



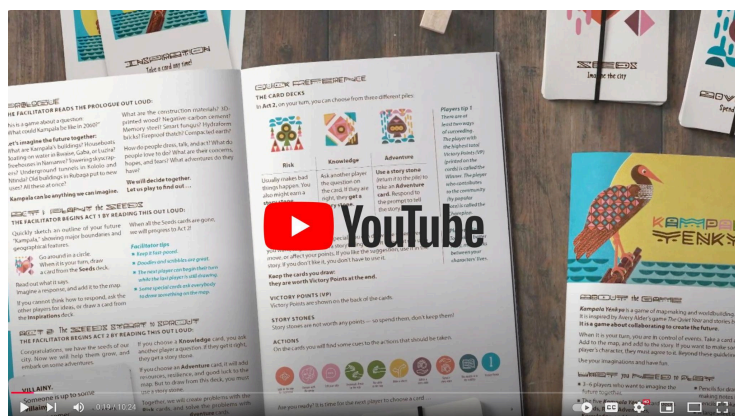
Imagine Alternatives is a game of mapmaking and worldbuilding.
 It is a game about collaborating to create the future. It is based on [Kampala Yénkya](#) but has been adapted so it can be played for other cities too.

When it is your turn, you are in control of events. Take a card, and respond to the prompt. Add to the map, and add to the story. If you want to make something happen to another player's character, they must agree to it. Beyond these guidelines, you can do anything. **Use your imaginations and have fun.**



THE GAME REQUIRES:

- 3–6 players who want to imagine the future together.
- A standard deck of cards (52 cards).
- About 15–20 small objects.
 You can use anything: pebbles, matchsticks, bean seeds.
 We call these “story stones.”
- Pencils for drawing the map and making notes.
(Pens and coloured pencils are okay too).
- A large sheet of paper (*preferably A2 white manila paper*) for drawing a map.
- At least 60 minutes to play (even longer is better).



[Watch Dilman Dila's film about playing an original version of this game.](#)

GETTING STARTED

Note: Don't worry about drawing skills—just have fun!

To get started, someone should be the **Facilitator**. It is the Facilitator's job to keep track of whose turn it is, make sure the rules are followed, and oversee the Final Scene at the end. (See also 'Facilitator Tips.')

- Divide the card deck into its four suits. Shuffle each pile separately.
- Place all four playing card piles face-down near the map-making paper.
- Make a note of which is which: **hearts ♥**, **diamonds ♦**, **flowers ♣**, **spades ♠**.
- Place all the story stones in a heap. Every player starts with zero story stones.
- Now go to the **PROLOGUE**.

PROLOGUE

THE FACILITATOR READS THE PROLOGUE OUT LOUD:

This is a game about a question: "What could your city be like in 2060?"

Let's imagine the future together.

Your city can be anything we can imagine.

How do people dress, talk, and act?

What do people love to do?

What are their concerns, hopes, and fears?

What adventures do they have?

We will decide together. Let us play to find out

ACT 1: PLANT the SEEDS

THE FACILITATOR BEGINS ACT 1 BY READING THIS OUT LOUD:

- Quickly sketch an outline map of your future city, showing boundaries and major geographical features.
- Go around in a circle. When it is your turn, draw a card from the **hearts ♥ pile**.
- Look up the card in the **hearts ♥ table**, and read out what it says. Imagine a response, and add it to the map.
- If you cannot think how to respond, ask the others for ideas.
- When all the heart cards are gone, we will progress to **Act 2**.

ACT 2: The SEEDS START to SPROUT

THE FACILITATOR BEGINS ACT 2 BY READING THIS OUT LOUD:

- Congratulations, we have the seeds of our city.
Now we will help them grow, and embark on some adventures.
- For the rest of the game, there are three kinds of playing cards.
On your turn, choose from any of the three piles.
Look up the card on the tables below.
- If you choose **flowers ♣**, you add problems, pressures, and bad luck to the map.
- If you choose **diamonds ♦**, you ask another player a question.
If they get it right, they get a story stone.
- If you choose **spades ♠**, you add tools, resources, and good luck.
BUT: *If you want to draw from this deck, you **must** use a story stone.*
- Create problems with **flowers ♣**.
Earn story stones with **diamonds ♦**.
Spend **story stones** to solve the problems.
Keep the cards you draw: they are worth points at the end.
- Story stones do not determine the winner, so don't hoard them—spend them!
To make a better story, make links between your characters' lives.

