



# THE NEXT GENERATION OF LEARNING

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WHO IS THE NEXT  
GENERATION?





# WHAT DOES THAT MEAN?

- “Next generation” goes past age and generation
  - Diversity
- Groupthink
- Peer-to-peer learning
- Next generation as wargamers
- Next generation as clients




# DESIGNING *WITH* THE NEXT GENERATION

- Keyword: Inclusivity
  - Meeting spaces
  - Conversations
  - Safe-space to talk
    - Groupthink



# DESIGNING **FOR** THE NEXT GENERATION

- Next generation of client
  - Understanding needs and perspectives
  - Topics and approaches
  - Magic Circle



HOW DOES THIS  
IMPACT THE WAY  
WE CONVEY  
INFORMATION?

# RULEBOOKS

## Purpose

- Instructions
- Referencing
- Engagement

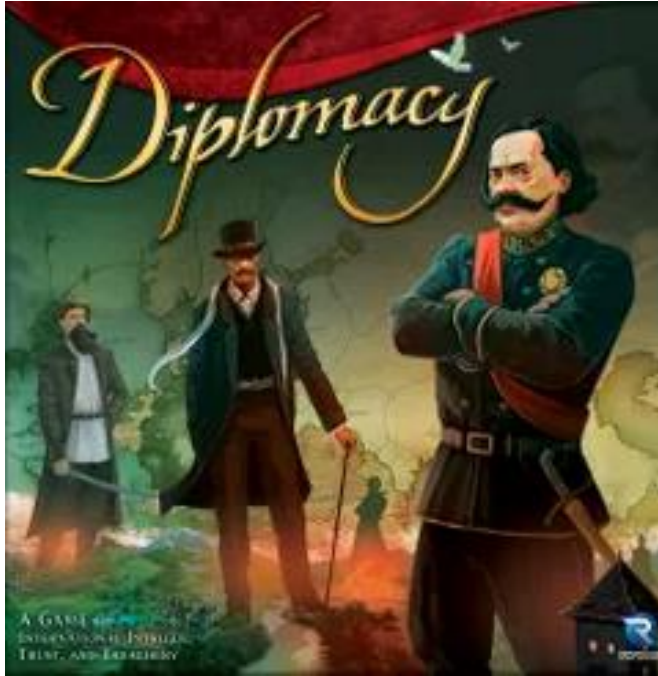
## Considerations

- Length
- Clarity
  - Flow
  - Referencing
- Graphics
- Storytelling

# EXAMPLE: ADVANCED SQUAD LEADER

**“11.6 CC vs an AFV:** In order for a MMC to advance into a Location containing a manned unconcealed enemy, AFV, it must first pass a PAATC (failure of which causes the unit to become pinned). SMC, Fanatic, and Berserk units are exempt from PAATC. A leader may use his leadership modifier to aid any units in the same Location with their respective PAATC even if he does not advance into the Location himself. All Inexperienced Infantry must take a ITC rather than a NTC in order to advance into a manned enemy AFV during the CCPh, no further PAATC is necessary in order to attack it during CC. A unit which passes a PAATC must immediately advance into the AFV Location; it may not await the outcome of another unit's PAATC before deciding whether or not it wishes to advance. PAATC attempts need not be predesignated.”





# RULEBOOKS: FINDING THE MIDDLE GROUND

Past



# RULEBOOKS: FINDING THE MIDDLE GROUND

Present



an Army (military unit) if on a Location card or a Road (economic unit) if on a Connection between two Locations.

- 45 Discs. Thirty-five white discs, worth 1 rupee each, and 10 red, worth 5 rupees each.

## B2. Card Anatomy.

Pax Pamir includes 93 cards used to build the draw deck.

## B3. Player Cards.<sup>2</sup>

There are five player cards. Player cards are not part of a player's Tableau.

## B4. Regime Cards.

There are four Regime cards, each denoting a different Mode used in determining Supremacy. Regimes also enable additional actions and other special effects. Only one Regime is in play at a time.

## B5. Loyalty Cards.<sup>3</sup>

There are five Loyalty cards, each with two orientations. Our choice of orientation determines your starting Loyalty.

## B6. Topples.

There are four Topples, which are mixed into the draw deck during setup and may trigger the game end.

## B7. Favor Cards.

The three favor cards mark the player with the most Influence in each of the three Empires. Players should immediately take the corresponding favor card when they have the most influence in that Empire. **No influence is required in an empire to receive the empire's favor card. If no players have influence in an empire, refer to A3 to determine who receives the empire's favor card.** Favor cards confer special bonuses to that player.

- **British. IMPERIAL INVESTMENT** - Gain one rupee after a card with the Leveraged Impact icon is discarded.
- **Russian. EUROPEAN ARMS** - You may discard one rupee to boost the rank of your attack by one once per Campaign Action. Rank 3 cards may not be boosted.

- **SUPPORT OF THE PEOPLE** - Only pay a single rupee to rightmost card in either Market row to move armies without roads during a Campaign Action.

## C. SETUP

### C1. Map Formation.<sup>4</sup>

Each of the six map cards depicts one of the six map Locations: Transcasian, Persia, Herat, Kabul, Kandahar, and Punjab. Arrange these to form a six-card map as shown. Leave a small amount of space between each card.

