



PROFESSOR RABBIT

The playing cards at your disposal include:

Spades 2,4,6,8,10,Q

ABILITY:

Once per game you can count one of your cards as having +1 or -1. This is announced after all players have revealed their cards.



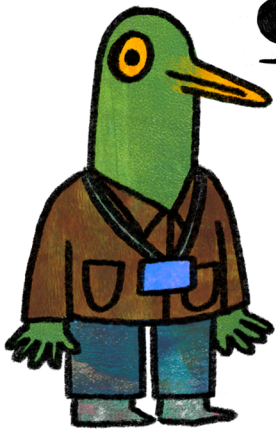
TECH ZEBRA

The playing cards at your disposal include:

Spades A,3,5,7,9,J,K

ABILITY:

Once per game you can count one of your cards as having +1 or -1. This is announced after all players have revealed their cards.



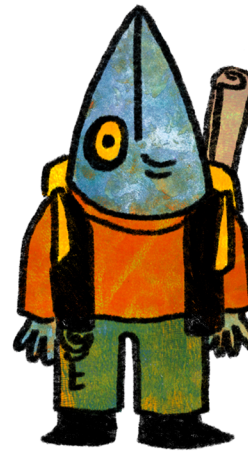
DOCTOR DUCK

The playing cards at your disposal include:

Clubs A,3,5,7,9,J,K

ABILITY:

Once per game you can retrieve one of your played cards from the discard pile. This happens after the challenge card is revealed to the team.



FIELDWORKER FISH

The playing cards at your disposal include:

Clubs 2,4,6,8,10,Q

ABILITY:

Once per game you can retrieve one of your played cards from the discard pile. This happens after the challenge card is revealed to the team.



DIRECTOR MOUSE

The playing cards at your disposal include:

Hearts 7,8,9,10,J,Q,K

ABILITY:

Once per game you can play two cards together, subtracting the value of the lower card from the higher card, to help meet the requirement of the challenge card.



ROOKIE ROBIN

The playing cards at your disposal include:

Hearts A,2,3,4,5,6

ABILITY:

Once per game you can play two cards together, subtracting the value of the lower card from the higher card, to help meet the requirement of the challenge card.



CO-ORDINATOR YAK

The playing cards at your disposal include:

Diamonds 7,8,9,10,J,Q,K

ABILITY:

Once per game you can play two cards together, summing the value, to help meet the requirements on the challenge card.



LAB RACCOON

The playing cards at your disposal include:

Diamonds A,2,3,4,5,6

ABILITY:

Once per game you can play two cards together, summing the value, to help meet the requirements on the challenge card.

CHARACTER

CHARACTER

CHARACTER

CHARACTER

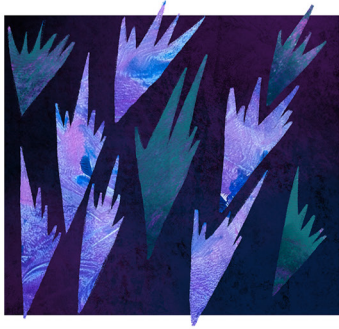
CHARACTER

CHARACTER

CHARACTER

CHARACTER

AVOID FALLING SPIKES!



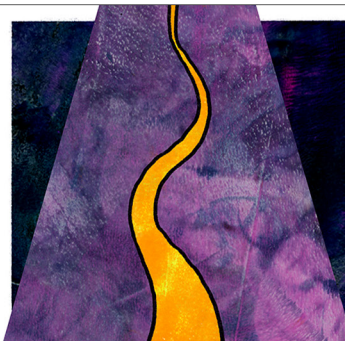
1. Play cards with a total value of between 15 and 18

YOU'RE LOSING FAITH, LETS HELP EACH OTHER.



