

Remember Remember!



Blowing up the Houses of Parliament
Problem-solving and planning in a hostile environment

MAIN THEMES : Critical Thinking, Education & Team-Building

Outline

The game is about the famous Gunpowder Plot of 1604-5 – an unsuccessful attempt to blow up the protestant King James and his Lords in Parliament by a group of Catholic plotters. The game looks at the plot from the perspective of the plotters, a small group of determined men with mixed skills and, at the outset, no idea how to go about bringing on a Catholic rebellion in Britain. They had many challenges and difficult decisions to overcome, whilst at the same time remain one step ahead of the Kings Secret Service under the ruthlessly efficient Lord Percy. Operating in a low resources situation with not much information or experience, the players must plot the overthrow of a powerful oppressive (in their eyes) monarch and his cronies.

Gameplay

The players role play the key conspirators and their supporters, servants and hired mercenaries, and interact with the facilitator by asking questions and collecting resources to attempt to arrive at a workable plan. They then have to carry out the plan, meeting further



challenges along the way.

Finally, if they have not been detected, they must implement the final phase and raise the flag of open rebellion (with or without a spectacular explosion).

Gameplay is open-ended, and the outcome is by no means certain – it all depends on the players' decisions and actions.

At the end of the game there is a debrief of the process and how decision-making and analysis worked both within and between the teams. Teams have the opportunity to reflect on how their decision making was affected by the low-information environment and how this might inform their practice and planning in future.

Ideal Audiences

- Organisations wishing to practice critical thinking skills.
- Organisations seeking an unusual team building challenge.
- Students looking at the 17th century, James I's reign or political history.

Example game structures

Remember, Remember : For 6 players	
Team	Number in team
The Plotters	4
Hired Mercenaries	2
Total	6

Remember, Remember : For 15 players	
Team	Number in team
The Plotters	6
Hired Mercenaries	3
Lord Percy & The Secret Service	2
The Catholic Lords	4
Total	15