Build a better city in three rounds

4-6 players | About 60 minutes including discussion | One shared team

1 What the game is about and what you will learn

You are a city policy team. Spend a shared budget on six districts whose needs are initially hidden. **Learning objectives:** use evidence, negotiate priorities and recognise unequal policy effects. **Learning outcome:** justify a policy choice and explain its trade-offs.

2 Your shared goal

At the end of **Round 3**, achieve **wellbeing (W) 6+, equity (E) 6+, trust (T) 6+, four districts revealed and at least one coin left**. Meet all five to win together. Even if you miss the target, explain what your decisions taught you.

3 Set up the board

Put all six district cards in their named places, **content face down**; the backs show public district names. Set W, E and T to **4**, round to **1** and shared money to **12 coins**. Shuffle policies and display **four face up**; shuffle events face down. Assign roles; **shuffle private priority cards and deal one randomly to each player**, independently of roles. Read privately; set extras aside. With four players, chair also handles evidence and finance handles enterprise; with five, chair also handles enterprise. Bring four small markers, coins or scrap paper for money, and a pen.

4 Know the five card sets

ROLE: your responsibility; everyone still has one vote.
DISTRICT: hidden local needs and tag bonuses or penalties.
POLICY: a possible purchase, its cost, tag and base effects.
EVENT: a surprise drawn at the start of each round.
PRIVATE PRIORITY: a confidential constraint, goal and red line. A red line requires your **NO vote**; others may outvote you. Bargain without showing the card. No veto or bonus points.

5 Play these steps in each of the three rounds

A. Money and event. Round 1 uses the starting 12. Add **5 coins** before Rounds 2 and 3. Draw one event and follow it.
B. Optional research. Pay **1 coin** to reveal one chosen hidden district; buy up to two actions. A majority approves; a tie means no purchase. You may skip research.
C. Discuss and vote. Choose one of the four displayed policies and one district. It must be affordable before voting. More than half of **all** players must say yes; ties and abstentions do not pass.
D. Resolve. If approved: pay, reveal its target if hidden, apply base effects, then matching district tag effects. Record the ID/tag on the board or paper; keep the adopted card. If rejected: pay nothing and discard it. After either result, refill the display while cards remain.
E. Repeat or close. Normally allow **two proposals per round**, including rejected ones; you may pass. Finish a vote already underway if time expires, then pass. Keep projects and unspent coins, discard the event and advance the round. Stop after Round 3.

6 Three ideas that make the rules clear

Research buys advance knowledge. Without it, you can still adopt a policy, but pay before revealing the target; you cannot cancel after seeing its needs.
Any district can receive a policy. If no district tag matches, apply only the base effects. A CARE health hub in South Gardens gets its CARE bonus; in Northbank it gets only the base benefit.
Effects happen once. Apply signed effects in order; keep W/E/T between 0 and 10. Projects stay for event checks but give no repeated benefits. Never reshuffle or remove projects. For a forced payment you cannot cover, pay all remaining money and lose one trust per unpaid coin. A proposal withdrawn before voting uses no slot. Cards can override normal rules.

7 Debrief together

Reveal private priorities. Use the debrief page: **What changed after evidence? Who benefited or was overlooked? What would you do differently?** Explain your reasoning, not just your final scores.