



Nairobi Mpya

Use your imagination and have fun. **Tumia mawazo yako na ufurahie.**

ABOUT the GAME

KUHUSU MCHEZO

Imagine Alternatives: Nairobi Mpya is a game of mapmaking and worldbuilding.

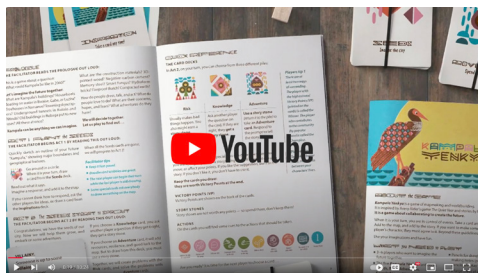
When it is your turn, you are in control of events. Take a card and respond to the prompt. Add to the map and add to the story. If you want to make something happen to another player's character, they must agree to it. Beyond these guidelines, you can do anything.

Use your imaginations and have fun.

Fikiria Njia Mbadala: Nairobi Mpya ni mchezo wa kutengeneza ramani na kujenga ulimwengu.

Ifikapo zamu yako, wewe ndiye unayehibiti matukio. Chukua Kadi, na ujibu kidokezo. Ongeza kwenye ramani kisha ongeza kwenye hadithi. Ukitaka kufanya jambo litokee kwa mhusika wa mchezaji mwingine, lazima akubaliane nalo. Zaidi ya miongozo hii, unaweza kufanya chochote.

Tumia mawazo yako na ufurahie.



You can watch Dilman Dila's film about playing an original version of this game (based on Kampala) on Youtube, <https://bit.ly/IA-KY-film-DilmanDila> or on his patreon site <https://www.patreon.com/cw/dilstories>.

WHAT you NEED to PLAY WACHEZAJI KUCHEZA

- * 3–6 players who want to imagine the future together. You can also try it with more players.
- * 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).

GETTING STARTED KUANZA

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**.

- * Wachezaji 3–6 wanaotaka kufikiria siku zijazo pamoja. Unaweza pia kujaribu na wachezaji zaidi.
- * Seti kamili ya karata (Kadi 52).
- * Takriban vitu vidogo 15–20. Unaweza kutumia kitu chochote: Kokoto, njiti za kiberiti, mbegu za maharage. Tunaita haya “Mawe ya Hadithi.”
- * Penseli kwaajili ya kuchora ramani na kuandika noti (kalamu na panseli za rangi zinaweza kutumika pia).
- * Karatasi kubwa (ikiwezekana karatasi nyeupe ya manila A2) kwa ajili ya kuchora ramani.
- * Angalau dakika 60 za kucheza (hata muda mrefu zaidi ni bora).

Kumbuka: Usijali kuhusu ujuzi wa kuchora—furahiya tu!

Ili kuanza, mtu mmoja anapaswa kuwa Muwezeseshaji. Ni jukumu la Muwezeseshaji kuchunga zamu ya kila mchezaji, kuhakikisha sheria zinafuatwa na kusimamia onyesho la mwisho, mwishoni mwa mchezo.

(Tazama miongozo ya Muwezeseshaji.)

- * Zigawe karata kwenye makundi yake manne kisha changanya kadi, kila kundi kivyake.
- * Weka makundi yote manne ya karata zikitazama chini, karibu na karatasi ya kuchorea ramani.
- * Andika ili kutambua karata, ambayo ni: **mioyo ♥, almasi ♦, maua ♣, jembe ♠.**
- * Weka mawe yote ya hadithi kwenye rundo. Kila mchezaji ataanza bila jiwe lolote la hadithi.
- * Sasa nenda kwenye **Utangulizi wa hadithi.**

PROLOGUE

UTANGULIZI wa HADITHI

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.

Our Nairobi can be whatever we imagine.

How do people dress in the future?

What do people love to do?

What are their concerns, hopes, and fears?

What adventures do they have?

Let us play to find out

MUWEZESHAJI ATASOMA UTANGULIZI WA HADITHI KWA SAUTI:

Huu ni mchezo kuhusu swali:

“Jiji lako linaweza kuwa vipi mnamo mwaka 2060?”

Wacha tujenge taswira ya siku zijazo kwa pamoja.

Nairobi yetu inaweza kuwa chochote tunachofikiria.

Watu watavaaje siku zijazo?

Watu watapenda kufanya nini?

