

Original source material:

Thiagarajan, S. (2011) *Barnga: A Simulation Game on Cultural Clashes – 25th Anniversary Edition*

Overview:

In Barnga, participants experience the shock of realizing that despite many similarities, people of differing cultures perceive things differently or play by different rules. Players learn that they must understand and reconcile these differences if they want to function effectively in a cross-cultural group.

Participants play a simple card game in small groups, where conflicts begin to occur as participants move from group to group. This simulates real cross-cultural encounters, where people initially believe they share the same understanding of the basic rules. In discovering that the rules are different, players undergo a mini culture shock similar to actual experience when entering a different culture. They then must struggle to understand and reconcile these differences to play the game effectively in their "cross-cultural" groups. Difficulties are magnified by the fact that players may not speak to each other but can communicate only through gestures or pictures. Participants are not forewarned that each is playing by different rules; in struggling to understand why other players don't seem to be playing correctly, they gain insight into the dynamics of cross-cultural encounters

Source: http://www.acadiau.ca/~dreid/games/Game_descriptions/Barnga1.htm

Materials Required:

- Decks of cards (uses only cards Ace – 7, some variations use A - 10). 1 Deck for each table. (If you don't want to buy many decks and use only half the decks, you can adjust the rules to incorporate both halves. A-7, and 8-King, but the experience is not as good.)
- Card game playing space.
- Copies of the rules. 1 copy for each person at each respective table.

Possible Names for the game:

Smokey's Aces, Volunteer Bridge, Torchbearer, Run for the T, Neyland's Cards, Smokey's Cards

Setup:

Setup up multiple tables/groups (evenly distribute your class) so that each table has roughly the same number of people. Groups of 3-5 work best. Each table will get a deck of cards and a copy of the rules for each person at the table. Be sure to give the table the same ruleset (each table has a different variation of the rules). Allow students to play a few practice games.

Announce a tournament:

After they seem to grasp the basic concepts remove the rules from the tables and begin a tournament. Choose one table as the "Top table" and one next to it as the "Bottom table". The objective of the tournament is to win your way to the top. Announce the *special tournament rule*: **Absolutely no talking. No sign language. No mouthing. Only gestures.** Give students about 3-5 minutes to play a game

(enough time to play at least one game). Ask each table to determine a winner and a loser. The winners will rotate clockwise (towards the top table), the losers will rotate counterclockwise (towards the bottom table), and everyone else stays at the table. Play another round. **Watch like a hawk and reinforce the no talking rule.** Keep going until you have done at least 2 rotations. Then allow a round of talking (if time allows). Then start the debriefing.

Basic Rules set:

Deal Dealer is the tallest person in group. Shuffle cards and deal face-down, one at a time around the group. Some will get fewer cards than others.

Start Player to dealer's left starts by playing any card. Each person around the group plays a card in turn. This is one trick.

Following Suit The first card played in a trick can be any suit. Each player must play a card of the same suit if one is in his hand. If he has no card of that suit, only then can he play a card of a different suit.

Ace The Ace is the highest / lowest card in each suit.

Trump The club / diamond / heart / spade suit is trump. If you have no cards of the original suit played, you can play a trump card and win the trick. Even a 2 of trump will beat a 7 of the original suit.

Winning Tricks The highest card played wins the trick. The winner of the trick gathers all the cards and places them facedown in front of him/herself.

A Round The winner of a trick plays the first card of the next trick. As soon as one player is out of cards, the Round is finished.

A Game The dealer collects all cards, shuffles, and deals for another round. THREE rounds make one game. At the end of the game, the winner is the person that collected the most tricks.

Debriefing Questions:

What feelings did you experience while playing this game?

What behaviors did you notice in Yourself? In Others?

How does this game relate to real life?

How does this experience reflect life at UT? As a freshman?

Smokey's Aces

Cards: Only 28 cards are used Ace, 2, 3, 4, 5, 6, and 7 of each suit. The Ace is the highest card.

Deal: The dealer is the tallest person in the group. Shuffle the cards and deal them one at a time, face-down, to the group.

Start: The player to the dealer's left starts by playing any card. Play continues to the left. Each person around the group plays a card in turn. This is one trick.

Following Suit: The first player for each trick may play any suit. All other players must follow suit. (This means that you have to play a card of the same suit as the first card.) If you do not have a card of the first suit, play a card of any other suit. The trick is won by the highest card of the original lead suit.