Are you ready? It is time for the next player to choose a card

QUICK REFERENCE

In **Act 2**, on your turn, you can choose from three different piles:

| | | |
|---|----------------------------|--|
| ♣ | Bad things happen | Choose a ♣ flowers card. Look it up and respond to its prompt to tell the story. This is your <i>chance</i> to get a story stone . |
| ♦ | Knowledge increases | Or: Choose a ♦ diamond card. Look up the question and ask another player. <i>If they are right</i> , they get a story stone . |
| ♠ | Good things happen | Or: Use a story stone (<i>return it to the pile</i>) to take a ♠ spades card . Respond to the prompt to tell the story. |

The FINAL SCENE

There are three ways to end the game.

(1) When all the cards are used up, then it is time for the **Final Scene**.

(2) Some **spades** ♠ cards give the players the option to trigger the **Final Scene**. When someone draws such a card, players should discuss whether to have the Final Scene now, or continue telling the story.

(3) If the game **cannot move forward** (for example, there are no more chances of getting a story stone, but some **spades** ♠ cards are left unplayed), then it is time for the **Final Scene**.

**WHEN IT IS TIME FOR THE FINAL SCENE,
THE FACILITATOR READS THIS OUT LOUD:**

- Can you hear the music playing? The end is near.
 - We will go around the circle one last time.
 - On your turn, describe what your character is doing.
 - Perhaps this is the end of an adventure—
Is your character's ending happy, tragic, funny, surprising, bittersweet?
 - Or perhaps not much has happened to your character?—
But they are still an important part of the life of the city.
What do they see around them, as they go about their everyday lives?
 - Let us begin the final scene with the last player who drew a card.
 - Where is your character right now? What are they doing?
-

WHO is the CHAMPION?

At the end of the game, players discard all ♥ cards, and count the number of ♣, ♦, and ♠ playing cards in their hands. Then, those players who have more cards than others close their eyes, shuffle their hand, and discard one card at random until all players have equal number of cards.

Then add up the scores. Whoever has the highest is crowned **Winner**:

- Story stones, inspiration and ♥ cards are worth 0 points.
- Each ♣ is worth 2 points.
- Each ♦ is worth 3 points.
- Each ♠ is worth 5 points.
- If there is a tie, the player with the highest ♣ card is the Winner.
If the tied players don't have any ♣ cards, then the player with the highest ♦ card wins.
If there is still a tie, then the person with the highest ♠ wins.

But wait! This game has more than one kind of glory. Players discuss which character contributed the most to the community, and then vote one player to be the **Protector of the City**.

You cannot vote for yourself. If there is a tie, the Winner has the deciding vote.

AFTER the GAME

Once the Winner and the Protector are crowned (and titles are awarded), the game is over. Now go and do something else!

If you prefer, you may wish to talk together about how the story unfolded. What parts did you like best? What was realistic or unrealistic? How did it make you feel? Did you learn anything new? Did it create new questions? How might the story have gone differently? Can you think of actions you can take now for climate justice? What do you think the future of your city might be in 2060, 2080, 2100?

Do you think the game itself can be improved, or has untapped potentials? You are free to create your own versions. See the section entitled 'Hacking the Game.'

Do you want to learn more?

At the very back of this game, there is also a section called 'Further Information.' If you wish to learn more about climate change, and other themes of the game, you can explore this section.

TIPS for STORYTELLERS and MAP-MAKERS

- Just sketch and doodle; it doesn't have to be perfect!
- Try to make connections between your characters.
Try to make the city feel "real" and cohesive, no matter how strange it is.
- Listen generously to the other players.
Sometimes you may not like another player's idea, but be generous.
Find ways to make it work.

TIPS for FACILITATORS

- Learn the rules beforehand.
- As Facilitator, you can join in as a player (drawing cards and responding to prompts).
Or you can just facilitate for others.
- It can be helpful to give each player a copy of the rules, so that they can look up the cards themselves. But if there is only one copy, it may be easier for the Facilitator to look up the cards and read out the prompts.