Ni upi wasiwasi wao,

matumaini na hofu zao?

Watakua na matukio gani ya kusisimua?

Wacha tucheze ili kujua



THE FACILITATOR BEGINS ACT 1 BY GIVING THESE INSTRUCTIONS:

- * Mark where is “North” on your map.
- * Kindly sketch a few major geographical features of your future city. Use simple shapes. You have 90 seconds.
- * 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 it out.
- * 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**.

MUWEZESHAJI ATAANZA TENDO LA 1 KWA KUTOA MAELEKEZO HAYA

- * Weka alama kuonyesha uelekeo wa “kaskazini” kwenye ramani yako.
- * Tafadhali chora maumbo ya kijiografia ya jiji lako la baadae. Tumia maumbo rahisi. Una sekunde 90.
- * Nendeni kwa mzunguko kwenye duara. Ikifika zamu yako chukua kadi katika kundi la kadi za kopa (**mioyo ♥**).
- * Itafute kadi hiyo katika jedwali la kadi za kopa (**mioyo ♥**) kisha uisoma kwa sauti.
- * Vuta taswira ya jibu na uliongeze kwenye ramani.
- * Ikiwa huwezi kufikiria namna ya kujibu, omba mawazo kwa wengine.
- * Kadi zote za kopa (mioyo) zikiisha, tutaendelea na **TENDO LA 2**.

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 begin 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.

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

MUWEZESHAJI ATAANZA TENDO LA 2 KWA KUSOMA HAYA KWA SAUTI

- * Hongera, tuna mbegu za jiji letu. Sasa tutazisaidia kukua na kuanza matukio kadhaa ya kusisimua.
- * Kwa sehemu ya mchezo iliyobakia, kuna aina tatu za karata. Ikifika zamu yako chagua kadi kutoka kwenye kundi lolote la karata. Itafute kadi hiyo katika jedwali hapa chini.
- * Ukichagua **maua** ♣, unaongeza matatizo, shinikizo na bahati mbaya kwenye ramani.
- * Ukichagua **almasi** ♦, unauliza mchezaji mwingine swali. Akipata jibu sahihi, anapata jiwe la hadithi.
- * Ukichagua **jembe** ♠, unaongeza zana, nyenzo na bahati nzuri.
LAKINI: Ukitaka kuchukua kadi kutoka kwenye karata za jembe, lazima utumie jiwe la hadithi.
- * Unda matatizo na **maua** ♣. Pata mawe ya hadithi kwa **almasi** ♦. Tumia **mawe ya hadithi** kutatua hayo matatizo.
Tunza kadi unazochukua, zina alama mwishoni.
- * Mawe ya hadithi hayaamui mshindi, hivyo usiyatunze, yatumie!
Ili kutengeneza hadithi bora, husianisha wahusika wako.

Je, uko tayari? Ni wakati wa mchezaji anayefuata kuchagua kadi

QUICK REFERENCE

UMBUKUMBU ya HARAKA

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

Katika Tendo la 2, ifikapo zamu yako, unaweza kuchagua kutoka kwenye makundi matatu tofauti ya kadi.

	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 (return it to the pile) to take a  spades card. Respond to the prompt to tell the story.
	Mambo mabaya kutokea	Chagua  kadi ya maua. Itafute na ujibu kidokezo chake ili kusimulia hadithi. Hii ni nafasi yako ya kupata jiwe la hadithi.
	Maarifa huongezeka	Au: Chagua  kadi ya almasi. Angalia swali na umuulize mchezaji mwingine. Ikiwa ni sawa, wanapata jiwe la hadithi.
	Mambo mazuri kutokea	Au: Tumia jiwe la hadithi (lirudishe kwenye rundo lake) kuchukua  kadi ya jembe. Jibu kidokezo ili kusimulia hadithi.

The FINAL SCENE TUKIO LA MWISHO

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?

Kuna njia tatu za kumaliza mchezo.

(1) Wakati kadi zote zimetumika, basi ni wakati wa **Onyesho la Mwisho**.

(2) Baadhi ya kadi za jembe ♠ huwapa wachezaji chaguo la kuanzisha **Onyesho la Mwisho**. Mtu anapochukua kadi kama hiyo, wachezaji wanapaswa kujadili kama wataenda kwenye onyesho la mwisho au wataendelea kusimulia hadithi.