Winning Tricks: When each player has played a card, the highest card wins the trick. The one who played this card gathers up the trick and puts it face down in a pile.

Trumps: In this game Diamonds are trumps. If you do not have a card of the first suit, you may play a Diamond. This is called trumping. You win the trick even if the Diamond you played is a low card. However, some other player may also play a trump (because s/he does not have a card of the first suit). In this case, the highest trump wins the trick.

Continuation: The winner of the trick leads the next trick by playing any card. Repeat this until all cards have been played.

End/Win: Game ends when all cards have been played. The player who has won the most tricks wins the game.

(Table 1)

Smokey's Aces

Cards: Only 28 cards are used Ace, 2, 3, 4, 5, 6, and 7 of each suit. The Ace is the lowest card.

Deal: The dealer is the tallest person in the group. Shuffle the cards and deal them one at a time, face-down, to the group.

Start: The player to the dealer's left starts by playing any card. Play continues to the left. Each person around the group plays a card in turn. This is one trick.

Following Suit: The first player for each trick may play any suit. All other players must follow suit. (This means that you have to play a card of the same suit as the first card.) If you do not have a card of the first suit, play a card of any other suit. The trick is won by the highest card of the original lead suit.

Winning Tricks: When each player has played a card, the highest card wins the trick. The one who played this card gathers up the trick and puts it face down in a pile.

Trumps: In this game Clubs are trumps. If you do not have a card of the first suit, you may play a Club. This is called trumping. You win the trick even if the Club you played is a low card. However, some other player may also play a trump (because s/he does not have a card of the first suit). In this case, the highest trump wins the trick.

Continuation: The winner of the trick leads the next trick by playing any card. Repeat this until all cards have been played.

End/Win: Game ends when all cards have been played. The player who has won the most tricks wins the game.

(Table 2)

Smokey's Aces

Cards: Only 28 cards are used Ace, 2, 3, 4, 5, 6, and 7 of each suit. The Ace is the highest card.

Deal: The dealer is the tallest person in the group. Shuffle the cards and deal them one at a time, face-down, to the group.

Start: The player to the dealer's left starts by playing any card. Play continues to the left. Each person around the group plays a card in turn. This is one trick.

Following Suit: The first player for each trick may play any suit. All other players must follow suit. (This means that you have to play a card of the same suit as the first card.) If you do not have a card of the first suit, play a card of any other suit. The trick is won by the highest card of the original lead suit.

Winning Tricks: When each player has played a card, the highest card wins the trick. The one who played this card gathers up the trick and puts it face down in a pile.

Trumps: In this game Hearts are trumps. If you do not have a card of the first suit, you may play a Heart. This is called trumping. You win the trick even if the Heart you played is a low card. However, some other player may also play a trump (because s/he does not have a card of the first suit). In this case, the highest trump wins the trick.

Continuation: The winner of the trick leads the next trick by playing any card. Repeat this until all cards have been played.

End/Win: Game ends when all cards have been played. The player who has won the most tricks wins the game.

(Table 3)

Smokey's Aces

Cards: Only 28 cards are used Ace, 2, 3, 4, 5, 6, and 7 of each suit. The Ace is the lowest card.

Deal: The dealer is the tallest person in the group. Shuffle the cards and deal them one at a time, face-down, to the group.

Start: The player to the dealer's left starts by playing any card. Play continues to the left. Each person around the group plays a card in turn. This is one trick.

Following Suit: The first player for each trick may play any suit. All other players must follow suit. (This means that you have to play a card of the same suit as the first card.) If you do not have a card of the first suit, play a card of any other suit. The trick is won by the highest card of the original lead suit.

Winning Tricks: When each player has played a card, the highest card wins the trick. The one who played this card gathers up the trick and puts it face down in a pile.

Trumps: In this game Spades are trumps. If you do not have a card of the first suit, you may play a Spades. This is called trumping. You win the trick even if the Spade you played is a low card. However, some other player may also play a trump (because s/he does not have a card of the first suit). In this case, the highest trump wins the trick.

Continuation: The winner of the trick leads the next trick by playing any card. Repeat this until all cards have been played.

End/Win: Game ends when all cards have been played. The player who has won the most tricks wins the game.

(Table 4)

Smokey's Aces

Cards: Only 28 cards are used Ace, 2, 3, 4, 5, 6, and 7 of each suit. The Ace is the highest card.