♥ HEARTS ♥

| | |
|---------|--|
| Ace ♥ | <p>Every player now invents a character. Sketch your characters on the map, and choose a name.</p> <p>SUGGESTIONS: Street artist, vertical farm worker, drone technician, fishing boat captain, scam artist, solar panel troubleshooter, street vendor, electric tricycle engineer, dancer, lawyer, university student, child.</p> |
| 2 ♥ | <p>Every player now adds a building near the middle of the map. It can be anything!</p> <p>SUGGESTIONS: Community debate hall, modern market, church, school, drone library, public bathrooms, farm, public baths, robot zoo, bioengineering research lab, repair garage, atelier, mind upload clinic, vegetable polytunnel, algae fuel station, space elevator.</p> |
| 3 ♥ | What is something your city is famous for in the future? Add it to the map. |
| 4 ♥ | What has happened to your city in the future? Add more details to the map. |
| 5 ♥ | What is a danger that your city has faced in the past 30 years? How did the city overcome this? Add something to the map that is a reminder of these events. |
| 6 ♥ | <p>Things are not perfect. Draw some kind of pollution, danger, or damage.</p> |
| 7 ♥ | <p>Is transport different in the future? Draw some means of transport.</p> <p>SUGGESTIONS: Cycle lanes, mono-rail solar trains, cable cars, solar-powered boda bodas, canal boats, hang gliders, underground shuttles.</p> |
| 8 ♥ | <p>ADD ONE: A robot, a ghost, a pet, a wild animal, a bird drone, a tree spirit, or a monster.</p> |
| 9 ♥ | <p>What about biodiversity?</p> <p>ADD ONE: A wildlife monitoring station, a seed bank, an animal shelter, an animal crossing, or some ancient ruins from the year 2022 that are now filled with wildlife.</p> |
| 10 ♥ | <p>Draw something mysterious at the very edge of the map.</p> <p>Suggestions: A high security camp, a place where something is buried, a machine of unknown purpose.</p> |
| Jack ♥ | <p>Draw someone who is well-respected in the community.</p> <p>SUGGESTIONS: City mayor, chief bioengineer, headteacher, priest, an elder, a community leader. Give them a name.</p> |
| Queen ♥ | <p>Is food different in the future? Draw something to do with food.</p> <p>SUGGESTIONS: A futuristic rolex stand, a public kitchen hub, a drone, a rooftop food garden.</p> |
| King ♥ | Add a detail to something that is already on the map. |



USE ONE STORY STONE

| | |
|---------|--|
| Ace ♠ | You show around a friend from out of town. What impresses them about your city ? All players draw new things on the map. You can add completely new things, or add details to things that are already there. |
| 2 ♠ | You've received a present! Who could it be from? Look at the map for ideas. Maybe another player? What's the present—just what you wanted, or something very strange indeed? |
| 3 ♠ | It is your great-grandmother's 100th birthday. Every player's character comes to her party. That one tells you stories from a long time ago. What useful thing did you all learn? Discuss with other players. Add some new detail to the map. |
| 4 ♠ | Choose another player. Today, both of you are helping to improve your city's flood resilience . Add some details to the map. SUGGESTIONS: Trees and hedges, raised walkways, 3D printed flood barriers, permeable pavements, flood control pumps, papyrus farms. |
| 5 ♠ | You and another player join an activist group . Choose another player, and decide together what your group is doing. What positive changes do you bring about? |
| 6 ♠ | Detective and sidekick! Choose a location in the city, and another player. Why do you team up to investigate a mystery? What secrets do you uncover? |
| 7 ♠ | Nobody is completely evil. Invent a villain for your city, or return to one you already mentioned earlier. Describe how they are not all bad. What can redeem this one— kindness, care, love, generosity, forgiveness, creativity, compassion, another thing? |
| 8 ♠ | An amazing find! You are out on your solar-powered motorbike when you find something very very interesting! What is it? Garbage that can be made into something new? Treasure? A relic from long ago? As a group, choose either the Final Scene or to keep playing. |
| 9 ♠ | Your uncle is in a jolly mood, having drunk some beer this evening. He speaks freely of his past exploits, and how things have changed. You learn of something you wish to investigate further. What is it? Add this new detail to the map. |
| 10 ♠ | Transformation! The community comes together to convert something into something else. For example, refurbishing an old building for a new purpose. What is it, and how does it serve the needs of your city in 2060? Draw on the map. As a group, choose either the Final Scene or to keep playing. |
| Jack ♠ | Eureka! You and your mother often do experiments, and today you're having big big success! What have you invented? A new source of feed for 3D printers? A new kind of drone? A bioengineering breakthrough? Something else? Draw it on the map. |
| Queen ♠ | "Patience cooks a stone." After years of debate, the citizens of your country have agreed on a big plan to completely transform, maybe to abolish and replace—what?—the internet? Prison? Money? Police? Borders? Schools? Farming? Petrol? Plastics? Something else? Draw how it changes the city. As a group, choose either the Final Scene or to keep playing. |
| King ♠ | Wealth from the forest. The forests in and around the city are not only good for its inhabitants, they are useful to the entire planet, because they store carbon. Because of this, every year your city receives payment from around the world. Is this payment in money form, and/or other forms? How does your city use this wealth? Add more details to your map. |

