

# CITY VISIONARY

(Pow Wow)

BUILDING VISIONS FOR PUBLIC SPACE

## INSTRUCTIONS

## CONTENTS

- > 23 cards with urban TOPICS
- > 25 cards with PUBLIC SPACES
- > 12 empty cards for NEW SPACES

- You also need
- > pen and paper for scoring
  - > 16 tokens in four colors

## 0: SETUP

Each player chooses tokens in one color. You need three tokens if you play in three and 4 if you play in four. The oldest player is the game master and guards and deals the TOPICS, according to the rules. The youngest player is the scorekeeper.

**PUBLIC SPACES IN YOUR CITY ARE IN CRISIS:** they are uninteresting, abandoned, disappearing, people don't use them anymore. All around the city new spaces are emerging, but they don't offer any joy to the users. The city needs someone with a vision - someone who will pay attention to the public space, think through all the possible complex topics, evaluate the situation in dialogue with others and in the end inspire others with her/his vision for the space. Are YOU the next city visionary?

## 1: SELECTING THE SPACE

**First, the players need to agree on the public space the game will evolve around.**

The players can determine the space in two ways:

1: they pull out one of the SPACES cards. Based on the card, they decide whether they want to discuss the global or the local perspective of the selected space. For example, the space can be an abandoned building in the corner of \_\_ and \_\_ road, parks in Milano, all the shopping malls in Italy or all the public toilets in the world.

2: ignore our suggestions, take one of the empty cards and write down the name of the public space for which they want to build visions there.

## 2: FACTS AND MEMORIES

**To build a good vision for public space, we need to talk about what we know already.**

In this phase, each player shares with others:

- > one personal memory of the chosen public space

OR

- > three words that she/he associates with the chosen

OR

- > one historic fact about the space.

Player on the left of the oldest player starts the round. Phase 2 is finished when all the players shared one of the above. This phase is not scored, but rather enables the players to get to know each other better, which will be of key importance in Phase 3.

### 3: IMPORTANT TOPICS

Some topics recur in every city we know. Each has a specific influence on the urban space. In this phase, you will decide which topics are important to you and why.

Each player needs three tokens. This phase contains three rounds. Each round is played like this:

1. The game master reveals first six TOPICS cards on the table.
2. Each player places one token on the topic she/he finds the most important in relation to the chosen public space. Two players must not cover the same topic.
3. After all the players have covered their topics, the player who began the round starts again. She/he chooses one of the topics covered with tokens and tries to explain why the owner of the token found this topic important. The explanations are scored. The players must not choose the topics they covered.
4. The round is finished when all the topics covered with tokens have been explained by the players. Explained topics are placed in one pile, and topics that weren't covered by a token from the "Overlooked topics" pile.
5. Game master places six new topics on the table and new round begins. In round 2, first token is placed by the person sitting left from the player who began round 1. The person left to starting player in round 2 begins round 3.

#### SCORING

THE OWNER OF THE TOKEN SCORES THE EXPLANATION OF THE TOPIC BY OTHER PLAYER WITH 1 TO 5 POINTS. HIS SCORING CAN BE BASED ON HOW CONVINCING, REALISTIC, UNEXPECTED, FUNNY, ETC. THE EXPLANATION WAS. IN PHASE 3, PLAYER CAN RECEIVE MAXIMUM 15 AND MINIMUM 3 POINTS.

### 4: THE VISION

Building a vision means confronting the urban utopia, future, absurd and cruel reality. Here the players risk a lot: they can make up for the lousy score in previous phase and win the points with a convincing vision.

"Overlooked topics" return to the planning table, and unexpected topics pop up. In this phase:

1. Game master reveals all the cards from the "overlooked topics" pile on the table and adds all the cards from the original TOPICS pile. These two piles represent the foundation for vision-building.
2. The players exchange the tokens in order to have one token of each color in their hand.
3. First player places the token in his/her original color (for example red) on the topic that seems interesting for a city vision. Other players follow by placing their red tokens on the topics that they wish the red player includes in his/her vision.
4. Other players place their tokens according to the same principle. More tokens of different color can be placed on one topic card.
5. After all the tokens are placed, the player who began the round has one minute to make up the vision. He/she then presents his/her city vision. The vision must connect all the topics that are covered with tokens in his/her color. Other players score the vision.
- 6.) Other players present and score their visions according to the

#### SCORING

ALL THE PLAYERS (EXCEPT FOR THE ONE THAT PRESENTED THE VISION) HAVE THE RIGHT TO RATE THE VISION. EACH PLAYER CAN AWARD BETWEEN 1 AND 5 POINTS TO THE AUTHOR OF THE VISION. SCORING CAN BE BASED ON HOW CONVINCING, SURPRISING, WITTY, UTOPIC, REALISTIC OR INFLUENTIAL THE VISION IS. ALL THE POINTS ARE SUMMED UP. A PLAYER CAN RECEIVE A MAXIMUM OF 15 POINTS IN 4-PLAYER GAME AND 10 POINTS IN 3-PLAYER GAME.

