BGT™

Board Game Therapy™

Extended Edition

Clank! Legacy:

Acquisitions Incorporated

TABLE Method™ Game Guide



Play. Connect. Grow.

INSIDE THIS GUIDE

How to use this guide

An extended TABLE Method™ companion for Clank! Legacy: Acquisitions Incorporated. The game is not included; play by the rulebook in your box.

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START HERE

For a first session, read pages 4 to 6, pick the session plan for your role, and print the desk card and agreements card. Everything after that is there when you need it: more prompts, more debrief questions, adaptations, and fixes for common problems.

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AT A GLANCE

Clank! Legacy: Acquisitions Incorporated at the table

A legacy deck building race: play all your cards, explore the board, grab an artifact and get back before you are knocked out. A TABLE Method™ companion for a game you already own. This guide does not include the game.

Edition	Dire Wolf rulebook, 5th printing (2024 file), first campaign game
Players	2 to 4 (setup by player count, p.2)
Session plan	Learning session: the first campaign game, about 2 hours BGT window; may end unfinished
Materials	Base game; first campaign game only; sealed components stay sealed until the rulebook directs

PLAY BY THE RULEBOOK IN YOUR BOX

This summary is a session aid, not a substitute for the published rules, and it leaves out details. Dire Wolf rulebook, publisher-linked PDF pp.1 to 15, base rules only. Campaign story, sealed cards and stickers are not summarized. Editions differ; if your rulebook says something different, follow your rulebook.

In the BGT book: Independent TABLE Method companion facilitation; no book chapter placement or tested outcome is asserted.

How the game works, in brief

Each player builds their own deck. On a turn you play all your cards for Skill, Swords and Boots, then acquire cards, fight monsters and move. Making Clank! adds your cubes to a shared area, and a Dragon Attack (p.9) draws cubes as damage. Players try to retrieve an artifact and return to headquarters; the most points wins. It is a legacy game, so choices make permanent changes to this copy.

1. Legacy game: choices make permanent changes to the components, and a campaign of at least 10 games tells an ongoing story. Read the Book of Secrets only when directed to, and do not look at or shuffle the cards inside the Cardporium (p.1).
2. Each Passage, and any decision it presents, is directed at the player who caused it to be read. You can designate one reader or take turns (p.1).
3. On your turn you must play all your cards before ending it, in any order. Cards give Skill to acquire cards, Swords to fight monsters and Boots to move (pp.4,5).
4. Making Clank! adds your cubes to the Clank! Area. In a dragon attack, cubes are drawn from the Dragon Bag and each colored cube is damage to that player (p.9).
5. You go off the clock when you escape with an artifact to the HQ space, or when you are knocked out. If you are knocked out without an artifact, or in the Danger Zone, you score 0 points (p.12).
6. When all players are off the clock, score cards, the artifact, tokens and gold. The most points wins; a tie goes to the most valuable artifact (p.12).

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THE TABLE PLAN

Why this game, and how to set it up

Players race for their own score but share one board that changes for good, and the rules invite the table to agree how much to cooperate. That gives a clear way to talk about shared decisions, owning a choice and agreeing a group style, all inside the game.

T **Target.** Notice how the table makes shared decisions, how each player owns the choices the rules give them, and how the group handles permanent changes.

Relational demand: Choose discussion depth with participants; no formal stage or ability rating is assigned.

A **Assess.** Check the player count, the time, and whether the game serves today's goal.

- Does everyone want to join a campaign of at least 10 games that changes this copy for good?
- Can each player read card text and track Clank! with chosen support?
- Do we have 2 to 4 players?

B **Build.**

- Show one turn with sample starting cards: play every card, acquire one card with Skill, move with Boots, then add Clank! and check for a dragon attack. Reset the samples first and keep sealed components sealed.
- Agree Pass for optional reflection, Pause for a break and Fold to halt play immediately for the whole table, plus a visible signal. These are session agreements, not new game actions.
- Offer reflection after a game ends and campaign steps are done, never during a Passage or a dragon attack. A real Fold halts the whole table immediately.