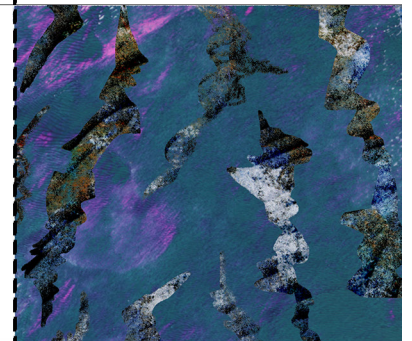
2. Play cards with a total value of between 14 and 19

THE ONLY WAY IS UP...



3. Play cards with a total value of less than 16

CLIMB UP THE CRAGS



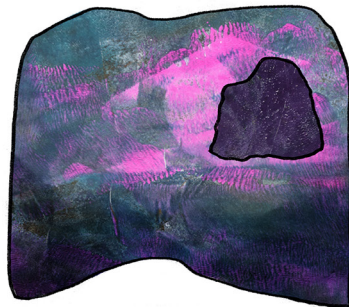
4. Play cards with a total value of more than 20

FOLLOW THE DOWNWARD SLOPE



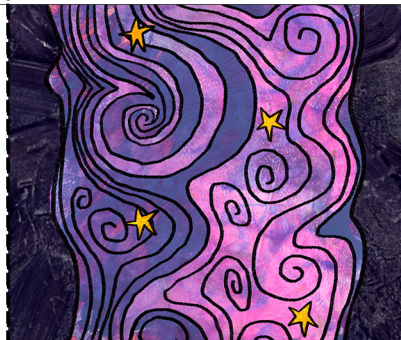
5. Play cards with 4 consecutive numbers

WE'LL CROSS THAT BRIDGE WHEN WE COME TO IT



6. Play 1 card from each range: 1-3, 4-6, 7-9, 10-13

DISTRACTING PATTERNS IN THE SKY



7. Play 4 cards, none of which can be a Prime number

LEFT OR RIGHT?



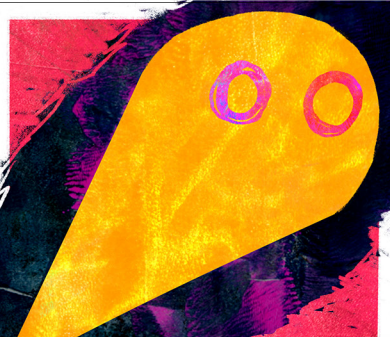
8. Play exactly 2 high cards (8 or above) and 2 low cards (6 or below)

WEREN'T WE JUST HERE?



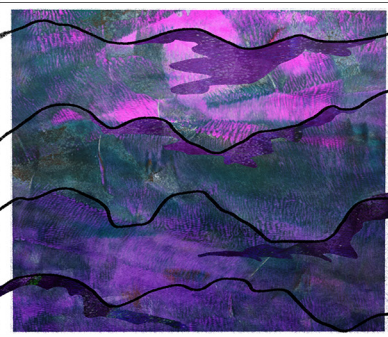
9. Play at least 3 cards that have a Prime number

THERE'S A CREATURE UP AHEAD



10. Of the cards played, a Red suit card must be the highest and lowest value

THE GROUND IS SHIFTING



11. Of the cards played, a Black suit card must be the highest and lowest

DON'T FALL!



12. Play cards with no consecutive numbers



These are Challenge cards, please cut along the dotted lines

This is the Labyrinth Exit card

CHALLENGE

CHALLENGE

CHALLENGE

CHALLENGE

CHALLENGE

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CHALLENGE

CHALLENGE

CHALLENGE

CHALLENGE

CHALLENGE

LABYRINTH EXIT

IGNORED WARNING

Doctor Duck and Fieldwork Fish feel their warnings about exploration work have been ignored and undervalued.



TALKING POINT 1

How can their teams practice active listening when they don't understand or agree with each other?

OR

TALKING POINT 2

What are the signs that someone is not feeling heard or valued?

ONE-SIDED PROFESSOR

Professor Rabbit dominates all discussions and decides next steps. The others feel undervalued.



TALKING POINT 1

What leadership skills are essential in interdisciplinary teams?