(3) Ikiwa mchezo hauwezi kuendelea (Kwa mfano, hakuna uwezekano tena wa kupata jiwe la hadithi lakini kuna kadi za jembe ♠ hazijachezwa bado), basi ni wakati wa **Onyesho la Mwisho**.

IKIWA NI WAKATI WA TUKIO LA MWISHO, MUWEZESHAJI ATASOMA HII KWA SAUTI:

- * Unausikia muziki ukipigwa? Mwisho umekaribia.
- * Tutazunguka mduara mara ya mwisho.
- * Ifikapo zamu yako eleza mhusika wako anafanya nini.
- * Pengine huu ndio mwisho wa matukio ya kusisimua—
Je, mwisho wa mhusika wako ni wa furaha, wa kusikitisha, wa kuchekesha, wa kushangaza, na mchungu?
- * Au pengine sio mengi yametokea kwa mhusika wako?—
Lakini bado ni sehemu muhimu ya maisha ya jiji.
Wanaona nini kimewazunguka, wanapoendelea na maisha yao ya kila siku?
- * Wacha tuanze mchezo wa mwisho na mchezaji wa mwisho kuchukua kadi.
- * Mhusika wako yuko wapi sasa hivi? Anafanya nini?

WHO is the CHAMPION? NI NANI MSHINDO!

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.

Mwishoni mwa mchezo wachezaji hutupa kadi zote za mioyo(Kopa) ♥ na kuhesabu idadi ya kadi za maua ♣, almasi ♦ na jembe ♠ walizonazo mkononi. Kisha wachezaji wenye kadi nyingi kuliko wengine watafumba macho yao, watachanganya kadi zao na kutupa kadi moja bila mpan-gilio mpaka wachezaji wote wawe na idadi sawa ya kadi.

Kisha hesabu alama. Yeyote atakaye kuwa na alama kubwa zaidi ndiye mshindi.

- * Mawe ya hadithi, msukumo na ♥ kadi zina thamani ya pointi 0.
- * Kila ♣ ina thamani ya pointi 2.
- * Kila ♦ ina thamani ya pointi 3.
- * Kila ♠ ina thamani ya pointi 5.
- * Ikiwa kuna sare, mchezaji mwenye kadi nyingi za ♣ ndiye mshindi.

Kama wachezaji wenye sare hawana kadi yoyote ya ♣, basi mchezaji mwenye kadi nyingi za ♦ atashinda.

Kama bado kuna sare, basi mchezaji mwenye kadi nyingi za ♠ atashinda.

Lakini ngoja! Mchezo huu una zaidi ya aina moja ya ushindi. Wachezaji watajadili ni mhusika gani aliyechangia zaidi katika jamii na kisha kumpigia kura mchezaji mmoja kuwa ndie Mlinzi wa jiji. Huwezi kujipigia kura mwenyewe. Ikiwa kuna sare, mshindi ndiye mwenye kura ya maamuzi.

AFTER the GAME

Once the Winner and the Protector are crowned, the game is over.

Now go and do something else!

If you prefer, 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.

Mara tu Mshindi na Mlinzi watakapotawazwa, mchezo umekwisha.

Sasa nenda na ufanye kitu kingine!

Ikiwapendeza, zungumzeni kwa pamoja kuhusu jinsi hadithi ilivyotokea. Ulipenda sehemu gani zaidi? Ni nini kilikua na uhalisia au kilichokosa uhalisia? kilikufanya ujisikiaje? Je, umejifunza lolote lipya? Je, ilizua maswali mapya? Ni vipi hadithi ingeweza kuwa tofauti? Unaweza kufikiria hatua unazoweza kuchukua sasa kudhibiti mabadiliko ya tabianchi? Je, unafikiri ni upi mustakabali wa jiji lako hapo baadae mnamo 2060, 2080, 2100?

Je unafikiri mchezo wenyewe unaweza kuboreshwa, au una uwezo ambao haujatumiwa?

Uko huru kuunda matoleo yako mwenyewe. Ona sehemu yenye kichwa 'Kudukua Mchezo.'

Je, unataka kujifunza zaidi?

Nyuma kabisa ya mchezo huu, pia kuna sehemu inayoitwa 'Taarifa Zaidi.' Ikiwa ungependa kujifunza zaidi kuhusu mabadiliko ya tabia nchi, na mada nyinginezo za mchezo, unaweza kuchunguza sehemu hii.

TIPS for STORYTELLERS and MAPMAKERS DONDOD KWA AJILI ya WASIMULIZI wa HIDIHI na WACHEZA RAMANI!