L **Lead.**

- Name a knock out as a game result, not a personal failure.
- Leave every choice the rules give a player with that player.
- Keep sealed content sealed; do not read ahead to settle a question.

E **Extract and Extend.** Debrief in order: Board, Self, Us, Life or Work, Extension. Ask what participants make of the game. Do not tell them.

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FACILITATOR SEQUENCE

Running the session

Opening script

> *"We play the Dire Wolf rules, first campaign game. We read only the entries we are told to read. Before any lasting change we pause so everyone can speak. Pass skips reflection, not a turn. Pause offers a break; Fold halts play and we close unfinished."*

Suggested timing

SEGMENT	TIME
Agreements and fit	5 min
Teach and reset	20 min
Play within chosen window	85 min
Optional reflection	12 min
Close and reset	3 min

Adjust to your group and to the official rules. Use the agreed session boundary; an early close is unfinished, not a new official victory.

Planned pauses

WHEN	ASK
After the first artifact	Was your choice your own?
Before a permanent change	Does everyone want to speak first?
At close	Did everyone go off the clock, or is this unfinished?

Agreements and signals

Pass: say Pass to skip reflection without explaining; in-game decisions still follow the matched rulebook. Pause: say "pause" for a break. Fold: say "fold" or use the agreed nonverbal signal, and play halts for the whole table. No explanation is required.

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EXTRACT AND EXTEND

The five-rung debrief

Start at the board every time. Each person decides how far to go, and the group can end at any rung. Passing on any rung is allowed, and the later rungs are optional.

RUNG	QUESTION
Board	Which choice changed this copy most?
Self	Did you have enough time to plan your turn?
Us	Did lasting changes feel shared?
Life or Work	If you choose: how do you make a decision others will live with?
Extension	Which table agreement would you keep next time?

LISTEN FOR THE PARTICIPANT'S MEANING

If someone connects the game to life or work, ask what fits and what does not. If no connection fits, leave the moment in the game. The person who played decides what it means.

Closing check

"What would you like to keep, try, or leave at the table?"

Record a chosen step only if that belongs in your normal role and documentation.

FOLD OR CHANGE COURSE

Signals: say "pass" to skip optional reflection, not an invented game move, "pause" for a break, and "fold" to stop taking part, or use the agreed card or gesture. If anyone folds, halt play at once. Check in privately, not in front of the group, and offer choices: a break, watching, changing the activity, or ending. The game can end without a deep debrief, and no one owes an explanation.

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FACILITATOR JUDGMENT

Fit, access, and repair

The participant's account carries more weight than a guess about their behavior.

A LIKELY PINCH POINT

A lasting change can feel like one player's fault, and someone may want to read ahead. Faster players may plan for others unasked.

A WORKABLE ADJUSTMENT

Use the permanent change pause and the Clank! call out. Ask before giving any advice. Agree on any adjustment before play, and name it as an adaptation. Do not require anyone to disclose a disability or explain their needs to the group.

AFTER TENSION

End blaming remarks, restate who the rules give each choice to, offer a break, and close unfinished if wanted. Describe the sequence, not a motive. Accept a pass. Continue only if the group is ready.

Different roles, same game

HOST OR TEACHER

Check that everyone wants a long campaign that changes this copy for good before teaching.

COACH

Invite one voluntary focus on shared decisions. Results are not ratings of people.

LICENSED CLINICIAN

Confirm consent for a fantasy theme and permanent group decisions within your own practice; do not read choices or a score as a clinical sign.

An accessible alternative is better than insisting on a rule that prevents someone from taking part. Say when you are adapting a rule, and agree on it before play. The rule variations come next.

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Rule variations for different goals

Small rule changes let one box serve different goals. Each variation below names the change, the objective it targets, the group it suits, what to watch for, and a debrief prompt. This guide has 2 rulebook settings or practices (not separate variants) and 2 BGT house rules.

FROM THE RULEBOOK · NOT A SEPARATE VARIANT

Passage reader

RULE CHANGE	Agree before play whether one player reads every Passage aloud or players take turns; each Passage stays directed at the player who caused it (p.1).
TARGETS	Share the reading load.
SUITS	Tables with different reading comfort.
WATCH FOR	Read only the entry named.
DEBRIEF PROMPT	“Did the reading plan work?”