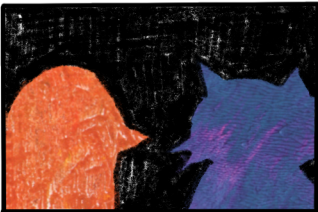
OR

TALKING POINT 2

How could the leader adapt to build trust across disciplines?

UNASKED QUESTION

Lab Raccoon and Rookie Robin feel afraid to ask questions or admit not knowing. The team doesn't trust each other.



TALKING POINT 1

What small practices (e.g. check-ins, 1:1s, encouragement) can help build trust?

OR

TALKING POINT 2

What skills are needed to create an environment where everyone feels safe to speak up?

CONTESTED RECOGNITION

Team members assume that different people will be listed first on their mission report. Disagreement grows delaying the record.



TALKING POINT 1

How can teams manage differences in disciplinary norms around authorship and credit?

OR

TALKING POINT 2

What agreements or practices can be set at the start to prevent conflict later?

MISSING PLAN

The team is confused over their responsibilities, and they missed their opportunity to explore the tunnels before they collapsed.



TALKING POINT 1

How can informal meetings to share expectations prevent this?

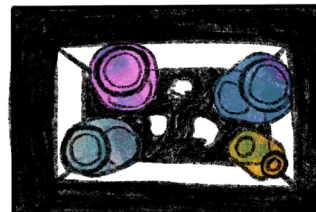
OR

TALKING POINT 2

What practices and agreements can help teams stay aligned on responsibilities?

DATA OWNERSHIP

The team hasn't agreed who owns the data they collect and how they can use it.



TALKING POINT 1

How do clear agreements build trust?

OR

TALKING POINT 2

What early skills could have prevented this?

DIVIDED APPROACH

Doctor Duck and Coordinator Yak have different interpretations what interdisciplinary research means.



TALKING POINT 1

What skills can help move away from siloed contributions?

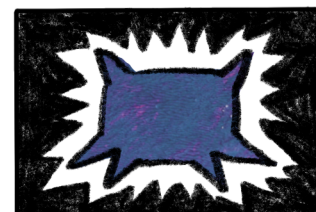
OR

TALKING POINT 2

What unspoken assumptions shape different expectations from the project?

OVERSTRETCHED EXPERT

Lab Raccoon has many tasks and works hard to complete them, but the work is too big, and the mission is delayed.



TALKING POINT 1

How can teams create a culture where asking for help is seen as strength and not weakness?

OR

TALKING POINT 2

What made it difficult for Lab Raccoon to admit the limits of their time?

DISCUSSION

DISCUSSION

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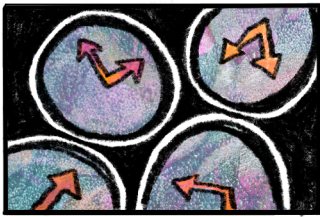
DISCUSSION

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UNREALISTIC TIMELINES

Team members underestimate the time they need to engage with others from different disciplines.



TALKING POINT 1

How does planning for different disciplinary work strengthen collaboration?

OR

TALKING POINT 2

How can the team estimate the time needed for interdisciplinary integration?

FRAGMENTED IDEAS

The team has no shared language and understanding about what the goal of their collaboration work should look like.



TALKING POINT 1

What metaphor would describe your vision for this project?

OR

TALKING POINT 2

What practices help align goals and ensures everyone's contribution?

CONTRASTING OPINIONS

Tech Zebra wants to be included in the entire mission, but other see their role only as add-on at the end.



TALKING POINT 1

What skills can help the team communicate their expectations clearly?

OR

TALKING POINT 2

How can thinking about how others think (metacognition) help the team?

HIDDEN BUREAUCRACY

The team cannot proceed exploring because their base leadership refuses to send support, does not allow Doctor Duck to lead, and fails to see the value of the work.



TALKING POINT 1

Do you know of any networks, tools or training that may help the team feel supported and seen through the interdisciplinary work they do?