- * 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.

- * Chora tu; si lazima uwe mchoro sahihi!
- * Jaribu kuweka muunganiko baina ya wahusika wako. Jaribu kulifanya jiji liwe na "uhalisia" na mshikamano, haijalishi hata kama ni la ajabu.
- * Sikiliza wachezaji wengine kwa ukarimu. Wakati mwingine unaweza kuto penda wazo la mchezaji mwingine, lakini kuwa mkarimu. Tafuta njia za kulifanya lifanye kazi.

TIPS for FACILITATORS DONDOD za MUWEZESHAJI

- * 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.
- * Remind the players to spend their story stones. They often forget.
- * 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.
- * For a slightly quicker game, remove some of the hearts cards (but keep the Ace).

- * Jifunze sheria kabla.
- * Kama Muwezeshaji unaweza kujiunga kama mchezaji (ukichukua kadi na kujibu madokezo)
Au unaweza tu kuwezesha wengine.
- * Wakumbushe wachezaji kutumia vijawe vyao vya hadithi. Mara nyingi husahau.
- * Inaweza kusaidia kumpa kila mchezaji nakala ya sheria, ili waweze kutafuta kadi wenyewe. Lakini ikiwa kuna nakala moja tu, inaweza kuwa rahisi kwa Muwezeshaji kutafuta kadi na kusoma vidokezo.
- * Kwa mchezo wa haraka zaidi, ondoa baadhi ya kadi za mioyo (lakini weka Ace).

Ace Every player now invents a character.

Sketch your characters on the map and choose a name.

SUGGESTIONS: Street artist, storyteller, vertical farm worker, drone technician, scam artist, land cartel agent, vigilante, AI troubleshooter, robot revolutionary, solar engineer, street vendor, dancer, lawyer, university student, child, something else.

Kila mchezaji sasa anavumbua mhusika.

Chora wahusika wako kwenye ramani, na uchague jina.

MAPENDEKEZO: Msanii wa mtaani, msimulizi wa hadithi, mfanyakazi wa shamba wima, fundi wa ndege zisizo na rubani, tapeli, wakala wa kampuni ya ardhi, vigilante ni wnamgambo, mtaalamu wa akili mnembe, mwanamapinduzi wa roboti, mhandisi wa nishati ya jua, mchuuzi wa mitaani, mcheza muziki, wakili, mwanafunzi wa chuo kikuu, mtoto, kitu kingine.

2 ♥ Every player now adds a building near the middle of the map. It can be anything!

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, something else.

Kila mchezaji sasa anaongeza jengo karibu na katikati ya ramani.

Inaweza kuwa chochote!

MAPENDEKEZO: Ukumbi wa jamii wa midahalo, soko la kisasa, kanisa, shule, maktaba ya ndege zisizo na rubani, bafu za umma, shamba, vyoo vya umma, mbuga ya wanyama ya roboti, maabara ya utafiti wa uhandisi wa kibaiolojia, karakana ya ukarabati, karakana ya ubunifu, kliniki ya kupakia akili, kitalu-plastiki cha mboga, kituo cha mafuta ya mwani, lifti ya anga, kitu kingine.

3 ♥ What is something your city is famous for in the future? Add it to the map.

Je, jiji lako ni maarufu kwa kitu gani huko mbeleni? Kiongeze kwenye ramani.

4 ♥ Nowadays there is much more collaboration with other African nations.

Draw something on the map to show this.

Sikuhizi kuna ushirikiano mkubwa zaidi na nchi zingine za kiafrika.

Chora kitu katika ramani kinacho onyesha jambo hili.

5 ♥ What is a danger that your city has faced between 2030 and 2060?

How did the city overcome this? Add something to the map that is a reminder of these events.

Ni hatari gani ambayo jiji lako limekabiliwa nayo kati ya 2030 na 2060?

Jiji lilishindaje hatari hii? Ongeza kitu kwenye ramani ambacho ni ukumbusho wa matukio haya.

6 ♥ Things are not perfect.

Draw some kind of pollution, danger, or damage.

Mambo si kamilifu.

Chora aina fulani ya uchafuzi wa mazingira, hatari, au uharibifu.

7 ♥ Is transport different in the future? Draw some means of transport.
SUGGESTIONS: Cycle lanes, mono-rail solar trains, cable cars, solar-powered boda bodas, canal boats, hang gliders, futuristic matatu, underground shuttles.

