to grid in previous page for the gameboard)

Team 1 chooses to move to 1 to 2 steps in the horizontal or vertical direction. For example, the move above is allowed.

If the team answers the question correctly, mark the tile with the team number. The tile now belongs to the team! Otherwise, the tile remains neutral (green).

Another team can take over a tile owned by the other team by visiting it and repeating the same steps above.

A team can visit the MRT station to teleport to any other MRT station in the game!

The team with the most number of owned tiles at the end of 40 minutes wins the game!

Note: There is no additional animation or features to control the movement of the tokens. Game masters are required to manually drag the tokens from tile to tile.
SGrabble
AN SG-THEMED SCRABBLE

Gameplay:
- Click here for gameboard link
- This game is exactly the same as Scrabble, with the same rules, but with some areas modified to make it easier to play online with a group of friends
- In the link above, you will find the SGrabble board on a Google sheet

Gameplay:
- The Score Counter table below helps to count the score for a word

- Total score for the word. If it is Singapore-related, multiply the score by 2. (i.e. 'Newater' is worth 33 * 2 = 66 pts)
Skribbl Singapore!

This is a game of sketchful.io, but with Singapore theme. A facilitator may or may not be required.

Who & What is needed

1. Players
2. sketchful.io website
3. Word bank (HERE)

Set-up Instruction

1. Have a player/facilitator proceed to https://sketchful.io/ and click on 'Custom Game'.
2. 'Lobby Name' is optional.
3. Set 'Visibility' to Private.
4. Set 'Max Players' to the number of players.
5. Set 'Rounds' to the number of rounds.
6. Set 'Drawing Time' to 75 seconds.
7. Check the 'Use only custom words' tick-box.
8. Set 'Disable Hints'.
8. Copy and paste the provided words from the word bank document into the space.
8. Click on 'Copy' and send the links to the other players!
Skribbl Singapore!

Gameflow

When all players have entered the sketchful's waiting room...

Pre-Game

SHARE THE FOLLOWING ON YOUR SCREEN

Categories
Places/Landmark
Gardens by the Bay, Merlion, Orchard Road, Jewel, Sentosa

Food
chicken rice, durian, roti prata, laksa, kaya toast, chilli crab, satay, milo, nasi lemak, fish head curry

Occasions/Festivals
National Day, Racial Harmony Day, Deepavali, Hari Raya Puasa, Chinese New Year

Others
Stamford Raffles, Sang Nila Utama, HDB, MRT, NUS, NEA Hotel, The Straits Times

- All words that will be used in the game are inside the word bank document.
- All players should have access to the word bank if any reference is required

In-Game

- Players will each take turn to pick a word to draw.
- The other players have to guess the drawing.
- Scores will be awarded to players based:
  - How fast you guess the word relative to others
  - No. of player who managed to guess your drawing

Choose a word to draw:

Deeepvali • roti prata ○ MRT ●

Skip Turn (1 left) ➤

Color Palette

Type your guess here!
Two teams will compete against each other

- Team A will be given Question Set A
- Team B will be given Question Set B

- In each question set, there are 4 questions with the correct answer given as well as 9 other blanks

Gameplay:

Teams will be sent to their respective breakout rooms

Teams will have 15 minutes to fill all 9 other blanks with wrong answers but sounds believable enough to be true

Teams have to fill for all 4 questions. Remember to jumble up the answers so they correct answer is not always at the top

After 15 minutes, both teams will come together. Team A will present their answers to Team B
Every time Team A finish presenting a question, all members of Team B are to go to this [Google Form](#) and individually click on the response they think is the actual correct answer.

Question number can be found at the top left hand corner.

Option number correspond to these numbers.

One Team A has finished presenting all 4 questions, Team B will now present their 4 questions. At the end of both teams' presentations, the points will then be tabulated.

The host may also want to present more about the questions using these [slides](#).
Bingo To Makan is a mass intergroup game suited to be the grand finale of the event!
In simple terms, groups participate in an auction using points accumulated from previous games to bid for dishes on a Bingo chart. Groups forming a Bingo line wins home Foodfare vouchers equivalent to the starting bid points of the dishes in their bingo line.

Setting up...
Each auction will have 4 groups (or more) and multiple auctions can happen concurrently. 1 game facilitator will give instructions and set up the game for each auction. Detailed instructions and game materials for facilitator can all be found here.

Materials to distribute before each auction: one description sheet and one Bingo food chart for each group in the auction.