OR

TALKING POINT 2

What practices can help teams navigate administrative issues?

OVERLOOKED CONTRIBUTION

Rookie Robin worked hard to prepare the exploration data for processing, but neither Lab Raccoon, nor Professor Rabbit acknowledged this work.



TALKING POINT 1

What kind of contributions are most often overlooked?

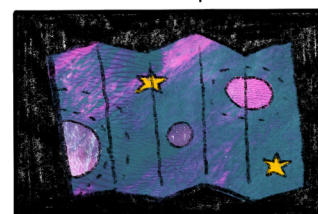
OR

TALKING POINT 2

What role can leaders play in modelling inclusive credit-giving?

TANGLED ROLES

Coordinator Yak and Professor Rabbit think the other is responsible for the team, while Fieldworker Fish and Rookie Robin are confused who should read the map.



TALKING POINT 1

What practices can help clarify roles early and align expectations?

OR

TALKING POINT 2

How can communication skills reduce frustration and help build trust?

SPLIT TEAM

Part of the team stays in the ship and regularly meets, while Fieldworker Fish, Director Mouse, and Doctor Duck work at a remote base, checking-in occasionally.



TALKING POINT 1

What skills help remote and in-person teams collaborate effectively?

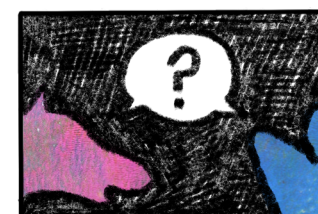
OR

TALKING POINT 2

What challenges emerge from irregular and/or unclear communication?

CONFUSING TERMS

Tech Zebra and Director Mouse talk about a problem in the "system services", but they don't realise they don't mean the same thing.



TALKING POINT 1

What problems can arise from misunderstandings about terminology?

OR

TALKING POINT 2

What skills can help create a shared language?

DISCUSSION

DISCUSSION

DISCUSSION

DISCUSSION

DISCUSSION

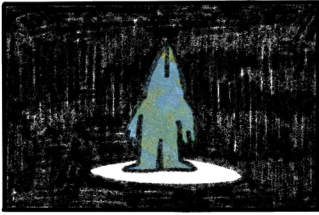
DISCUSSION

DISCUSSION

DISCUSSION

FAUX INCLUSIVITY

Fieldworker Fish is different from the others, and feels their insights are either disregarded or unrecognised.



TALKING POINT 1

How can we ensure different views and contributions are valued?

OR

TALKING POINT 2

What can other team members do to ensure no one is undervalued or dismissed?

BIASED DECISION

Coordinator Yak thinks the team should take a new direction and changes the plan without gathering views from everyone.



TALKING POINT 1

What skills can help timely and transparent decision-making?

OR

TALKING POINT 2

How can the team make decisions more collectively and ensure commitment from everyone?



CHIT-CHAT

Director Mouse and Rookie Robin:
Tell the team about your hometown.



CHIT-CHAT

Professor Rabbit and Tech Zebra:
Tell the team about your favourite cuisine.



CHIT-CHAT

Coordinator Yak and Lab Raccoon:
Tell the team about your favourite film or TV show.



CHIT-CHAT

Doctor Duck and Fieldworker Fish:
Tell the team about your favourite hobby.



