

RULES OF PLAY

commun-is
beta



CONTENT ->

1 WORLD board

1 envelope with STORIES

4 CRISIS circles -> economic, environmental, social, political

12 cards “?”

6 ACCIDENT

6 OCCASION

42 triangles of RESOURCES (7 per type) ->

law, money, technology, culture, care, nature

6 rhombus COOPERATION

6 ROLES cards ->

1 INSTITUTION

2 BIG PRODUCER

3 PRIVILEGED OBSERVER

4 SMALL PRODUCER

5 TERTIARY

6 CIVIL SOCIETY

6 PROPOSAL HEXAGONS

1 block of PROPOSAL SHEET

1 block of EVALUATION SHEET

SPIRIT OF THE GAME →

The game is based on an open system in which decisions concerning the conduct of the players of the game . Each game begins with a different story → through the interpretation of a ROLE each player must make a proposal to change the initial history, trying to manage better the available RESOURCES in the WORLD cooperating with others.

The game aims to strengthen mutual understanding and connections between different realities and encourage the creation of relations of trust and cooperation.

PREPARATION →

The facilitator introduces the initial situation by choosing a story from those available in the envelope and reads it to players . Subsequently, he/she arranges the WORLD board in front of players and puts the RESOURCES indicated in the story in the first time slot of the WORLD board.

Once he/she has told the story players choose by extraction what ROLE they will play in the match.

DEVELOPMENT ->

At first each player must make a proposal to change the initial situation -> on his/her PROPOSAL sheet he/she writes his/her idea of change and indicates which and how many RESOURCES (of 6 necessary) are needed to implement it. The proposal can not be changed during the game.

Each proposal is represented in the game plan with an HEXAGON PROPOSAL, that in order to achieve the proposal should be completed with the necessary 6 RESOURCES. Each player has a personal HEXAGON PROPOSAL available to be completed. Each participant has a limited number of starting RESOURCES -> players must agree to acquire and place the missing RESOURCES.

Players will need to consider the future usage both personal and global of the RESOURCES, limit the consumption and redistribute them to facilitate the conclusion of the proposals.

RESOURCES can be used in the following ways ->

- _USE -> put on the HEXAGON PROPOSAL
- _CONSUME -> catch from WORLD board
- _EXCHANGE -> with another player
- _REDISTRIBUTE -> put on the WORLD board
- _RECEIVE -> from OCCASION card
- _SHARE -> with the COOPERATION card with other players

During the first round of the game all players declare their proposal clockwise, the number and type of necessary RESOURCES. Each player will bring to the attention of all present his/her proposal/idea/project which requires concrete action, or a challenge to the WORLD just described by the facilitator. Then the turn of discussion and the turn of declaration of intent are randomic → everyone can begin freely to use RESOURCES motivating movements in a narrative way, making it inherent with the proposal made and telling this to all. During each time slot, all players must play a RESOURCE by choosing between the different usages, making only one action from those available. A player may also decide to stop for a maximum of one time slot (throughout the game) to reflect its strategy and not play any RESOURCE.

END ->

VICTORY → all PROPOSAL have been completed and united within the 10 time slots of the table and having solved any WORLD CRISIS

DEFEAT → not been able to finish the game within 10 time slots WORLD - AGREEMENT FAILED or no RESOURCES left to solve CRISIS - MISUSE OF RESOURCES

RESOURCES ->

Available RESOURCES are -> law, money, technology, culture, care, nature. Each player and each story have a preset of RESOURCES indicated by the facilitator and ROLE card.

N.B. Positioned RESOURCES can always be re-called into play. (ones on HEXAGON PROPOSAL, passport, WORLD board).

RESOURCES can be play in the following ways ->

law

elements -> law, regulation, referendum, bill, decree, provision contract;

usage -> issue, promulgate, discuss, suggest, repeal, implement, judge, sign;

money

elements -> money, finance, loan, legacy, payment, salary, investment;

usage -> buy, sell, loan, apply, use, invest;

tech

elements -> energy, information, tool for analysis, communication, help, knowledge, building, information;

usage -> improve, innovate, use, promote, change, delete, build, communicate, inform;

culture

elements -> religion , tradition , custom consolidated , education , knowledge , culture;

usage -> learn, enhance, transmit, know, establish, change, keep;

care

elements -> collaboration, barter, help free, voluntary, attention to other, information, support;

usage -> protect, help, support;

nature

elements -> environment, soil, vegetation, food, water, animals, natural resources (es . coal and fossil fuel);

usage -> protect, growing, exploit, use, collect, buy, enhance, help, eat, sell;

EVALUATION SHEET ->

The EVALUATION SHEET helps to write down the values and choices of the table -> is a table that lists all the RESOURCES and time slots on the board.