FROM THE RULEBOOK · NOT A SEPARATE VARIANT

Franchise cooperation

RULE CHANGE	The rulebook says players can cooperate to some extent, deciding as a group and dividing up exploration, or play for themselves (p.4). Agree the style before the first game.
TARGETS	Agree how much the table will cooperate.
SUITS	Groups who want a friendlier campaign.
WATCH FOR	Agree as a group and revisit between games.
DEBRIEF PROMPT	“Did the agreed style feel fair?”

BGT HOUSE RULE · NOT AN OFFICIAL RULE

Permanent change pause

RULE CHANGE	Before any sticker, marker or destroy step, the table pauses so each player can speak; the player the rules name makes the choice.
TARGETS	Give everyone a say before a lasting change.
SUITS	Every legacy table.
WATCH FOR	A pause to speak, not a vote over someone’s choice.
DEBRIEF PROMPT	“Did lasting changes feel shared?”

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BGT HOUSE RULE · NOT AN OFFICIAL RULE

Clank! call out

RULE CHANGE	When you add Clank! cubes, say how many; others confirm only if asked.
TARGETS	Make noise and risk easy to follow.
SUITS	Tables new to the dragon attack.
WATCH FOR	Counts only; no advice.
DEBRIEF PROMPT	“Was the risk clear each turn?”

BGT ADAPTATIONS ARE NOT DIRE WOLF RULES

A BGT house rule is a facilitation adaptation written for this guide. It is not part of the official rules of Clank! Legacy: Acquisitions Incorporated, and no publisher endorsement is asserted. Tell players when you are using one, and agree on it before play. Use one variation at a time so you can see what it changes.

Our game-specific agreement

Each player owns the choices the rules give them. We read only the entries we are told to read and keep sealed content sealed. Before any lasting change to this copy we pause so everyone can speak. A knock out is a game result, not a failure by a person. Advice is offered only when asked.

BGT session agreement: Pass skips optional reflection, not a legal turn. Pause offers a break; Fold halts the whole table immediately. Close unfinished if not everyone goes off the clock in the window. These are facilitation boundaries, not an official timed victory.

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SESSION PLANS BY ROLE

Session plan: host or teacher

WHO THIS PLAN IS FOR

For hosts, teachers and librarians choosing a game that fits their group. Offer a useful teach and an optional concrete conversation, not an assessment.

SEGMENT	TIME	WHAT TO DO
Welcome and fit	**5 min**	Check that everyone wants a long campaign that changes this copy for good before teaching. Agree Pass/Pause/Fold and the closing plan before teaching.
Teach and reset	**20 min**	Show one turn with sample starting cards: play every card, acquire one card with Skill, move with Boots, then add Clank! and check for a dragon attack. Reset the samples first and keep sealed components sealed.
Play with choice	**85 min**	Offer reflection after a game ends and campaign steps are done, never during a Passage or a dragon attack. A real Fold halts the whole table immediately. Let each player make the choices the rules give them; read text only on request.
Optional reflection	**12 min**	Which choice changed this copy most? Did lasting changes feel shared? Later rungs stay optional; accept a pass and no personal inference.
Close and reset	**3 min**	Name the actual ending or mark unfinished. Ask keep, try or leave. Record public process notes only, following your role and privacy duties.

Total: about 125 minutes. Shorten play before you shorten the agreements or the close.

Before you start

- ☐ Your copy of Clank! Legacy: Acquisitions Incorporated is complete, and you have read the rulebook in your box.
- ☐ Seats let everyone see and reach the play area.
- ☐ The agreements card is printed or on display.
- ☐ You know which variation, if any, you will use, and you will name it before play.
- ☐ You know what your setting expects if someone needs support.

STAY INSIDE YOUR ROLE

Stay at the Board and Us rungs unless the group moves on by itself. If something personal comes up, listen, thank the person, and return to the game. If someone seems to need support, follow your setting's own procedure.