### 5: GAME END

The players sum up all the points. The city visionary and the winner of the game is the player with most points. In the case of a tie, there are two winners. Congratulations!

The author of the Slovenian versions of the game *The City Visionary (Pow Wow)* is Zala Velkavrh. Design and production: prostoRož.

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The *The City Visionary (Pow Wow)* was created by Pow Wow by the authors of DCALK & les Chiens de l'Enfer (FR) in Cie Motus Terrae (GR). More information about the original game is available at: [leschiensdelenfer.org/2017/06/17/eleusisbox/](http://leschiensdelenfer.org/2017/06/17/eleusisbox/). The project was supported by the Ministry of the Environment in the Republic of Slovenia.

[www.prostoroz.org](http://www.prostoroz.org)

**public  
toilet**

**sports  
playground**

**ACCESS FOR ALL**

**coffee house  
/ bar**

**park**





junk yard

UNEMPLOYMENT

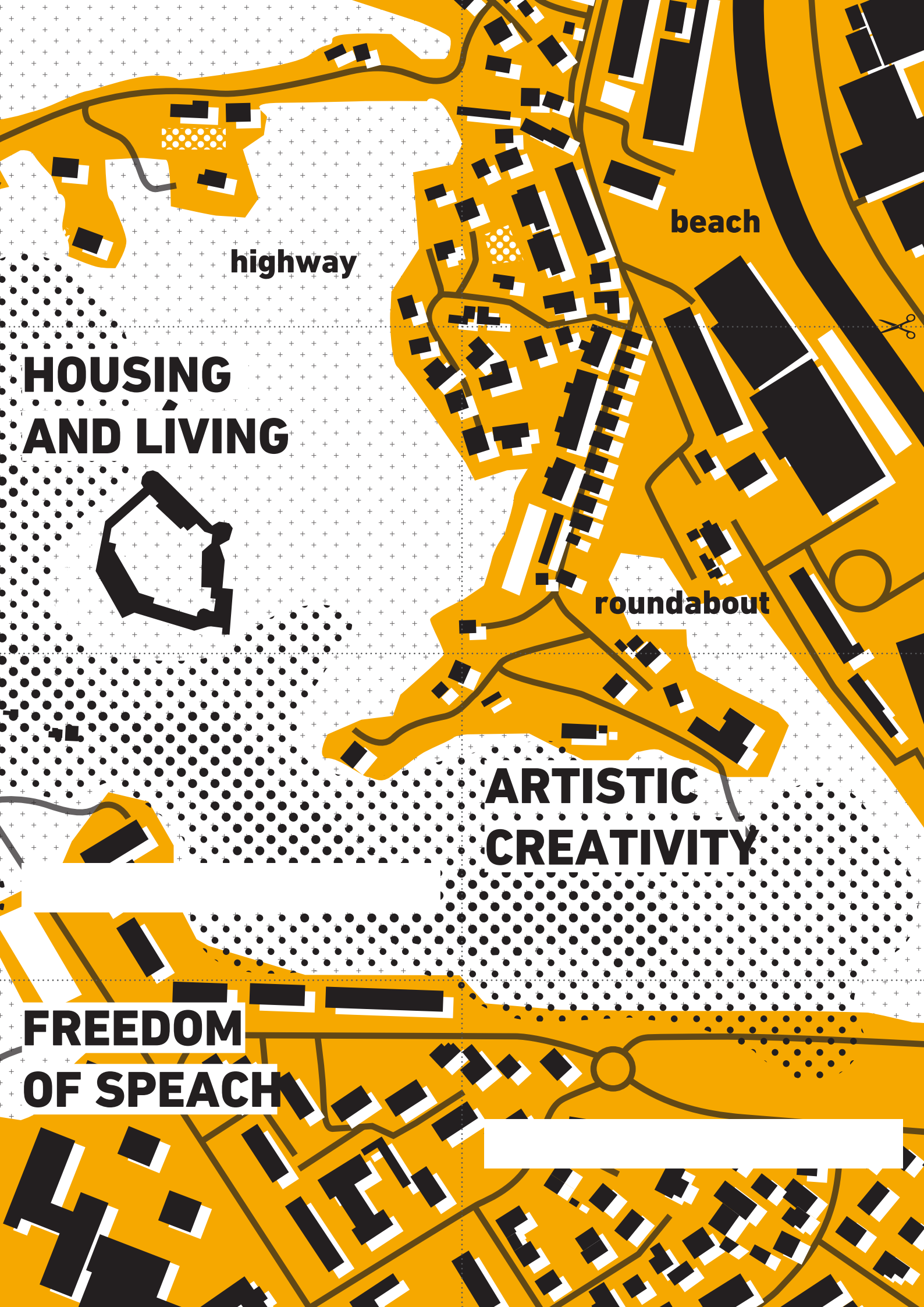
CRIME  
AND SAFETY

cemetery

school

ECONOMIC  
DEVELOPMENT

TOURISM



highway

beach

**HOUSING  
AND LIVING**

roundabout

**ARTISTIC  
CREATIVITY**

**FREEDOM  
OF SPEECH**

airport

playground

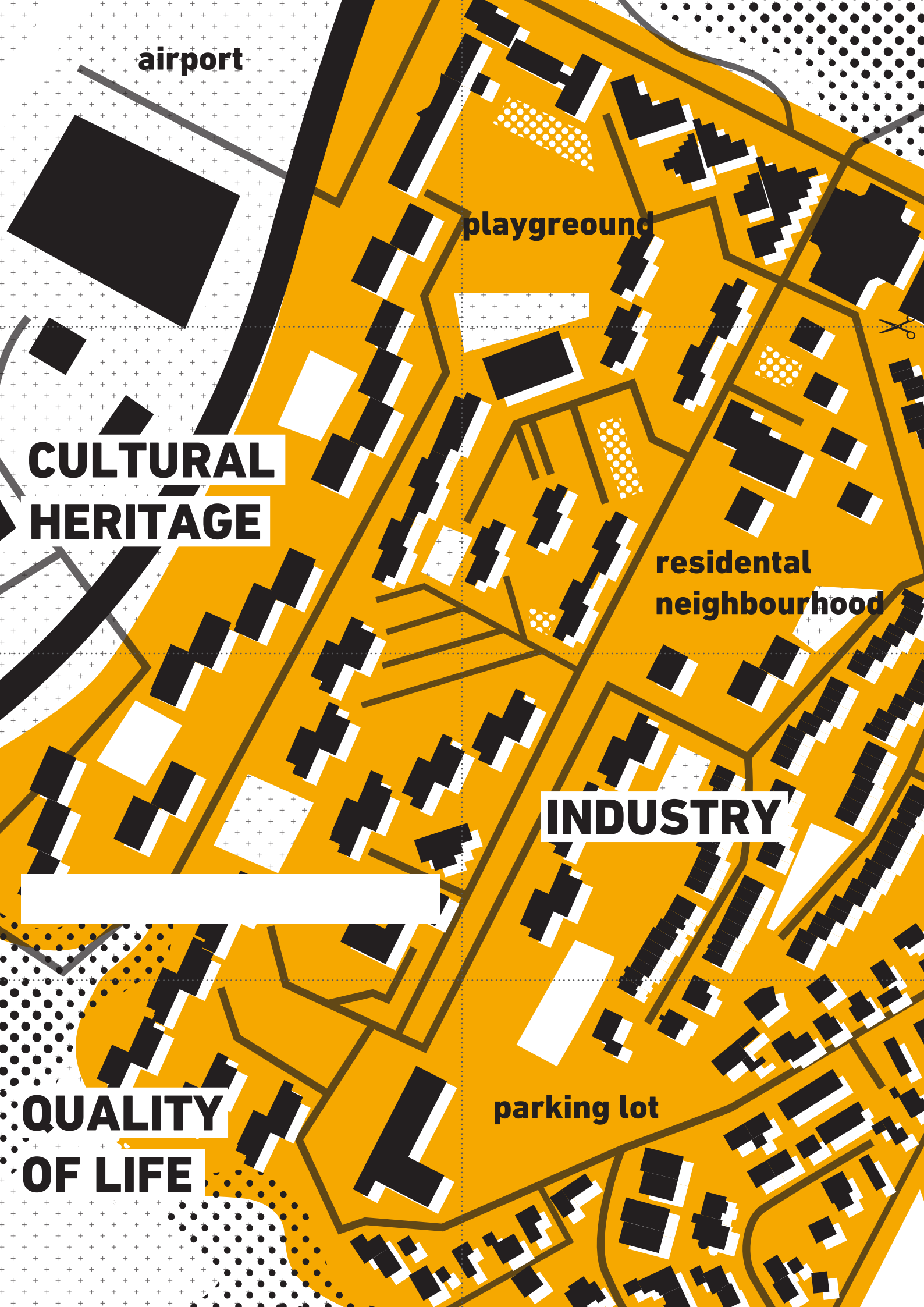
**CULTURAL  
HERITAGE**

residential  
neighbourhood

**INDUSTRY**

**QUALITY  
OF LIFE**

parking lot



library

**SOCIAL  
INCLUSIVNESS**

**ECOLOGY**

**EDUCATION**

**abandoned building**

**cultural  
building**

**public event/  
festival**

**religious  
centre**

**MOBILITY**

**MIGRATION**

**TECHNOLOGY  
AND TRANSFER  
OF INFORMATION**

**river bank**

**SPORT**



**construction  
pit**

**MARKETING**

**town's square**

**PRIVATIZATION**

**hospital**

**bus stop/  
railway station**

**LOCAL  
ECONOMY**