It helps to analyze errors and strategies and visualize this trend and how poposte may develop in the future .

Each player has a EVALUATION SHEET for each match where he/she can mark the starting amount of RESOURCES and movements that RESOURCES will make during the match (he/she must indicate the flow of each RESOURCE).

WORLD BOARD ->

The WORLD board is the time scale of the game and it is divided into 10 time slots where the value of each time slot is determined by the initial story. A game lasts as long as the total time slots (10). After each player has played a RESOURCE , the facilitator moves forward the RESOURCES left in the WORLD board to the next time slot.

N.B. The order of the time slots is consequential, so it always passes from one time slot to the next without skipping anyone and following the direction of the arrow.

ROLES ->

During a match each player plays a ROLE chosen by extracting it through the ROLE cards. Each ROLE card defines types and intent, while each player defines the biographical data of his/her character -> name and place of birth

INSTITUTION possible roles -> education, municipality, region, government, EU, bank, international organization. intent -> financing, rules/law, socio-economic balance.

BIG PRODUCER possible roles -> corporation, factory, big distribution, company. intent -> international market, large scale production, large influence on economy.

PRIVILEGED OBSERVER possible roles -> research center, media, academic people. intent -> overall view, analysis ability, depending on external financing

SMALL PRODUCER possible rules -> farmer, artisan, craftsmen, cooperative, small distribution. intent -> local market, product quality, small scale production

TERTIARY possible roles -> self employer, worker, service sector. intent -> influence and being influenced by the relation with producer and consumer

CIVIL SOCIETY possible roles -> association, community, activist, retired, unpaid, volunteer, ONG. intent -> quality of life, support and help, external to the economic system

HEXAGONS PROPOSAL ->

The HEXAGONS PROPOSAL visualize the progress of the proposal -> on the HEXAGONS are laid RESOURCES used for that proposal. The aim is to have as much as possible collaborations to connect all the HEXAGONS PROPOSAL in the game.

COOPERATION ->

When players work together, the HEXAGONS PROPOSAL can be joined with another player's hexagon to the side of the RESOURCE that they want to share, putting the COOPERATION card between the two hexagons and maintain the RESOURCES shared on one of the two hexagons.

CRISIS ->

During the game it could happen that some CRISIS take place, as a result of randomic unfortunate events and/or rash moves of the players. A CRISIS appears when there are no more resources left of a category on the WORLD board. CRISIS cards are handled by the facilitator .

In order to solve the CRISIS players must put in the WORLD board the missing RESOURCES within two time slots later.

If by chance it happens a CRISIS, it is possible to remove a RESOURCE from a full HEXAGON PROPOSAL to put it back on on the WORLD and solve the CRISIS. There may be more CRISIS at the same time but never all of them-> otherwise the game is interrupted.

There are 4 types of CRISIS and are placed on the WORLD by the facilitator when there take place certain conditions ->

POLITICAL CRISIS

_no more LAW RESOURCES on the WORLD

ECONOMIC CRISIS

_no more MONEY or TECH RESOURCES on the WORLD

SOCIAL CRISIS

_no more CULTURE or CARE RESOURCES on the WORLD

ENVIRONMENTAL CRISIS

_no more NATURE RESOURCES on the WORLD

'?' ->

'?' cards are played at the end of each time slot (from the second time slot onwards) and the facilitator draws from a deck .

ACCIDENT -> it may affect all or only a part of the players and the board world, depending on which resources are involved but always in a negative way

_if it played in 3/4 people ->
must remove 2 resources from the game.

_if it played in 5/6 people ->
must remove 3 resources from the game.

