



**BRIDGEN**

The word 'BRIDGEN' is written in a large, bold, black, rounded font. Each letter is decorated with colorful, hand-drawn geometric shapes and patterns. The 'B' has a yellow oval at its base and a pink starburst above it. The 'R' has a blue pentagon above it and a green starburst above the vertical stem. The 'I' has a red rectangle above it. The 'D' has a green circle above it. The 'G' has a pink triangle above it and a yellow flower above the curve. The 'E' has a pink bow above it. The 'N' has a teal triangle above it. The background is a light gray sketch of a building with various windows and architectural details.

**INSTRUCTION  
BOOKLET**

# ONCE UPON THE TIME...



Long ago, the lands were whole & woven together by shared values, stories, and understanding across generations. But over time, a growing generational gap began to divide people. Misunderstandings deepened, communication faded, and the connection between young and old slowly broke apart.

As the divide grew, the land itself began to split. The values that once held everything together scattered across the broken lands, lost and fragmented. Without them, each land became isolated, and the gap between generations widened even further.

Now, the lands can only be restored if people work together. By rediscovering these missing values, sharing their stories, and combining what each generation brings, they can begin to rebuild the bridges between them. Piece by piece, value by value, the lands can come back together, fix the divided lands.




# value TOKENS




**Engagement**  
Adaptability  
Contribution




**Confidence**  
Self-trust  
Balance




**Independence**  
Freedom  
ownership



**Resilience**  
Exploration  
Capability



**Stability**  
Reliability  
Responsibility



**Curiosity**  
Adventure  
Playfulness

# INFO

## GAME INFO

## SETTING UP

## GAME GOAL



Player: 2 - 6 players

Game Type: Building & communication game

Play time: 20-30 mins

## SET UP

Place the board and all value tokens on the table.

Draw challenge card(s) to decide:

How many bridges to build

How many pieces are needed for each bridge

Game Goal: Player need to work collberativly to build the bridge across lands, complete the challeges and fix the generation gap.

# COMPONENTS

Board(Under)

Landscape(top)



Prompt cards

Challenge Card



Value tokens



# HOW TO PLAY THE GAME?



**STEP 1.**  
**PICK ONE**  
**YOUR VALUE**

SEE VALUE CHART TO HELP YOURSELF!

**STEP 2. SHARE**

EXPLAIN YOUR CHOICE:  
WHY DOES THIS VALUE REPRESENT YOU?  
SHARE A SHORT STORY OR EXPERIENCE.



IF NOT SURE WHAT  
TO SHARE, PICK A  
PROMPT CARD TO  
START WITH



**STEP 3.**  
**START BUILD**

GO ROUNDS AND ROUNDS.  
GAME ENDS WHEN COMPLETE THE  
BUILDING CHALLENGE!



**STEP 4.**  
**COMPLETE CHALLENGE,**  
**REVEAL LANDS**

