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soverana

Running a sustainble city

Rules of the Game

Overview

"SOVERANA - Running a sustainable city" is an educational and cooperative
board game for six players, where victory can be achieved
by working as a team.

Game Duration

90 minutes

Group size

6 players

Game Components

✓ Board
✓ Figures and dice
✓ 20 locations (round card)
✓ 6 departments cards
✓ 33 Mission Cards
✓ 53 Major Event cards + deck of real facts
✓ 36 Minor events Cards
✓ 80 votes' cards
✓ 100 Resource Tokens
✓ Mobile application (the game can be played with
or without the support of the mobile APP)

Game Components Breakdown

Boardgame

The Board represents an imaginary city with 20 different locations.

Figures and dice

To play the game you will need 6 figures in different colors; each figure corresponds to one of the city departments (the same color of the figures is shown on the corresponding department's cards and on the related locations). The dice is a standard 6 sided one. The dice is needed just at the beginning of the game to elect the mayor and during the game just in case, after the vote of confidence deciding for a new mayor' election, there is a situation when two or more players have the same number of votes' cards.

Location Cards

20 locations (round cards) - location cards should be randomly placed on the board in the designated places identified with the 20 numbers.
Location cards have 2 sides. One side is colored and the other side is in black and white.
Colored side represents that the location is in Active Mode
Black and white side represents that the location is in Crisis Mode

The **20 locations** are: Press and Media Center, Stock Exchange, Public Transit Authority, Electrical Substation, Police Station, Fire Station, Sewage Plant, Recycling Plant, Train station, Shopping Mall, Courthouse, Community Garden, Business Park, Hospital, Youth Center, University, Sports Complex, Social Service, Cultural Hub, City Hall.

18 locations belong to 6 departments. Two locations are independent; Press and Media Center and City Hall.

Department Cards

Department cards represent the 6 city

departments. On each card you will find a short explanation for the department and for which locations this department is in charge. Departments are: ECONOMY, EDUCATION, ENERGY AND ENVIRONMENT, HEALTH AND WELFARE, JUSTICE AND SAFETY, URBAN DEVELOPMENT.

During the game each player will be assigned a city department, holding the position of the city manager in charge for the department. Each department is in charge of 3 locations. Specific colors identify the departments, related locations and figures representing the players in charge of each department.

Mission Cards

Each mission includes different tasks that players must fulfill in order to collect votes' cards and in this way have the chance to be City Mayor, or at the end to win the game.

Major Events Cards

Major events cards are the ones that show events which are happening and that influence the city. Each event affects some locations in the city by putting them in Crisis

Mode. At each card you will find a description of the event, which location is affected (which location players must put in Crisis Mode) and how much each department must pay.
Major event is always a negative event.
At the start of each round, the mayor will take one of these cards.
Each event in these cards is related to one of the 17 SDGs; In the additional deck of cards "Real facts", related to Major events, there are real info and statistics to be read by the players. The information provided is connected to the SDGs topics covered with the card.

Minor Events Cards

Minor event cards describe some minor events which happen in the city. Minor events can be positive and negative. Minor event cards always follow Major Event cards.

Votes Cards

Every player, as a city councilor recently elected, receives at the beginning of the game a "votes' card". Every time a player will fix a location in crisis mode, they will immediately get a votes' card. If at the end of one round all the three locations related to the department the player is responsible for are in "active mode", the player receives an additional votes' card. At the end of the game, the player with the highest number of votes' cards will be the winner.
In case after a vote of confidence a new mayor has to be elected, the player with the highest number of votes' cards will be the mayor.

Resource Tokens

A prefixed amount of resources is assigned at the beginning of the game to each department. At the beginning of each round, a number of resources equal to the locations in active mode is divided by the mayor to the 6 departments.

Summary and Flow of the Game's rounds

The game is divided into 5 ROUNDS. Each round includes all players having a turn.
Standard Round:

1. Mission Card
2. Major Event Card
3. Minor Event Cards
4. Moving
5. Distribution of Resources
6. Vote of Confidence
7. Finishing the round

How to play the game? Step by step explanation

Preparation of the game:

1. Place the game board on the table

2. Set the board by putting randomly all locations in Active Mode (colored side)

3. Put game figures randomly on the locations (you cannot put figure at privilege locations - City Hall, Public Transit Authority and Stock Exchange)

4. Place the Mission Cards, Major Event Cards + deck of real facts, Minor Events Cards, alongside the board (face down). Place as well on the table the deck of votes' cards and the 6 departments' cards (face up)

How to play, step by step instructions:

1. Choose the City Mayor - Players need to roll the dice and select the City Mayor according to the highest score.

2. The City Mayor assigns the players with their city departments with the respective resources and one votes' card. The color of the figures representing the players is set according to the color of the departments' cards.