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SESSION PLANS BY ROLE

Session plan: coach

WHO THIS PLAN IS FOR

For coaches and team leads. Let participants choose a process to notice. Scores and decisions are not ratings of people or evidence of transfer outside play.

SEGMENT	TIME	WHAT TO DO
Choose a focus	**5 min**	Invite one voluntary focus on shared decisions. Results are not ratings of people. Agree Pass/Pause/Fold and the closing plan before teaching.
Teach and reset	**20 min**	Show one turn with sample starting cards: play every card, acquire one card with Skill, move with Boots, then add Clank! and check for a dragon attack. Reset the samples first and keep sealed components sealed.
Play with choice	**85 min**	Offer reflection after a game ends and campaign steps are done, never during a Passage or a dragon attack. A real Fold halts the whole table immediately. Ask before giving a prompt; accept any legal play without asking why.
Optional reflection	**17 min**	Which choice changed this copy most? Did lasting changes feel shared? Later rungs stay optional; accept a pass and no personal inference.
Close and reset	**3 min**	Name the actual ending or mark unfinished. Ask keep, try or leave. Record public process notes only, following your role and privacy duties.

Total: about 130 minutes. Shorten play before you shorten the agreements or the close.

Before you start

- ☐ Your copy of Clank! Legacy: Acquisitions Incorporated is complete, and you have read the rulebook in your box.
- ☐ Seats let everyone see and reach the play area.
- ☐ The agreements card is printed or on display.
- ☐ You know which variation, if any, you will use, and you will name it before play.
- ☐ You know what your setting expects if someone needs support.

STAY INSIDE YOUR ROLE

Keep the focus on the skill the group chose, not on judging individuals. Do not interpret game moves as evidence about a person. Life or Work links are optional and come from participants.

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SESSION PLANS BY ROLE

Session plan: licensed clinician

WHO THIS PLAN IS FOR

For licensed clinicians within their own training, consent, license and records practice. This session shape is not a treatment plan, diagnostic tool or clinical protocol.

SEGMENT	TIME	WHAT TO DO
Purpose and consent	**7 min**	Confirm consent for a fantasy theme and permanent group decisions within your own practice; do not read choices or a score as a clinical sign. Agree Pass/Pause/Fold and the closing plan before teaching.
Teach and reset	**20 min**	Show one turn with sample starting cards: play every card, acquire one card with Skill, move with Boots, then add Clank! and check for a dragon attack. Reset the samples first and keep sealed components sealed.
Play with choice	**85 min**	Offer reflection after a game ends and campaign steps are done, never during a Passage or a dragon attack. A real Fold halts the whole table immediately. Notice upset about a lasting change; offer Pause without needing an explanation.
Optional reflection	**15 min**	Which choice changed this copy most? Did lasting changes feel shared? Later rungs stay optional; accept a pass and no personal inference.
Close and reset	**3 min**	Name the actual ending or mark unfinished. Ask keep, try or leave. Record public process notes only, following your role and privacy duties.

Total: about 130 minutes. Shorten play before you shorten the agreements or the close.

Before you start

- ☐ Your copy of Clank! Legacy: Acquisitions Incorporated is complete, and you have read the rulebook in your box.
- ☐ Seats let everyone see and reach the play area.
- ☐ The agreements card is printed or on display.
- ☐ You know which variation, if any, you will use, and you will name it before play.
- ☐ You know what your setting expects if someone needs support.

STAY INSIDE YOUR ROLE

This guide is not a treatment plan, assessment, or outcome measure. Use it only where it fits your license, training, and setting. Consent, clinical fit, confidentiality, and documentation remain your responsibility.

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SESSION PLANS BY ROLE

A three-session series

For groups that meet more than once. Each session uses the core plan in this guide; the series only changes the setup and the debrief focus. Skip or repeat a session whenever the group needs it.

SESSION	SETUP	DEBRIEF FOCUS
Learn a round	First campaign game, samples first.	Board: cards, Clank!, artifacts.
Protect choices	Repeat with the permanent change pause.	Self/Us: ask before advising.
Choose scope	Continue the campaign, or revisit the cooperation style.	Extension: keep a friendly decision agreement.