♣ FLOWERS ♣

| | |
|---------|--|
| Ace ♣ | The city is struck by a major natural disaster . What is it? Earthquake, floods, wildfires, a landslide, a volcano eruption, heavy hailstorms, locust swarms, or something else? Decide what the disaster is, and then every player draws some of its effects. |
| 2 ♣ | You think you spot a strange new creature . Is this the tree spirit people have been talking about? Mark where it was spotted. Then mark where it is hiding now. |
| 3 ♣ | A new technology has a dangerous side effect . What is the side effect? Draw it on the map. After you have told this part of the story, collect a story stone . |
| 4 ♣ | Many years ago, hazardous waste was stored somewhere on the map. What was it—nuclear waste, nanowaste, medical waste, or something else? Mark it on the map. |
| 5 ♣ | Someone in the city is not all they seem . Add a new person, or choose someone who is already there. What is their secret? SUGGESTIONS: Corruption, spying, a witch, a hologram. |
| 6 ♣ | There is greenwashing in the city. An activity that appears environmentally sustainable is secretly damaging. What is it? Describe it and/or add it to the map. After you have told this part of the story, collect a story stone . |
| 7 ♣ | Rainfall is predicted to be very low this season, threatening the crops. Why is your character so worried? After you have told this part of the story, collect a story stone . |
| 8 ♣ | Travel problems . You need to travel across your city. Your journey requires several different means. What difficulties do you encounter? Where do you find yourself stranded? |
| 9 ♣ | Trouble . Something on the map has a negative consequence that endangers your character. What is it? |
| 10 ♣ | Today started out well, until—what?— big big problems! CHOOSE ONE: Riots, war, escaped science experiment, toxic spillage, heatwave, pandemic, kidnapping, land eviction, cyber attack, economic crash. |
| Jack ♣ | Someone is up to some villainy . Choose someone on the map, or add someone new. What is their evil plan? After you have told this part of the story, collect a story stone . |
| Queen ♣ | A democratic process is under threat . What is it—an election, a referendum, a citizens' assembly, a stakeholder engagement forum, a workers' council? What danger looms? |
| King ♣ | Troubled pasts . Your great-grandmother tells a troubling tale of exploitation . What happened—did an investor test their dangerous technology here? Did foreign governments lend money to your country with harsh conditions attached? Did ordinary residents get evicted from the city? Describe what happened, and how the effects are still being felt. After you have told this part of the story, collect a story stone . |

Storytelling tip: You don't have to completely resolve the situation on your turn. You can leave things on a cliffhanger, and maybe a spades card will help later on.

◆ DIAMOND QUESTIONS ◆

ASK THE PERSON ON YOUR RIGHT

The player who answers correctly gets a story stone.