Je, usafiri ni wa tofauti katika siku zijazo? Chora baadhi ya vyombo vya usafiri.
MAPENDEKEZO: Njia za baiskeli, treni za sola za reli moja, magari ya kebo, bodaboda zinazotumia nishati ya jua, boti za njia ya maji, glida za kuning'inia/vifaa vya kuruka kwa kuning'inia, matatu ya siku zijazo, gari la chini ya ardhi.

8 ♥ ADD ONE: A robot, a ghost, a pet, a wild animal, a bird drone, a tree spirit, or a monster.

ONGEZA MOJA: Roboti, mzimu, mnyama kipenzi wa nyumbani, mnyama wa porini, ndege isiyo na rubani, roho ya mti, au jitu la kutisha.

9 ♥ What about biodiversity?
ADD ONE: A wildlife monitoring station, a seed bank, an animal shelter, an animal crossing, or some ancient ruins from the year 2026 that are now filled with wildlife.

Vipi kuhusu bayoanuai?
ONGEZA MOJA: Kituo cha ufuatiliaji wa wanyamapori, hifadhi ya mbegu, makazi ya wanyama, kivuko cha wanyama, au magofu ya kale kutoka mwaka wa 2026 ambayo kwa sasa yamejaa wanyamapori.

10 ♥ Draw something mysterious at the very edge of the map.
SUGGESTIONS: A high security camp, a place where something is buried, a machine of unknown purpose.

Chora kitu cha ajabu kwenye ukingo wa ramani.
MAPENDEKEZO: Kambi ya usalama wa hali ya juu, mahali ambapo kitu kinazikwa, mashine ya kusudi lisilojulikana.

Jack ♥ Draw someone who is well-respected in the community. Give them a name.
SUGGESTIONS: City mayor, chief bioengineer, headteacher, priest, an elder, a community leader.

Chora mtu anayeheshimika katika jamii. Wape jina.
MAPENDEKEZO: Meya wa jiji, mhandisi mkuu wa viumbe hai, mwalimu mkuu, kasisi, mzee, kiongozi wa jamii.

Queen ♥ Is food different in the future? Draw something to do with food.
SUGGESTIONS: A futuristic rolex stand, a public kitchen hub, a drone, a rooftop food garden.

Je, chakula ni tofauti katika siku zijazo? Chora kitu kinachohusiana na chakula.
MAPENDEKEZO: Stendi ya maisha ya baadaye, kitovu cha jiko la umma, ndege isiyo na rubani, bustani ya chakula iliyo juu ya paa.

King ♥ In 2060, the Dandora dump is gone. Draw what is there now instead.

Mnamo 2060, dampo la Dandora limetoweka. Chora kilichopo sasa badala yake.

- 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.

Unamtembeza rafiki kutoka nje ya mji. Ni nini kimemvutia kuhusu jiji lako?
Wachezaji wote watachukua vitu vipya katika ramani.
 Unaweza kuongeza vitu vipya kabisa, au kuongeza maelezo kwenye vitu ambavyo tayari vipo.

- 2 ♠** You've received an M-Pesa alert! Who could it be from?
 Look at the map for ideas. Why have you received it?

Umepokea taarifa ya M-Pesa! Inaweza kuwa kutoka kwa nani?
 Angalia ramani upate mawazo. Kwa nini umeipokea?

- 3 ♠** It is your great-grandmother's 100th birthday. All the characters come to her party.
 She 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.

Ni siku ya kuzaliwa ya 100 ya bibi yako mkubwa. Wahusika wote wanakuja kwenye sherehe yake. Anakusimulia hadithi za muda mrefu uliopita. Ni jambo gani la manufaa ambalo nyote mmejifunza? Jadili na wachezaji wengine. Ongeza maelezo mapya kwenye ramani.

- 4 ♠** Choose another player. **Today, you are assisting to improve your city's flood resilience.** Add some details to the map. **SUGGESTIONS:** Trees and hedges, raised walkways, unblocking drainage systems, 3D printed flood barriers, permeable pavements, flood control pumps, papyrus farms.

Chagua mchezaji mwingine. **Leo, unasaidia kuboresha uwezo wa kustahimili mafuriko katika jiji lako.** Ongeza maelezo kadhaa kwenye ramani. **MAPENDEKEZO:** Miti na ua, njia zilizoinuliwa, kuzibua mifumo ya mifereji ya maji, vizuizi vya mafuriko vilivyochapishwa kwa 3D, lami zinazopitika, pampu za kudhibiti mafuriko, mashamba ya mafunjo.

