

1. **Aim** - [Kuwaitscapes](#) is a card game with the aim of teaching the importance of inclusive urban planning. To enhance this objective, I'm proposing a game based on teamwork, consideration of the people's interests and strategic planning. I have added the points below to work alongside the original rules. This will help make the game more exciting and promote the idea that urban planners need to consider the needs of all citizens when making decisions.

All the other rules from the [original gameplay](#) will remain the same.

2. **Players work as two groups for the two different areas** – this is to promote the idea that successful urban planning is achieved through teamwork, and that urban planners are ultimately working together for an entire region (country / city) rather than merely independent portions of those regions. This is also a good idea to avoid the gameplay being too long as players aren't waiting for up to six individual turns at a time. Each team will be assigned the three cards pertaining to their designated area as well as three different character cards that each team member will need to find matches for. The players within a team can pick who does the turn depending on whether there is an advantage i.e., the players can decide upon who takes the turn depending on if there's an available match, if there's no advantage relevant for the team, they can decide to skip the team's turn. The team plays as an entity rather than as three separate players within a team.
3. **Character swapping** – this rule is to help make the game more exciting. Within a team, all the team members contribute to find the corresponding tool cards for their designated area cards. However, when it comes to the character cards, each player will be dealing with individual cards. This is to reinforce the idea that urban planners need to have the interests of all the citizens in mind when making decisions. This rotation will occur every three rounds.
4. **Winning the game** – this was an important feature to keep as it is a game, although it's centred around teamwork and working together for a greater objective there should be some element of competition. Therefore, the team that successfully matches all their tool cards to the corresponding areas and characters on their team's side wins.

To access the rules from the original gameplay see [here](#) (in English) and [here](#) (in Arabic)