The answers are on the next page.

| | |
|---------|---|
| Ace ◆ | Your city has adapted to the climate of the future. But what is the difference between ' weather ' and ' climate '? |
| 2 ◆ | What types of jobs will disappear by 2060 because people adapted to climate change? |
| 3 ◆ | Back in the 2020s, the climate was in crisis. Which countries were the chief culprits? Name up to five you think were the highest emitters. You must get at least three right. |
| 4 ◆ | What are climate debts ? Who owes what to whom? |
| 5 ◆ | What does the acronym IPCC stand for? |
| 6 ◆ | What is a carbon sink ? Give up to 3 examples. |
| 7 ◆ | Back in the 2020s, people used fossil fuels around the world. How many types of fossil fuel can you name? |
| 8 ◆ | Back in the 2020s, fossil fuels were still heavily used worldwide. Can you name three different ways that fossil fuels were used? |
| 9 ◆ | Back in the 2020s, cities wasted water; what has changed? |
| 10 ◆ | What do our laws say about the environment and our rights? |
| Jack ◆ | Back in the 2020s, there was a biodiversity crisis . Many species were threatened with extinction. What was one of the major causes? |
| Queen ◆ | Back in the 2020s, we knew we needed to plant many trees to help slow climate change. But nothing is ever straightforward! Can you think of one or two ways planting trees can also cause trouble? |
| King ◆ | Back in the 2020s, people were starting to use more environmentally sustainable methods of cooking. How can an efficient cook stove help with climate change? |

Facilitator tip: If a player did not get it exactly right, but they were very close, let them get a story stone anyway. Let's be generous!

◆ DIAMONDS ANSWERS ◆

| | |
|---------|--|
| Ace ♦ | Weather refers to short term conditions (for example, “it is raining today”) while climate is the weather of a region over a long period of time (for example, “annual precipitation has increased”). |
| 2 ♦ | Coal miners, oil platform operators, coal and gas power station workers, and many jobs in auto-industry will be gone as transport get electrified and automated |
| 3 ♦ | Give the player a story stone if they said three of these: USA, China, Russia, Brazil, Indonesia, UK, or Germany. |
| 4 ♦ | One answer is that those countries that used up the carbon budget (emitted over the past 200 years all the carbon that humanity could emit safely) owe a carbon debt to countries that used less than their share. |
| 5 ♦ | The Intergovernmental Panel on Climate Change (IPCC) is the United Nations body for assessing the science related to climate change. |
| 6 ♦ | Acceptable answers: Oceans, soils, atmosphere, biosphere, coasts and mangroves, wetlands, peatlands, fossils and mineralized forms of carbon |
| 7 ♦ | Coal, oil (also called petroleum), and gas (also called natural gas or fossil gas). You could also say methane (since gas contains methane). If the player named at least one, they get a story stone. |
| 8 ♦ | Fossil fuels get burned to generate energy, e.g. in transport. For example, some power plants burn fossil fuels to create electricity. Electricity is used for lots of things, such as lighting. Oil is used to make plastics and fertiliser. |
| 9 ♦ | Cities can be designed to store rainwater and reuse wastewater by cleaning it up and storing it underground. |
| 10 ♦ | The environment needs to be protected for this and future generations. |
| Jack ♦ | If the player answered habitat destruction (such as deforestation) or overexploitation (such as too much hunting and fishing), they get a story stone. Climate change is also an acceptable answer. |
| Queen ♦ | Planting trees is good for climate change, but it must be done fairly. Problems can include loss of land that could be used for grazing, agriculture, housing, infrastructure, or other purposes; labour and expense of planting the trees; trees might use too much water; tree-planting used as an excuse to move tenants from their lands; risk of trees catching diseases or burning down; money that is meant to support reforestation being diverted and lost through corruption; loss of biodiversity if competing with native plants |
| King ♦ | Lower carbon emissions, or health benefits (from not breathing in smoke), are very good answers. More efficient and cheap use of fuel is also a good answer. |

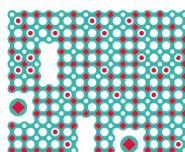
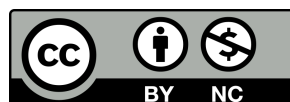


Game Design: Jo Lindsay Walton

Writing: Jo Lindsay Walton, Dilman Dila, Polina Levontin and Onesmus Mwabonje

Playtesting Coordinator: Maurice Ssebisubi

Design: Jana Kleineberg, kleineberg.co.uk



SUSSEX HUMANITIES LAB



Note: Print as a booklet; double-sided. Requires three A4 size pages.
The back page is left blank for notes.

