

THE INNOVATION GAME: RULEBOOK EXAMPLE

Introduction

Welcome to "Innovation Wheel: The Board Game," where you navigate the challenges of organizational innovation. Represent an organization and strive to excel across 16 aspects of innovation by effectively managing capabilities, resources, and strategic knowledge sharing.

Game Setup

- Place the game board (the Wheel of Innovation) in the center.
- Shuffle the Capability Cards, placing them in designated areas on the board.
- Each player selects an Aspect (of the 16) and places their token at the start.
- Distribute Resource Tokens evenly among players., one color per player.

Gameplay Overview

Players move around the board, drawing Capability Cards, and deciding whether to 'Ask' questions or 'Tell' information related to these capabilities. Points are scored by advancing in innovation aspects, with the goal of achieving industry leadership.

Turn Sequence

1. **The person sitting closest to the aspect Value proposition starts:** Then clockwise.
2. **Roll the Dice:** Move your token according to the dice roll; if the player already has a Rating Token on that aspect, please continue to the next player.
3. **Draw a Capability Card:** Corresponding to the aspect where you land.
4. **Choose Ask or Tell:**
 - **Ask:** Pose a question to another player related to the capability.
 - **Tell:** Share knowledge or insight about the capability.
5. **Interaction Outcome:** Advance in aspects based on successful interactions.
6. **Ask or Tell Mechanics**
 - **Asking:** If the answer is deemed satisfactory by other players or a judge, the player should receive one Rating Token (between 1 and 5) to be placed in the corresponding Aspect.
 - **Telling:** Other players vote on the usefulness of the information shared.