Description sheet contains brief info about each of the 16 dishes, groups should refer to this during auction

Gameplay!
Facilitator will reveal the final points accumulated for each group in the auction. Groups will also have their own food chart and description sheet. The goal is to form a 4-dishes bingo line (horizontal, vertical or diagonal) on their chart by bidding the dish of their choice in the Bingo To Makan Auction sheet.

To bid for dishes, all groups will go to the auction sheet which lists 16 hints corresponding to the 16 dishes of the bingo chart. Before placing their bid under the column of their group number, they need to determine which hint refers to which dish using the description sheet in order to make the right choice!
How do I win a dish?
Facilitator will tally the auction results at the end of the auction. The group with the highest number of bid points for a particular dish will win the dish and tick it off their bingo chart. E.g. At the end of the auction, if Group 1 bids 25 for item “white white soft soft can sweet can salty”, Group 2 bids 20, Group 3 bids 10 and Group 4 bids 0, Group 1 will win that dish. But if no bingo line is formed for Group 1, they don’t get to win the vouchers.

Tip: Try strategising to form a bingo line with the dishes that have the highest starting bid points so that you win more Foodfare vouchers :DD

How long does each group have to bid?
Facilitator will start a count down timer of 20 min for each auction on the auction sheet, and the google spreadsheet will changed to “view only” (by the facilitator) after 20 min. In this 20 min, you are free to change any of your bids if you want to strategise how you spend your points. Just make sure you don’t overspend your points at the end of 20 min, you will be disqualified if your points spent exceeds the points you have at the end of auction.

Any other questions?
No, let’s start bidding!
Besides games, we set a few interactive activities throughout the event aimed to foster collaboration. Unlike competitive games, these activities better serve as a bridge to build connections via sharing of individual culture and creating a work as a team. They are meant to be be relaxing and easygoing.

This handbook contains two interactive activities:
1. Shiok, Sedap, Bagus!
2. Map of Our Story
Shiok, Sedap, Bagus!

Shiok, Sedap, Bagus (meaning awesome, delicious, great in Malay), is a straight-forward virtual bonding activity where group members get to share their own cuisine via a virtual lunch session. A facilitator may or may not be required.

Before this activity, participants will choose their choice of an unique or their favourite local dish to have for lunch during Shiok, Sedap, Bagus. To add a pinch of mystery to the lunch sharing, they will not reveal their dish right away but each person will briefly describe the dish in words to let the rest guess that foreign dish.

After guessing, each of them will share with the rest what exactly they are eating. Do share about any interesting background story of that dish, or how it is made in other cultures, is there any similar style in cooking etc. Since it’s a virtual lunch, participants can search up images of the dish and recommend any must-try dishes in their home countries.

During our run of the activity, we had groups talk about online lists of 'Top 10 dishes in SG' and discuss if they think it's accurate, or is there any hidden gems in SG cuisines that many has not tried before. Bringing up "controversial" foods like durian, bandung and white/black carrot cakes spark their interest in finding out each other's food preferences, therefore forging a connection through food ;)

If lunch ended early, groups can also play some logic games, lateral puzzles or online games like covidopoly/codewords/spyfall. Total duration for this activity should be around 1 hour.
Map of our story is another one of our intragroup bonding activity done alongside the intergroup games to encourage interaction within the group. The main gist of this activity is to basically combine everything you’ve learnt about your group mates and piece together a story of your group enjoying your time in SG, in the form of a drawing.

The rationale...

Given the tough situation during Covid-19, participants weren’t able to get the full SG experience during their freshmen year and therefore might lose their initial enthusiasm about life in SG. However, we hope that at the end of our event, they can revitalize that sense of anticipation after going through games about SG culture and bonding with fellow international and local friends. At the end of our event, they have a better understanding of what to look forward to in SG and the crucial part of that story they want to create in SG also involves the new friendships they have forged. Together, they start small with the Map of our story drawing that encompasses their nervousness, excitement and hopefulness before arriving in SG.

Execution...

The pieced Map of our story drawing will be done by having every member of the group drawing a part of the end drawing and then piecing all their individual parts together. Groups can decide on what to include in their end drawing first, then delegating each member to draw one part. The collaboration and teamwork comes in when they choose a specific location in SG (for e.g. Marina Bay Square Sands) to draw and they have to coordinate such that the lines of their individual parts can connect to form a coherent drawing.
Some end products from our participants...

**By: Anti-durian Gang**
**Title: A 'Fine' Drawing**

**By: UKnights**
**Title: At Jewel with Our Country Flags**

**By: Zehn**
**Title: City vs Kampong**

**By: Gummy Bears**
**Title: Tree of Life(??)**

**By: Kpop Siblings**
**Title: The Kpop Siblings in a Multiculture Basket Called SG**
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2020

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