

# Double Exposure

A game created for the  
NASAGA Board of Directors  
2004

## Object

To strengthen bonds of friendship and collaboration among colleagues by telling and listening to personal stories and anecdotes

## Uses

- As a team building activity
- As a way to integrate new members to a team or board of directors
- As an opportunity to open “space” for deeper conversations

## Number of Players

Two to twenty-four; the best game is played with twelve to fifteen.

## Contents

One Die, Game Cards, Game Tokens

## To Play the Game

1. Assemble players around a table or seated in chairs in a circle. The table or the people become the game board. Shuffle the Game Cards.
2. Each player chooses a Game Token and places it on the table in front of them (or holds it in their lap, if there is no table).
3. The person whose birthday is closest to the current date is the first player
4. The player draws a Game Card and tells an appropriate story that fits that Card.
5. The player then rolls the die and moves their Game Token that number of spaces around the table to the left. The person in front of whom the Token lands must tell a story for the same Game Card.
6. The person seated to the left of the first player is the next to draw a Game Card. Continue following steps 4 through 6
7. The game ends when everyone has had a chance to draw a card, OR when an agreed upon number of rounds has been completed, OR when people run out of steam.

## Variations

- Make your own customized Game Cards appropriate to the experiences and interests common to the people playing.
- For two to four players, take turns drawing cards and telling stories. Let anyone else add the second story.
- For a longer game, encourage several people to answer the same Game Card.