Between sessions

- Use the title-specific session log for setup, public process and actual ending. Never turn it into a ranking, diagnosis or promised progress measure.
- Open each session by asking what people remember from last time. Passing is fine.
- Change only one thing at a time: one variation or one new rule.
- Close the series by asking what the group would like to keep doing together.

A NOTE ON PROGRESS

A series gives a group more practice with the same game. It does not promise any change outside the game. If a participant names a change they have noticed, that is their observation to share or keep.

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FACILITATE WITH DEPTH

Facilitator prompt bank

Pick one or two prompts, not all of them. Offer reflection after a game ends and campaign steps are done, never during a Passage or a dragon attack. A real Fold halts the whole table immediately. Every prompt can be passed.

BEFORE PLAY

"Does everyone want to start a campaign?"

"Who will read Passages aloud?"

"What reading support is wanted?"

"Which visible signal means Fold?"

AFTER A HARD MOMENT

"Is that a game event or a remark about a person?"

"Would a short break help?"

"Did anyone ask for advice?"

"Would we rather pause or close unfinished?"

BETWEEN TURNS

"How is everyone's energy?"

"Was every choice its owner's?"

"Is the pace still comfortable?"

"Is everyone comfortable continuing?"

CLOSING

"Did everyone go off the clock?"

"If we close now, do we record unfinished?"

"Which agreement helped most?"

"What would you keep, change or leave?"

HOW TO ASK

Ask the whole table, then wait. Accept short answers and silence. Reflect what you heard in the participant's words, not yours. If a prompt lands badly, say so, and move on.

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FACILITATE WITH DEPTH

Debrief question bank

Extra questions for each rung of the five-rung debrief. Use them to replace or follow the core question, one rung at a time. The later rungs stay optional, and the Life or Work questions are always offered as a choice.

BOARD

- Which card did you acquire first?
- Which turn made the most Clank!?
- Which artifact did you aim for?

SELF

- Were the cards readable?
- Did a dragon attack bother you?
- Was the length right?

US

- Did lasting changes feel shared?
- Did advice stay invited?
- Did each player own their choices?

LIFE OR WORK

- If you choose: how do you share a decision?
- If you choose: how do you own a choice others live with?
- If you choose: how do you agree a group style?

EXTENSION

- Would you keep the same cooperation style?
- Would a different reader plan suit us?
- Would you continue the campaign?

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FACILITATE WITH DEPTH

Adapting for ages, group sizes, and access

Ages

Rating boundary	No age was confirmed from a retained publisher page, and the rulebook prints no age.
Reading load	Read one starting card and the board legend together first.
Legacy commitment	A campaign of at least 10 games may fit differently.
Requested support	Agree literal readback without choosing cards.

Group sizes

2 players	Setup uses the 2 player value (p.2).
3 players	Setup uses the 3 player value (p.2).
4 players	Setup uses the 4 player value (p.2).
More than 4	Choose another activity.

Accessibility

Vision	Read cards and Passages aloud on request.
Hearing	Announce Clank! and dragon attacks clearly.
Motor	A helper moves figures and cubes as directed.
Language	Teach one turn with sample cards first.
Attention	Offer breaks between games of the campaign.

No age was confirmed from a retained publisher source, and the selected rulebook prints no age. Readiness, legacy and access notes are facilitation choices, not publisher requirements. Agree on any adaptation before play and name it as an adaptation. Nobody has to disclose a disability or explain a need to the group.

Choice and support agreement

Each player owns the choices the rules give them. We read only the entries we are told to read and keep sealed content sealed. Before any lasting change to this copy we pause so everyone can speak. A knock out is a game result, not a failure by a person. Advice is offered only when asked.

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FACILITATE WITH DEPTH

Troubleshooting

Common problems at the table, with something to try first. If a fix does not work, close the session unfinished rather than forcing play. A short good game beats a long hard one.