DISCUSSION

DISCUSSION



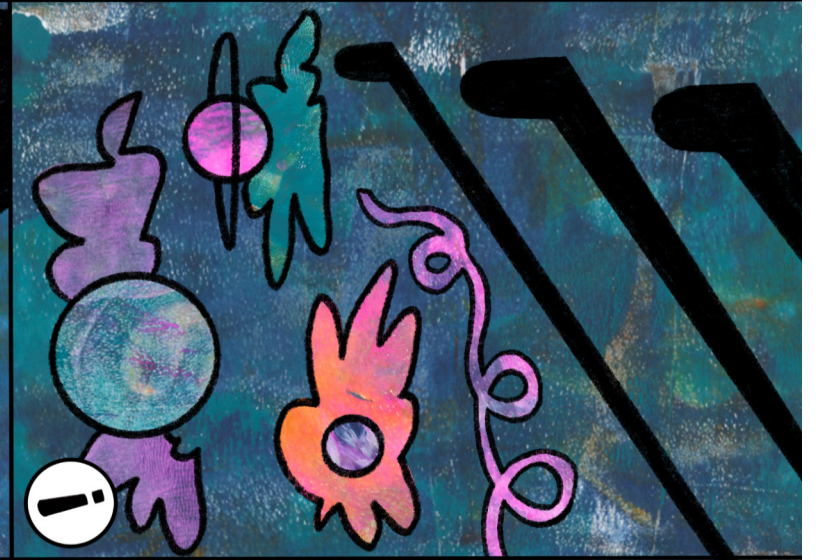
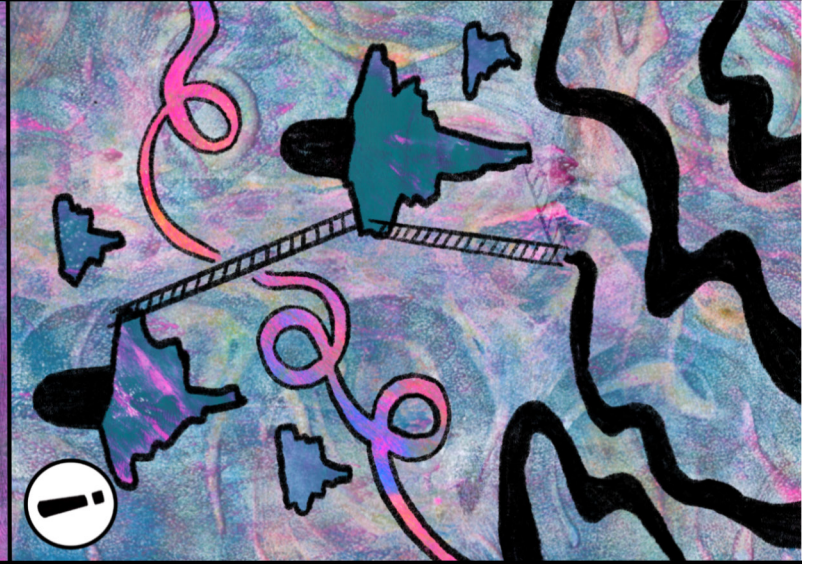
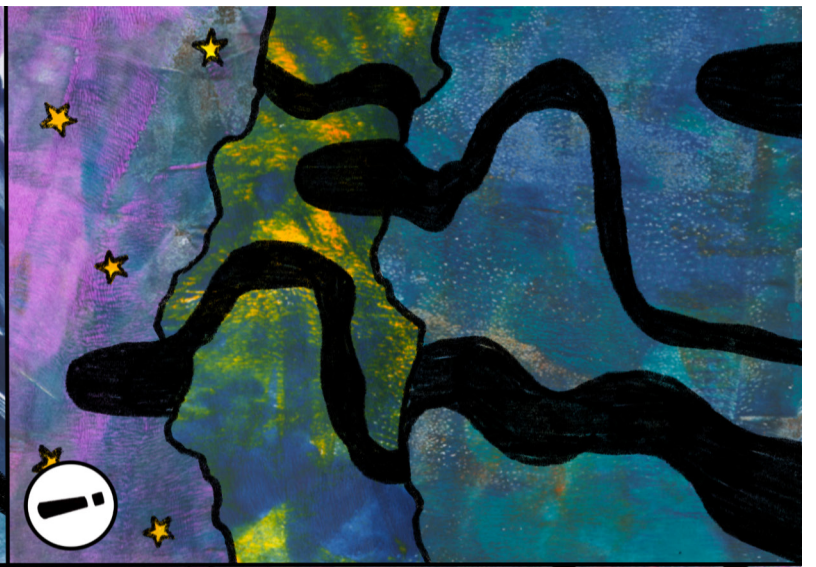
CHIT-CHAT