3. For the first round the Resources are distributed to the departments as follows:

   Education - 7
   Health & Welfare - 6
   Economy - 6
   Justice - 5
   Urban Development - 6
   Energy & Environment Protection - 7

4. **Mission Cards:** each player draws one Mission card. The information written on the card is secret and should not be disclosed to the other players. The mission is personal; each player has a mission that could be similar or completely different to the others. At the end of each round the players should declare whether they have completed or not their missions. Once a player achieves the mission and proves it to the rest of the players – they get the number of votes' cards indicated in the mission card (1,2,3 or 4 cards), the player is then entitled to get a new mission card. Please note: The decision to focus on accomplishing the secret mission or cooperating instead with the rest of the players to fix the common issues is left to each player, according to the strategy they would like to adopt while playing the game.

5. **Major Event Cards:** once all players have their own mission card, the Mayor will turn over the one Major Event. Read the card aloud and follow the instructions on the card.
Every location which goes in crisis mode needs to be turned over (showing the picture in black and white with a crossing line). Locations that are already in crisis mode just remain that way.
Each department which is mentioned on the card must pay an amount requested to be paid.
The players should also read aloud the real facts written in the dedicated deck (each major event card has a related card with real facts).

6. **Minor Event Cards:** The Mayor will turn over 2 Minor Event Cards one by one and follow the instructions on the cards.

7. **Pay attention to the special location effects and its privilege:**

   City Hall - If one city manager is standing in the city hall, you only need one city manager to fix the location in crisis mode.
   Public Transit Authority - If one city manager is standing in the Public Transit Authority, you can move two steps.
Stock Exchange - get 2 extra resources

when a city manager is present at the time of resource distribution.

(Privilege of Special locations applies immediately/instantly when one player stays on location and fixes it. In this way players are motivated to first plan the strategy of movement for each player before someone moves in order to get more benefits and possibility to fix more crisis locations.)

8. **Moving**: players start to move after turning over 2 Minor Event Cards and following the instructions on them. Before moving, players will have time to first plan the strategy of movement for each player before someone moves in order to get more benefits and possibility to fix more crisis locations. They will have time to discuss and agree who will move first, how they will move, which locations they want to fix, etc. When it will be the time of moving for a player, they can decide for themselves whether to follow what was agreed upon in the initial discussion or change their mind at the last, following another strategy, perhaps more focused on fulfilling the personal mission written in the mission card.
Players can choose the order in which they move.
Every player can make one move between connected locations.

9. **How to fix a location which is in Crisis Mode?**
—Whenever two city managers are meeting at a location in crisis mode (turned over to black and white side), they can fix the crisis and turn it back to active mode (colored side).
—If one city manager is standing in the city hall, only one city manager is needed to fix the location in crisis mode.
—Every time a location in crisis mode is fixed by a city manager, they get immediately a votes' card.

10. **Distribution of Resources:** when all players finish their movements the mayor gets to distribute to different city departments as many resources as there are locations that are not in crisis mode (for example: 14 locations are not in crisis mode - city mayor is distributing 14 resources; maximum level of resources is 20 per each round). Some events and the stock exchange might provide additional resources for department distributions. It is up to the City Mayor how much he/she will give to each department.

11. **Distribution of Votes cards for city managers:** city mayor will distribute 1 Votes' card for each city manager who manages to prevent all the 3 locations from their department from being in crisis mode (to be done at the end of the round).

Important - Each city manager is responsible for maintaining the department with at least 3 resources. If your level of resources drops below 3 the city manager in charge of the department needs to put locations into crisis mode. (to be checked and done after the distribution of votes' cards at the end of the round).

level 2 > 2 resources	level 2 > 1 resource	level 0 > 0 resource
1 location in crisis mode	2 locations in crisis mode	all locations in crisis mode

Vote of Confidence
At the end of each round and after distribution of resources the city managers cast a vote of confidence for the mayor. If the majority votes "NO" - The person with the highest number of votes cards becomes a mayor. This player stays mayor until losing the confidence of the vote. When the vote ends in a tie, the mayor will be decided by rolling the dice.
Every time the mayor loses a vote of confidence each city manager needs to pay 2 resources due to the expensive cost of election.

Finishing the game/Winning:
The game is finished after 5 rounds:

1. If more than 10 of locations are in CRISIS MODE at the end of one of the 5 rounds the game ends (None winning).
2. If more than 18 locations are in OPERATING MODE at the end of one of the 5 rounds the game ends (Team wins).
3. The player with the highest number of votes cards is the winner (Both in case the game successfully ends before or after the 5th round).

Special location effects and privilege: all special locations lose their effect when they are in crisis mode (turned over).

stock exchange	get 2 extra resources when a city manager is present at the time of resource distribution.
city hall	you can fix a location in crisis mode with only 1 city manager if a city manager is standing in the city hall.
public transit authority	while a city manager is standing on this location, all city managers can double their moves. They cannot, however, stop at a location, do an action and move again

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