IF THIS HAPPENS	TRY THIS
Cards kept in hand at the end of a turn	You must play all your cards before ending your turn.
Cardporium cards looked at	Do not look at or shuffle the cards inside.
Book read ahead	Read the Book of Secrets only when directed to.
Passage choice made by someone else	The decision belongs to the player who caused it.
Clank! cubes not added	Making Clank! adds your cubes to the Clank! Area.
Knocked out without an artifact	You score 0 points.
Tie at the end	The most valuable artifact wins.
Window ends early	Record unfinished; do not declare a winner.

WHEN TO END PLAY

Signals: say “pass” to skip optional reflection, not an invented game move, “pause” for a break, and “fold” to stop taking part, or use the agreed card or gesture. If anyone folds, halt play at once. Check in privately, not in front of the group, and offer choices: a break, watching, changing the activity, or ending. The game can end without a deep debrief, and no one owes an explanation.

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ONE-PAGE DESK CARD

Clank! Legacy: Acquisitions Incorporated: quick guide

Standalone printable desk card. Print this page for the facilitator's seat. The game is supplied separately.

BEFORE

Show one turn with sample starting cards: play every card, acquire one card with Skill, move with Boots, then add Clank! and check for a dragon attack. Reset the samples first and keep sealed components sealed. Agree Pass for optional reflection, Pause for a break and Fold to halt play immediately for the whole table, plus a visible signal. These are session agreements, not new game actions.

SAY

> *"We play the Dire Wolf rules, first campaign game. We read only the entries we are told to read. Before any lasting change we pause so everyone can speak. Pass skips reflection, not a turn. Pause offers a break; Fold halts play and we close unfinished."*

DURING

After the first artifact: "Was your choice your own?"

Before a permanent change: "Does everyone want to speak first?"

At close: "Did everyone go off the clock, or is this unfinished?"

DEBRIEF IN ORDER

1. Board: Which choice changed this copy most?
2. Self: Did you have enough time to plan your turn?
3. Us: Did lasting changes feel shared?
4. Life or Work: If you choose: how do you make a decision others will live with?
5. Extension: Which table agreement would you keep next time?

> FOLD: to stop taking part, say "fold" or use the agreed signal. PASS: say Pass to skip reflection without explaining; in-game decisions still follow the matched rulebook. PAUSE: say "pause." NO INFERENCE: ask participants what, if anything, a game moment means to them.

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PRINTABLE · TABLE AGREEMENTS

Our table agreements for Clank! Legacy: Acquisitions Incorporated

Print and place in the middle of the table, or read aloud before play.

PASS	PAUSE	FOLD
Skip a question or a share. No reason needed.	Take a break. The table waits.	Stop taking part. Play halts for the whole table, and no one asks why.

We agree that

☐ Each player owns the choices the rules give them. We read only the entries we are told to read and keep sealed content sealed. Before any lasting change to this copy we pause so everyone can speak. A knock out is a game result, not a failure by a person. Advice is offered only when asked.

☐ Game moves are game moves. We ask what something meant instead of guessing.

☐ Play halts if anyone folds, and we check in quietly, not in front of everyone.

☐ Sharing is a choice. We ask each other to respect what is shared, but other participants cannot promise confidentiality, so share only what you are comfortable with. The facilitator will explain how privacy works here, including any legal, clinical, or safeguarding duties that come first.

☐ Our nonverbal signal is: _____

Our adaptations today

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PRINTABLE · SESSION PLANNING SHEET

Session planning sheet: Clank! Legacy: Acquisitions Incorporated

Date	Group	Players	Time available

MY ROLE TODAY

☐ Host or teacher ☐ Coach ☐ Licensed clinician, within my license

TARGET (T)

Which shared decision moment will we notice?

ASSESS (A)

Campaign commitment, reading load and player count

BUILD (B)

Dire Wolf rules, first campaign game, sealed content sealed

LEAD (L)

How will I avoid steering anyone's choices?

EXTRACT AND EXTEND (E)

Which public moment and optional prompt will we revisit?

IF TIME RUNS SHORT

Close unfinished if not everyone goes off the clock in the window

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PRINTABLE · TRACKER

Campaign games log

Record player count, the game number, public moments and the actual ending. Do not record story content or rate strategy.