CHIT-CHAT



CHIT-CHAT

CHIT-CHAT



NEXT CHAMBER

NEXT CHAMBER

NEXT CHAMBER

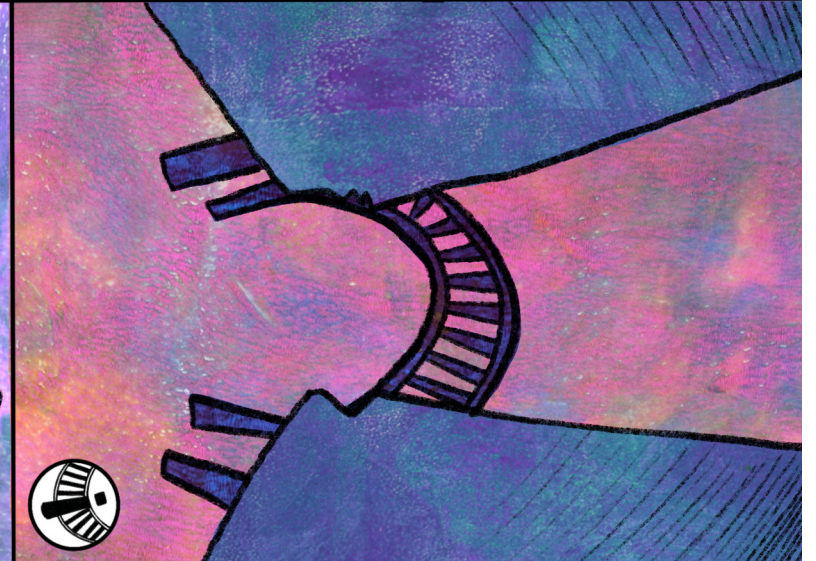
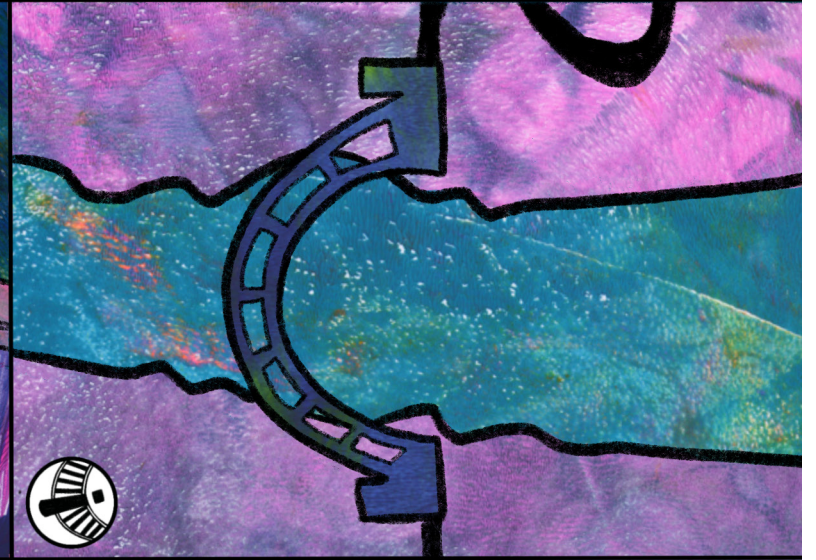
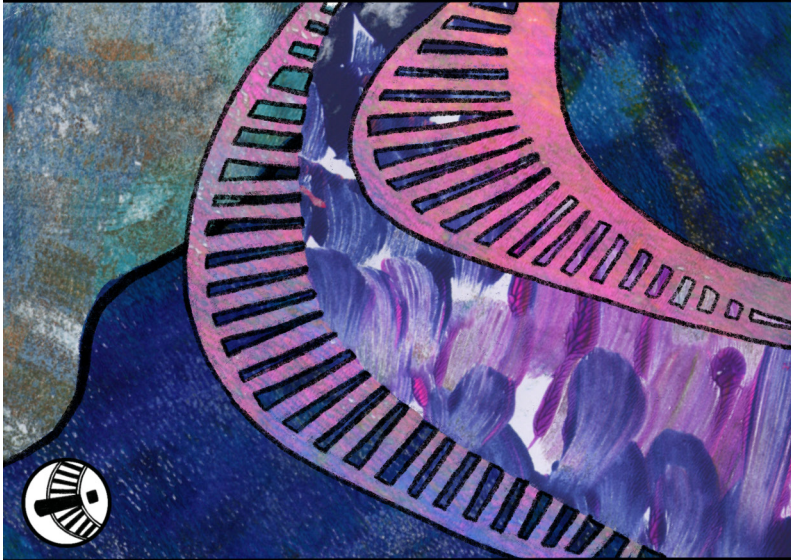