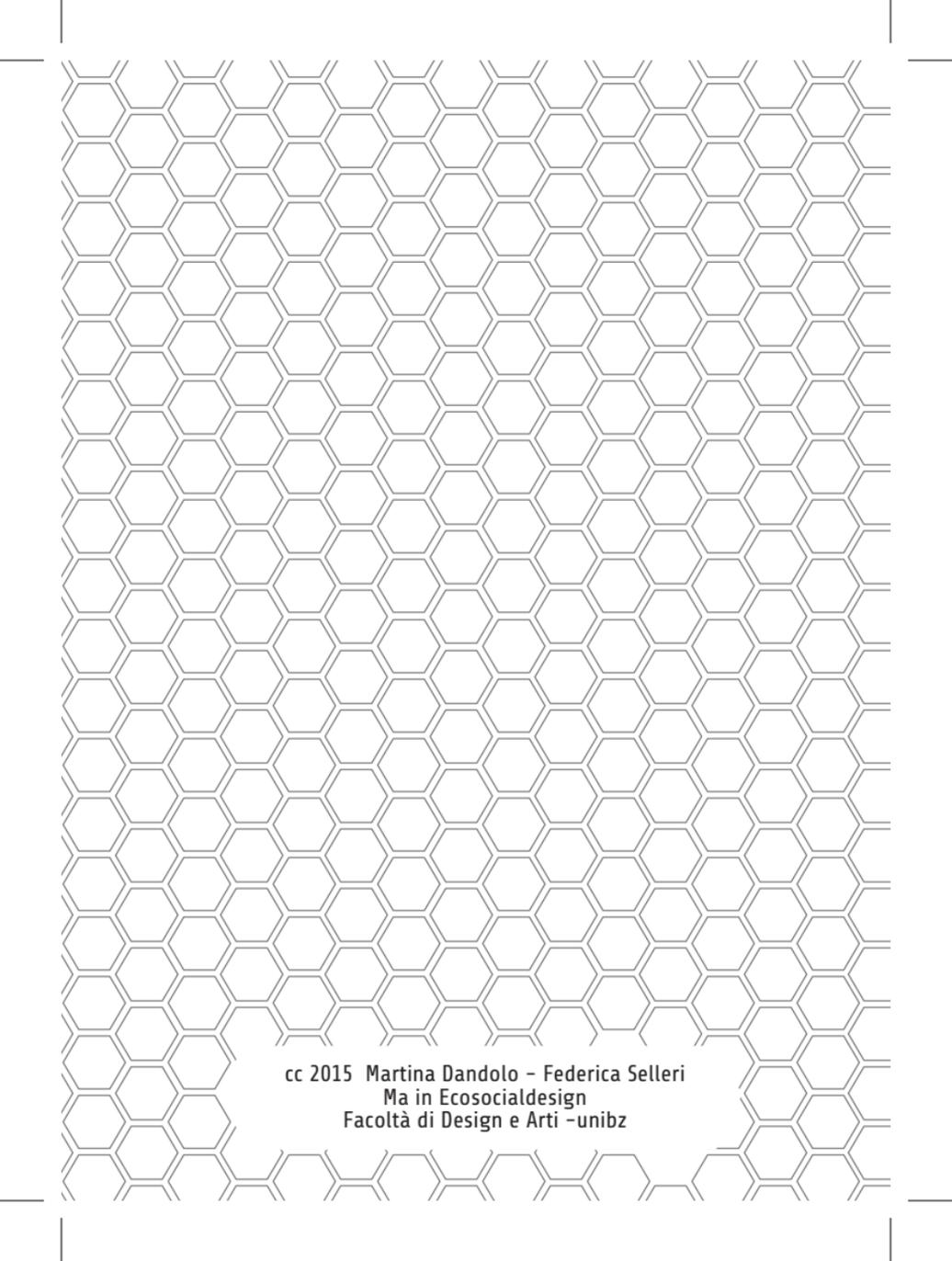
OCCASION -> it may affect all or only a part of the players and the board world, depending on which resources are involved but always in a positive manner .

_if it played in 3/4 people ->
must add 1 resources to the game.

_if it played in 5/6 people ->
must add 2 resources to the game.

The type of resources to be removed or added is shown by the color of the card .

In both cases the players must agree on how to manage risks and opportunities between all the resources in the game.



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