- 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?

Wewe na mchezaji mwingine mnajiunga na kikundi cha wanaharakati. Chagua mchezaji mwingine, na muamue kwa pamoja kikundi chenu kinafanya nini. Je, mnaleta mabadiliko gani chanya?

- 6 ♠** **Detective and sidekick!** Choose another player. Team up to investigate a mystery. Where do you go? Is it the national park, the CBD, the Maasai market, the Eastlands Archipelago, Kibera Spire, Ngong Forest Skywalk, somewhere else? What secrets do you uncover?

Mpelelezi na mshirika! Chagua mchezaji mwingine. Shirikiani kuchunguza fumbo. Mnakwenda wapi? Je, ni hifadhi ya taifa, kitovu cha biashara cha jiji (CBD), soko la Maasai, Eastlands Archipelago, mnara wa Kibera (Kibera Spire), daraja la kutembea angani ndani ya Msitu wa Ngong (Ngong Forest Skywalk), mahai pengine? Je, mnaifichua siri gani?

- 7 ♠** **Redeeming feature.** Invent a villain for your city. (Or, return to a villain you already mentioned earlier). What is their one good quality—kindness, care, love, generosity, forgiveness, creativity, compassion, another thing?

Kipengele cha kukomboa. Tengeneza mhalifu kwenye jiji lako. (Au, rudi kwa mhalifu uliye mtaja hapo awali hapo awali). Ni ipi sifa yao moja nzuri—upole, kujali, upendo, ukarimu, usamehevu, ubunifu, huruma, kitu kingine?

8 ♠ An amazing find! What is it? Garbage that can be made into something new? Your favourite celebrity? Something you have been longing for, lipa mdogo mdogo? The most beautiful kitenge you have ever seen? A hard drive containing ancient Bitcoin? A key to a locked gate? As a group, choose either the Final Scene or to keep playing.

Uvumbuzi wa kushangaza! Ni nini huo? Takataka ambazo zinaweza kufanywa kuwa kitu kipya? Mtu mashuhuri unayempenda? Kitu ambacho umekuwa ukikitamani sana, lipa mdogo mdogo? Kitenge kizuri zaidi umewai kuona? Diski ngumu yenye Bitcoin ya zamani? Ufunguo wa lango lililofungwa? Kama kikundi, chagueni aidha onyesho la mwisho au kuendelea kucheza.

9 ♠ Your uncle is in a jolly mood, having drunk some beer this evening. He speaks freely of the old days. You learn of something you wish to investigate. Add a new detail to the map.

Mjomba wako yuko katika hali ya furaha, amekunywa bia jioni hii. Anazungumza kwa uhuru juu ya siku za zamani. Unajifunza kitu ambacho ungependa kuchunguza. Ongeza maelezo mapya kwenye ramani.

10 ♠ Transformation! The community comes together to convert something. 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.

Mabadiliko! Jamii inakusanyika kubadili kitu. Kwa mfano, kurekebisha jengo la zamani kwa madhumuni mapya. Ni nini hicho, na kinahuduma vipi mahitaji ya jiji lako mnamo 2060? Chora kwenye ramani. Kama kikundi, chagueni aidha onyesho la mwisho au kuendelea kucheza.

Jack ♠ Eureka! You often assist your mother with her experiments, and today you're having big big success! What have you invented? Is it a new source of feed for 3D printers? A new kind of drone? A bioengineering breakthrough? Something else? Draw it on the map.

Eureka! Mara nyingi unamsaidia mama yako katika majaribio yake, na leo unapata mafanikio makubwa! Umewumbua nini? Je, ni chanzo kipya cha malisho kwa vichapishaji vya 3D? Aina mpya ya drone? Mafanikio ya uhandisi ya kibailojia? Kitu kingine? Kichore kwenye ramani.

Queen ♠ Pole, pole. After years of debate, the citizens of Nairobi have agreed on a big plan to get rid of something, and replace it with something better. What will we get rid of?—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.

Pole, pole. Baada ya mijadala ya miaka mingi, wananchi wa Nairobi wameafikiana kuhusu mpango mkubwa wa kuondoa kitu fulani, na kuweka kitu bora zaidi balada yake. Tutaondoa nini? Mtandao? Jela? Pesa? Police? Mipaka? Mashule? Kilimo? Petroli? Kitu kingine? Chora jinsi inavyo badilisha jiji. Kama kikundi, chagueni aidha onyesho la mwisho au kuendelea kucheza.