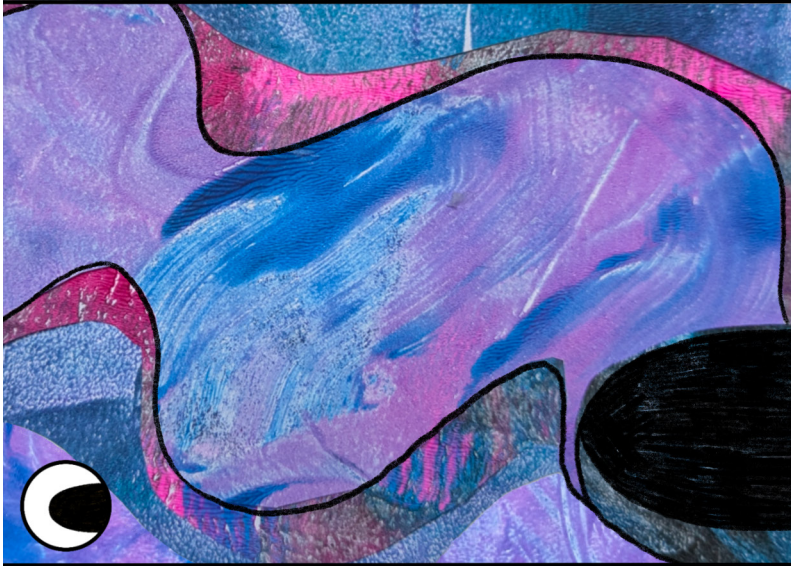
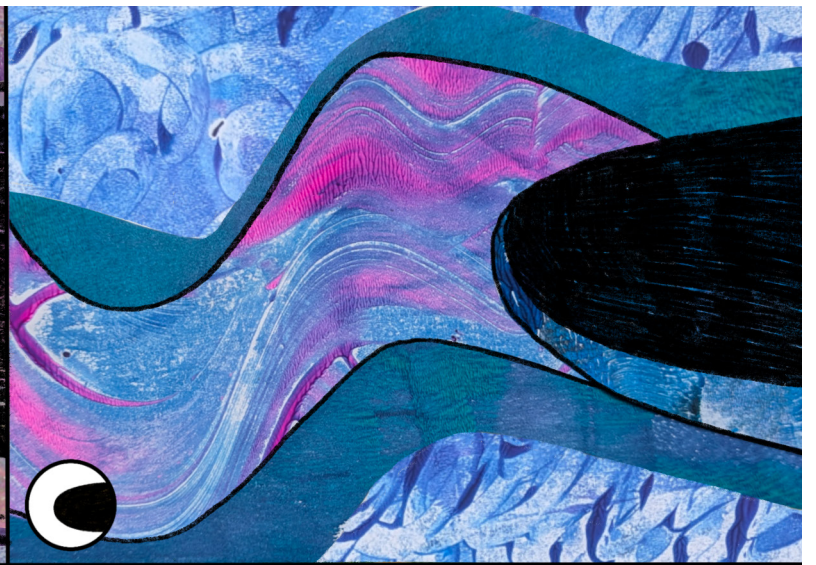
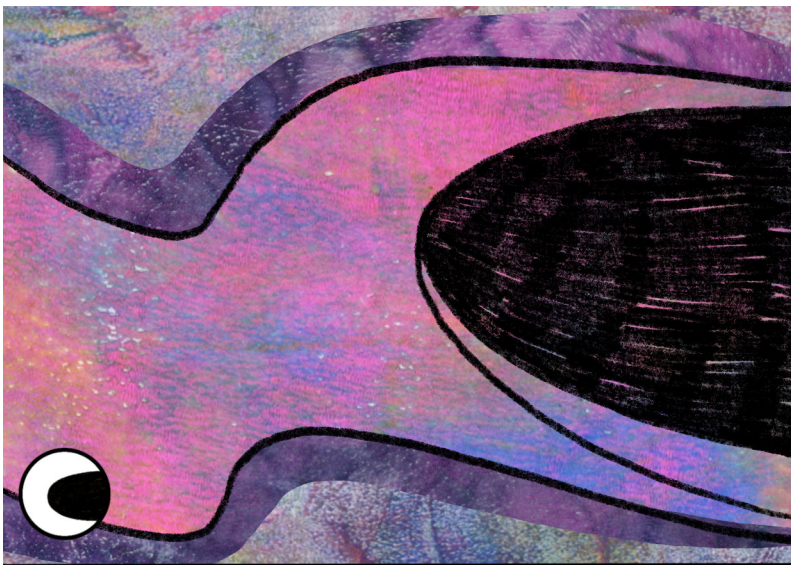
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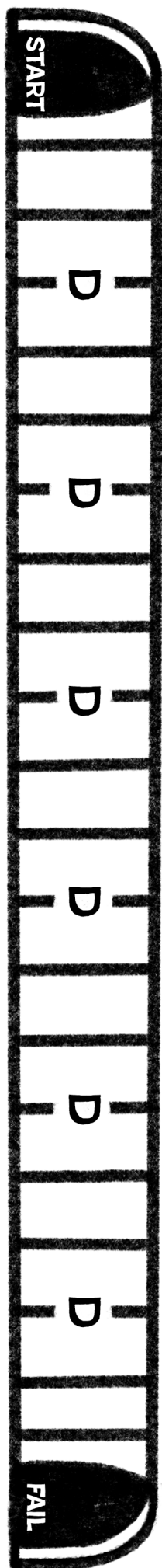
NEXT CHAMBER