*Optional Mapboard.* A "Pax P mapboard" is available for purchase from [www.sierra-madre-games.eu](http://www.sierra-madre-games.eu). This optional accessory has a map and card layout for Pax Pamir on one side, and for Pax Porfiriana on the other. This replaces the 6 map cards.

### C2. Players.

Each player receives a player card at random.

**Player Tableaus.** Place your player card in front of you. Cards in your personal Tableau will be played in a single row above your player card.

**Cubes.** Each player receives the ten cubes of his color and places them near his player card.

### C3. Draw Deck & Market.

Take 40 random draw deck cards, plus another 8 random cards for each player in the game. Shuffle and divide into six approximately equal stacks. Take the four Topples cards and shuffle one into four of the stacks. Without further shuffling, stack the four decks containing the Topples cards – this forms the bottom of the draw deck. Finally, place the two stacks without Topples cards on top of the draw deck.

**Market.** Deal 12 cards from the Draw deck to form two rows of six face-up cards.

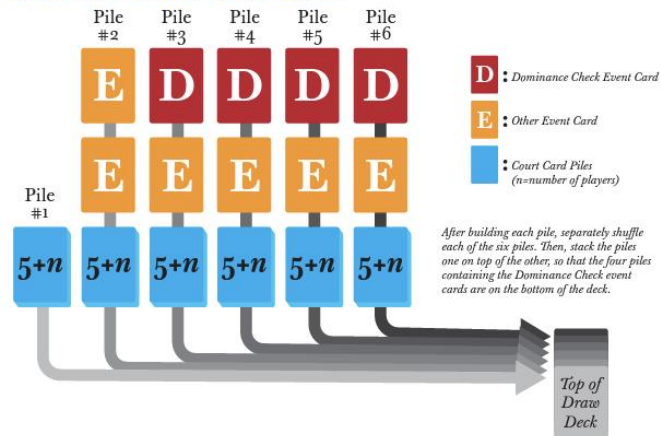
### C4. Regime.

Place the starting Regime card ("Political Fragmentation") near the map.

# First Edition

# Second Edition

## DECK CONSTRUCTION AT A GLANCE



## EXAMPLE THREE PLAYER TABLE LAYOUT





# RULEBOOKS: FINDING THE MIDDLE GROUND

Future

- Finding the middle ground
  - Visual Cues
  - Instructions
  - Descriptions
- Rules as Tutorial vs. Rules as Reference
- Rulebooks and Professional Wargaming
- PLAYTEST

# RECOMMENDED RULE OUTLINE



About the Game

Overview, fluff  
Objective



Contents



Setup



How to Play

Phase overview  
Detailed descriptions



How to Win



End of Game



Variations



Index/Glossary

## Contents

1.0 About the Game	3
2.0 Game Components	6
3.0 Game Set Up	10
4.0 Playing the Game	10
4.1 Sequence of Play	10
4.2 Game End	12
5.0 Game Variants	12
5.1 Quick-Play	12

## Example: Undocumented: Journey to the American Dream

while in Mexico. If an Event Card instructs a player to draw a Resource Card but the player already has the maximum number of resources, the player chooses to ignore the card or return one Resource Card to the Bank, and then follow the instructions on the Card.



In cities, players can choose to draw 3 Resource Cards and choose one of those 3 to purchase at the indicated price. Players may discard one Resource Card from their backpack if they are at the maximum but must purchase one of the three cards drawn.

Players can opt to pass their turn but must pay \$100 to compensate for the resources lost.



In the following cities, a Coyote can be hired if not done previously. See Table 3 or the bottom of the Character Card for prices.

- Hermosillo
- Chihuahua
- Monterrey

Table 3.

Character	Cost of Coyote (Smuggling Only)
Mexican adult	\$4,000
Mexican adult + 1 child	\$5,000
Mexican adult + 2 children	\$6,000
Non-Mexican adult	\$5,000
Non-Mexican adult + 1 child	\$6,000
Non-Mexican adult + 2 children	\$7,000

**4.1.5 Border Ports of Entry.** Upon landing on these points, players draw from the Policy Deck corresponding to the State border they are at. The drawn Policy Card is only applicable to the player that drew the card, unless otherwise indicated. Some Policy Cards require action before attempting to cross the border, while others provide instructions on how to proceed if the player fails to cross the border.

**Note.** Some Policy Cards reflect changes in the difficulty of the Wall. These Cards, when drawn, should be kept separate and not returned to the deck. Once the Wall Level increases via these Cards, it does not decrease.



Players will wait until their next turn to attempt a border crossing by rolling the die. The number needed on the die to successfully cross is specified by the Wall Level Indicator or by the drawn Policy Card. The game begins with 3 ft. vehicle barriers, requiring a roll of 2 or higher to cross. The Migrant fails to cross the border if the die roll falls below the minimum required roll to cross.

If the player's active Policy Card is not applicable to failed crossings and the die roll is not sufficient for the player to cross the border, the player will return to the nearest Mexican City (indicated by a brown point) by default.

**4.1.6 In the United States.** After crossing into the United States:

1. Sell any resources you still have to the Resource Bank for the monetary value indicated on the card.

**Note.** Resource cards CANNOT be transferred to the next Character.

- Saturday October 21 to Sunday October 22, 2023
- Day 1 (Seminars):
  - Types of games and uses
- Day 2 (Practical):
  - Design 102 exercises

# CONNECTIONS NEXT GEN

