

# Municipality Board Game

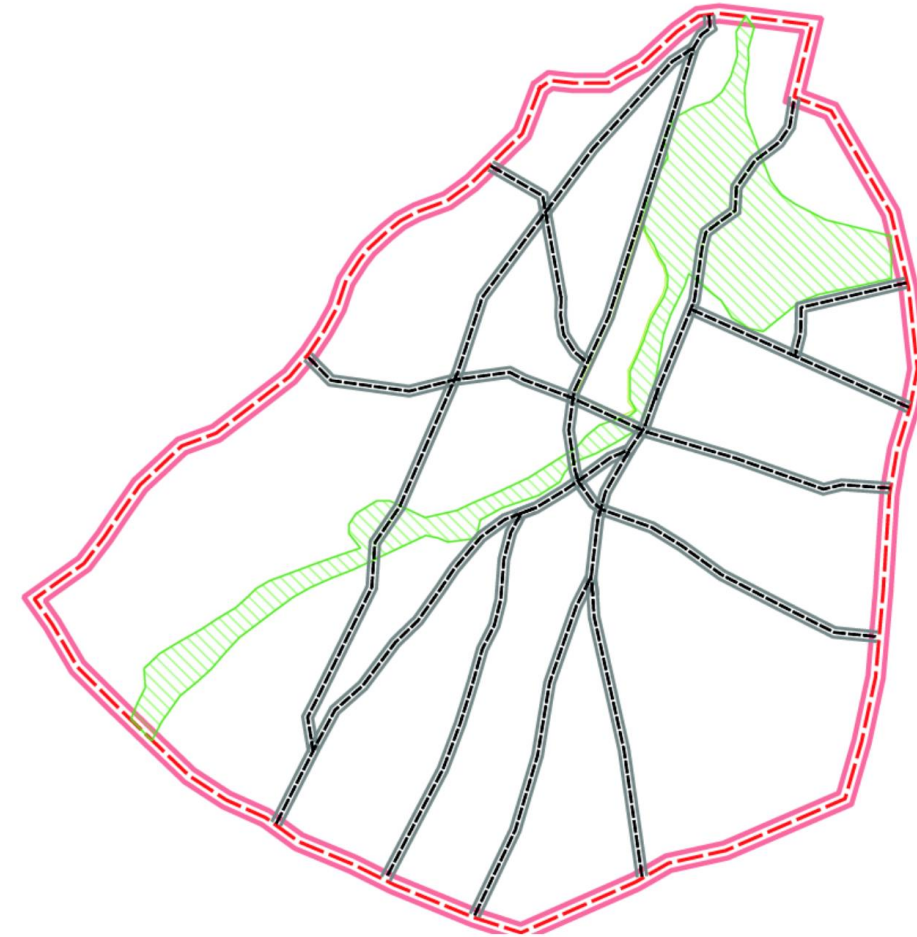
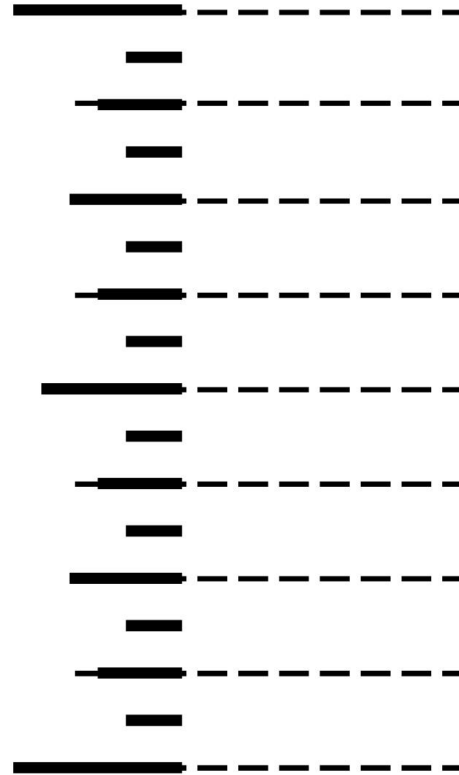
## How the game works

- The roles are Mayor, Municipal Worker, Residents and Private Firms operating in the municipality.
- Each role has a specific target they want to achieve (for example residents want to have high environmental and pedestrian accessibility metrics).
- The players are given options on what to implement in the municipality, such as designating a historic centre.
- To take an action the players discuss and then vote, card with the highest votes gets implemented.
- Each action has consequences - designating a historic centre reduces car accessibility and increases pedestrian accessibility and environment.
- The effects are visualised on the Performance indicators.
- At the end of each cycle if the targets of certain roles are met then the Mayor gets likeability points and if they get enough they continue their term, other

## Aim of the game

- Stimulate discussion between players who assume different roles in the Strovolos municipality.
- Show how different interests affect the actions the municipality implements

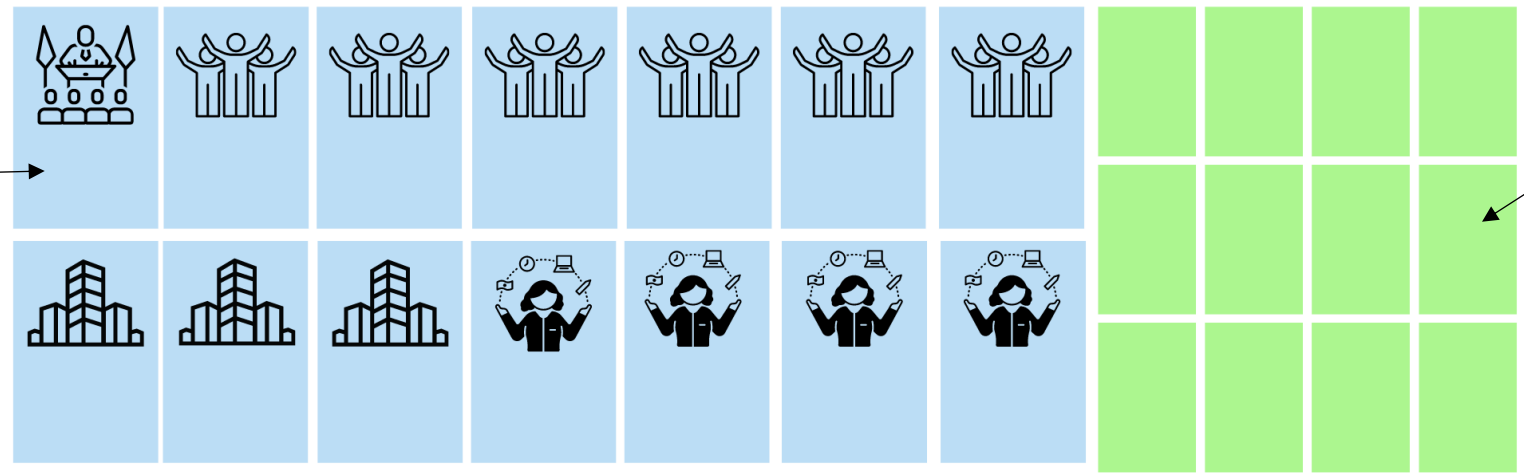
### *Municipality Performance Indicators*



Resource cards



Role cards



Action cards