NEXT CHAMBER

NEXT CHAMBER

NEXT CHAMBER

NEXT CHAMBER



DEADLINE TRACKER

DEADLINE MARKER



Cut out the outer lines of the Team Leader Card and fold in half to create a stand.

TEAM LEADER CARD

The Team Leader leads this round

TEAM LEADER

YOU ARE THE TEAM LEADER FOR THIS ROUND

Phase 1: Reveal the Next Chamber tile

1. Move the Deadline marker forward 1 box.
2. Reveal the Next Chamber tile.

Phase 2: Resolve the revealed tile

Empty Chamber

1. Move the Deadline marker back 1 box.
2. Draw and resolve the top Chit-chat card

Challenge Chamber

1. Start the 1 minute countdown.
2. Draw and resolve the top Challenge card.
3. If failed, move Deadline marker forward 2 boxes
(3 / 4 boxes for 5-6 player / 7-8 player).

Challenge Bridge

Resolve as a Challenge Chamber, except countdown is 45 seconds.

Phase 3:

Resolve a Discussion card

Resolve a Discussion card if the Deadline Tracker ends on, or passes through, a line marked D.

Phase 4: Clean-up

1. Discard revealed Chamber tiles and cards.
2. If Challenge card was resolved, the Team Leader marker moves clockwise.