King ♠ Wealth from the forest. The forests in and around the city 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.

Utajiri kutoka msitu. Misitu ya ndani na inayozunguka jiji ni muhimu kwa sayari nzima, kwa sababu huhifadhi kaboni. Kwa sababu hii, kila mwaka jiji lako hupokea malipo kutoka kote ulimwenguni. Je, malipo haya ni kwa njia ya pesa, na/au aina nyinginezo? Je, jiji lako linatumiaje utajiri huu? Ongeza maelezo zaidi kwenye ramani yako.

Ace ♣ The city is struck by a 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.

Jiji limekumbwa na janga la asili. Ni janga gani hilo? Tetemeko la ardhi, mafuriko, moto wa mwituni, maporomoko ya ardhi, mlipuko wa volkano, mvua kubwa ya mawe, kundi la nzige, au kitu kingine chochote? Amua janga hilo ni lipi, na kisha kila mchezaji atachora baadhi ya madhara yake.

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.

Unafikiri unaona kiumbe kipya cha ajabu. Je, hii ndiyo roho ya mti ambayo watu wamekuwa wakiizungumzia? Weka alama mahali ilipoonekana. Kisha weka alama mahali ilipojificha sasa.

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.

Teknolojia mpya ina madhara hatari. Je, ni madhara gani? Yachore kwenye ramani. Baada ya kusimulia sehemu hii ya hadithi, kusanya jiwe la hadithi.

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.

Miaka mingi iliyopita, taka hatari zilihifadhiwa mahali fulani kwenye ramani. Ilikuwa nini—takataka za nyuklia, taka za nanoteknolojia, taka za matibabu, au kitu kingine? Weka alama kwenye ramani.

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, a land cartel agent.

Kuna mtu katika jiji ni zaidi ya vile unavyo muona. Ongeza mtu mpya, au chagua mtu ambaye tayari yupo hapo. Je, wana siri gani?
MAPENDEKEZO: Ufisadi, ujasusi, mchawi, hologramu, wakala wa ardhi.

6 ♣ There is greenwashing in the city. An activity that appears environmentally sustainable is secretly damaging. What is it? Add it to the map. After you have told this part of the story, collect a story stone.

Kuna udanganyifu wa kimazingira katika jiji. Shughuli inayoonekana kuwa endelevu kwa mazingira lakii kwasiri inaleta madhara. Ni nini hio? Longeze katika ramani. Baada ya kusimulia sehemu hii ya hadithi, chukua jiwe la hadithi.

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.

Mvua inatabiriwa kuwa ndogo sana msimu huu, na kutishia mazao. Kwa nini mhusika wako ana wasiwasi sana? Baada ya kusimulia sehemu hii ya hadithi, chukua jiwe la hadithi.

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?

Matatizo ya usafiri. Unahitaji kusafiri katika jiji lako. Safari yako inahitaji njia kadhaa tofauti. Je, unakutana na matatizo gani? Ni wapi umekwama?

9 ♣ Harembee! We need to pull together to face a new problem! What is the problem?

Harembee! Tunahitaji kuungana ili kukabiliana na tatizo jipya! Tatizo ni nini?

10 ♣ Today started out well, until—what?—big big problems!

CHOOSE ONE: Maandamano, matatu strike, goons, M-pesa breakdown, land eviction, data leak of personal information, escaped science experiment, heatwave, pandemic, abductions, cyber attack, economic crash, Kenya is banned from the Olympics ... or something else?

Leo imeanza vizuri, mara ghafla matatizo makubwa sana!

CHAGUA MOJA: Maandamano, mgomo wa matatu, vibaka, M-pesa kuharibika, kunyang'anywa ardhi, uvujaji wa data ya taarifa za kibinafsi, majaribio ya sayansi yaliyoepuka, wimbi la joto, magonjwa ya mlipuko, utekaji nyara, mashambulizi ya mtandao, kuporomoka kwa uchumi, Kenya imepigwa marufuku kushiriki Olimpiki ... au jambo lingine?

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.

Mtu anajihusisha na uhalifu fulani. Chagua mtu kwenye ramani, au ongeza mtu mpya. Mpango wao mbaya ni upi? