

1. AIM

The basic idea of these new set of rules for [KuwaitScapes](#) is to use the same cards to show dilemmas and tensions around the process of allocating public goods, specifically around public space demands. To access the rules from the original gameplay see [here](#) (in English) and [here](#) (in Arabic)

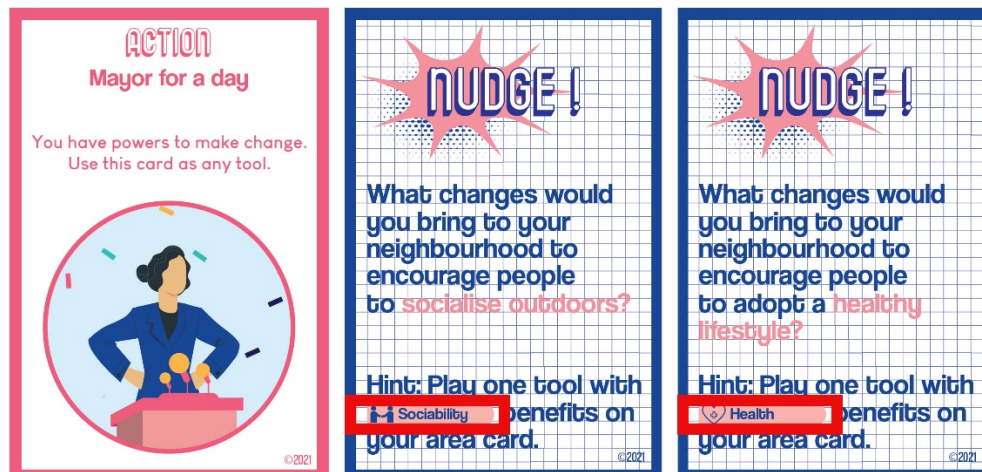
These new rules show how citizens with different interests in different areas of the city demand government actions, and how those demands may match with the government's agenda or not. They will also show the power of collaboration by moving from an individual to collective action, as the new rules allow for both collaborative and competitive mechanics.

The fun in this version of the game goes with the role mechanics as players become citizens or mayors it will be fun to generate all kinds of interactions.

2. SET UP

- Build separate decks with the different types of cards: 'characters' deck (14 cards); 'areas' deck (6 cards); 'tools' deck (54 cards); 'nudge' deck (7 cards); and 'actions' deck. (8 cards). Shuffle each deck before playing.
- Ask each player to take one of the 'action cards'. The first to pick up the 'Mayor for a Day' card will play the mayor role; the rest of players will play as citizens.
- The 'mayor' player takes two 'nudge' cards and makes them visible to everyone.

The combination of the 'Mayor for a day' card and the 'nudge' cards represents the government and its agenda (public policy offer), for example:



This combination of cards means that this mayor/government has a special interest or focus on 'Sociability' and 'Health' (see in red).

- Each 'citizen' player takes one character card and makes it visible to the other players. Once everyone has a character, the players take a 'area' card from that deck and makes the card visible to everyone.

The combination of the 'character' card and the 'area' represents a specific citizen profile, for example:



This combination of cards means that the player represents 'Aisha' (C1) who lives in Salmiya and has a special interest in the 'Open Spaces' (SO). The sum of the needs/tools in the 'character' and the 'area' cards represents the specific demands the Aisha character has for the government, in this case:

- Wide pavements (C1)
- Street lighting (C1)
- Street art festivals (C1)
- Litter bins (SO)
- Drinking fountains (SO)
- Sports facilities (SO)
- Urban furniture, shade (SO)
- Inclusive playground (SO)

3. HOW THE GAME LOOKS



4. FIRST ROUND

- a. Ask every player to introduce themselves using their respective cards combinations:
Example for the **Mayor**: “Hi, my name is [say your name], I’m the mayor of this city, and I have a special concern about the sociability in our city.”

Example for a **Citizen**: “Hi, my name is Aisha [refer to your character card], I’m an architect and enjoy long walks, art and culture. I live in Salmiya and have a special interest in the open spaces of my neighborhoods”

PLAYER TIP: Encourage players to extend and enrich their presentation pitches – this will put them into the mindset of their characters

- b. The mayor takes an equal number of cards as citizens minus one from the ‘tools’ deck. For example, if there are six citizens, the mayor takes five tool cards.
- c. A round of **individual requests** opens when the citizens ask for ‘tools’ from the governments according to their demands (sum of the actions in their ‘character’ and ‘area’ cards).
- d. After hearing requests, the mayor assigns ‘tool’ cards to the players, leaving one without a tool card. The impact of this designation (see section 7 on scoring) calculates only for the player that receives the card.

IMPORTANT: In the first round, it’s important to encourage individual action and demands. In this round, players can note if they have common interests and demands to begin collaborative thinking and playing between players for **collective requests**.

IMPORTANT: The difference in ‘character’ cards raises interesting questions: Who talks and represents the interests and public demands from Toddlers and Teenagers (Jana and Abdulatif), public servants (Abdulrazak) and Tourists (Alex)? It could be interesting to discuss this topic and represent it in the game.

PLAYER TIP: Depending on the number of players, the first round could be played one or two times. The idea is to generate tension due to the lack of resources (represented with the player without card) and to exhaust the reach of individual action, pushing players into thinking/working collaboratively.

5. SECOND ROUND

- a. Once again, the mayor takes ‘tools’ cards from the deck, but this time equal to the number of citizens minus two. For example, if there are six citizens, the mayor takes only four tool cards.
- b. The citizens then need to identify ‘common needs’ (demands) with each other.
- c. Following this, a round of ‘collective requests’ is opened. Here, citizens request actions that match the demands of more than one player.
- d. After hearing requests, the mayor assigns tool cards to the players, leaving two without a ‘tool’ card. Unlike the previous round, the impact of these assignment calculates for all the players who gathered to make the request (see section 7 on scoring). For example, if two players collectively ask for ‘street art festivals and the mayor take on board this request, points go to both players (See how to win in Section 7).

PLAYER TIP: Encourage players to get into their roles, ask and negotiate from each individual role could be fun.

6. THIRD ROUND

- a. Unlike the previous round, this time the 'mayor' can choose three cards from the 'tool deck',
- b. Ask again the citizens to identify 'common needs' (demands) with other players.
- c. Open again a round of 'collective requests' in which citizens request actions that match the demands of more than one player.
- d. After hearing requests, the mayor player assign actions cards to the players, again the impact of these assignment calculates for all the players who gathered to make the request (see section 7 on scoring). For example, if two players ask together for 'street art festivals' and the 'Mayor' takes this action, points go for both players (see how to win below).

IMPORTANT: The idea in this round is to allow the government to better calibrate their tools offer, as at this point the 'mayor' should know better the citizens demands.

7. HOW TO WIN: SCORING

Option A

Citizens get points when the mayor assigns tool cards to the citizens that match: with area; with characters; with benefits.

Each match between a tool with an Area or a Character is a point for the player who has that match. The mayor gets points when there is a match between a tool and the area of focus showed in the 'nudge' cards that represents the government agenda (revealed at the beginning of the game). The player with most points at the end of the game wins.

IMPORTANT: It's important to notice that with the combinations between the 'character' and 'area' cards it is possible that some players have more 'demands' than others, it is also important to understand this when calculating how much of the demands of each citizen was fulfilled (e.g. suggest a proportional value)

PLAYER TIP: Another option - **Option B** - and funny option to determine if the government wins it's to call an election between the citizens to determine if they think the government made a good job or not.