Deal: The dealer is the tallest person in the group. Shuffle the cards and deal them one at a time, face-down, to the group.

Start: The player to the dealer's left starts by playing any card. Play continues to the left. Each person around the group plays a card in turn. This is one trick.

Following Suit: The first player for each trick may play any suit. All other players must follow suit. (This means that you have to play a card of the same suit as the first card.) If you do not have a card of the first suit, play a card of any other suit. The trick is won by the highest card of the original lead suit.

Winning Tricks: When each player has played a card, the highest card wins the trick. The one who played this card gathers up the trick and puts it face down in a pile.

Continuation: The winner of the trick leads the next trick by playing any card. Repeat this until all cards have been played.

End/Win: Game ends when all cards have been played. The player who has won the most tricks wins the game.

(Table 5)

Smokey's Aces

Cards: Only 28 cards are used Ace, 2, 3, 4, 5, 6, and 7 of each suit. The Ace is the lowest card.

Deal: The dealer is the tallest person in the group. Shuffle the cards and deal them one at a time, face-down, to the group.

Start: The player to the dealer's left starts by playing any card. Play continues to the left. Each person around the group plays a card in turn. This is one trick.

Following Suit: The first player for each trick may play any suit. All other players must follow suit. (This means that you have to play a card of the same suit as the first card.) If you do not have a card of the first suit, play a card of any other suit. The trick is won by the highest card of the original lead suit.

Winning Tricks: When each player has played a card, the highest card wins the trick. The one who played this card gathers up the trick and puts it face down in a pile.

Trumps: In this game Diamonds are trumps. If you do not have a card of the first suit, you may play a Diamond. This is called trumping. You win the trick even if the Diamond you played is a low card. However, some other player may also play a trump (because s/he does not have a card of the first suit). In this case, the highest trump wins the trick.

Continuation: The winner of the trick leads the next trick by playing any card. Repeat this until all cards have been played.

End/Win: Game ends when all cards have been played. The player who has won the most tricks wins the game.

(Table 6)

Smokey's Aces

Cards: Only 28 cards are used Ace, 2, 3, 4, 5, 6, and 7 of each suit. The Ace is the highest card.

Deal: The dealer is the tallest person in the group. Shuffle the cards and deal them one at a time, face-down, to the group.

Start: The player to the dealer's left starts by playing any card. Play continues to the left. Each person around the group plays a card in turn. This is one trick.

Following Suit: The first player for each trick may play any suit. All other players must follow suit. (This means that you have to play a card of the same suit as the first card.) If you do not have a card of the first suit, play a card of any other suit. The trick is won by the highest card of the original lead suit.

Winning Tricks: When each player has played a card, the highest card wins the trick. The one who played this card gathers up the trick and puts it face down in a pile.

Trumps: In this game Clubs are trumps. If you do not have a card of the first suit, you may play a Club. This is called trumping. You win the trick even if the Club you played is a low card. However, some other player may also play a trump (because s/he does not have a card of the first suit). In this case, the highest trump wins the trick.

Continuation: The winner of the trick leads the next trick by playing any card. Repeat this until all cards have been played.

End/Win: Game ends when all cards have been played. The player who has won the most tricks wins the game.

(Table 7)

Smokey's Aces

Cards: Only 28 cards are used Ace, 2, 3, 4, 5, 6, and 7 of each suit. The Ace is the lowest card.

Deal: The dealer is the tallest person in the group. Shuffle the cards and deal them one at a time, face-down, to the group.

Start: The player to the dealer's left starts by playing any card. Play continues to the left. Each person around the group plays a card in turn. This is one trick.

Following Suit: The first player for each trick may play any suit. All other players must follow suit. (This means that you have to play a card of the same suit as the first card.) If you do not have a card of the first suit, play a card of any other suit. The trick is won by the highest card of the original lead suit.

Winning Tricks: When each player has played a card, the highest card wins the trick. The one who played this card gathers up the trick and puts it face down in a pile.

Trumps: In this game Hearts are trumps. If you do not have a card of the first suit, you may play a Heart. This is called trumping. You win the trick even if the Heart you played is a low card. However, some other player may also play a trump (because s/he does not have a card of the first suit). In this case, the highest trump wins the trick.

Continuation: The winner of the trick leads the next trick by playing any card. Repeat this until all cards have been played.

End/Win: Game ends when all cards have been played. The player who has won the most tricks wins the game.

(Table 8)