SESSION	COUNT / GAME NO.	PUBLIC MOMENT	ENDING	NEXT AGREEMENT
1				
2				
3				
4				
5				
6				
7				
8				

House printable for voluntary process notes, not an assessment or a replacement for required records. Do not retain private content or infer traits.

After-session notes (for the facilitator)

Note how the session ran, not judgments about people. If your role requires records, follow your own setting's rules instead of this sheet.

What went well, and where did the plan not fit?

Rules, setup, or access changes for next time

Next session I will try (variation, prompt, or timing)

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R

REPRODUCIBLE SHEET · CLANK! LEGACY: ACQUISITIONS INCORPORATED

Participant Reflection

Name or group (optional):

Date:

Game: Clank! Legacy: Acquisitions Incorporated

Use only if a written reflection fits the setting. You decide whether to share or submit this sheet. Your facilitator will explain any collection or storage before use. A spoken or drawn reflection works too. The five response boxes are fillable on screen.

My choice: keep this private / share a part / pass.

BOARD

Which choice changed this copy most?

SELF

Did you have enough time to plan your turn?

US

Did lasting changes feel shared?

LIFE OR WORK

If you choose: how do you make a decision others will live with?

EXTENSION

Which table agreement would you keep next time?

You can pass on any prompt. Leave it blank, write “pass,” or draw instead. No reason needed. Play is a prompt for reflection, not proof about a person.

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Independent companion

The game's name, its designer (Andy Clautice), and its publisher are given only to identify the game. This guide is not affiliated with, endorsed by, or sponsored by Dire Wolf, Penny Arcade, Inc., or any rights holder. ACQUISITIONS INCORPORATED and the "AI" logo are registered trademarks of Penny Arcade, Inc.

Sources

Publisher-authored Dire Wolf rulebook for Clank! Legacy: Acquisitions Incorporated, 5th printing file (PDF created 2024-05-01), linked from the Dire Wolf rules page and support page and served from the Dire Wolf CloudFront file host. 16 pages. The rulebook prints no age. https://d19y2ttatozxjp.cloudfront.net/pdfs/EN_CLANK_Legacy_Acq_Inc_Rulebook.pdf (retained November 9, 2026; SHA-256 17818dd5575898c5e42e1e7628dce9f74b48da16b096cb993bf2d9ea7a3ef1af). This is a facilitation summary, not a replacement for the matched rulebook. Check the rulebook in your box for your printing. Variations marked "Official variant" appear in that source, and variations marked "From the rulebook" use a setting, recommendation, or practice the rulebook describes rather than a separate variant. Variations marked "BGT house rule" are original adaptations and are not official rules. Session plans, prompt banks, adaptation notes, troubleshooting, and printables are original facilitation material written for this guide.

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Scope and evidence boundary

This is a facilitation guide for structured play. It does not diagnose anyone, and the game is not therapy by itself. Board Game Therapy is not inherently psychotherapy. This product is an educational and facilitation resource for structured play and optional reflection. It is not a psychological assessment, screening tool, diagnosis, validated outcome measure, treatment plan, or treatment protocol, and no educational, social, behavioral, or clinical outcome is guaranteed. Teachers, coaches, hosts, and other facilitators work within their own role and their organization's policies. Licensed professionals who use it in clinical services remain responsible for clinical fit, informed consent, confidentiality, documentation, and the standards of their license.

Evidence. Research on board games covers many games, settings, and populations, with real methodological limits. Two general reviews: Gauthier, A., et al. (2019). Board Games for Health: A Systematic Literature Review and Meta-Analysis. Games for Health Journal, 8(2), 85-100. doi.org/10.1089/g4h.2018.0017. Noda, S., Shirotsuki, K., & Nakao, M. (2019). The effectiveness of intervention with board games: a systematic review. BioPsychoSocial Medicine, 13, 22. doi.org/10.1186/s13030-019-0164-1. Neither review evaluated the TABLE Method™ or this product. The TABLE Method™ and these variations are practice guidance, not a validated intervention. Nothing here promises that what happens in the game will carry over elsewhere.

> If someone is in distress, end the game and use the support your setting already names. In a crisis, contact local emergency services or a crisis line.

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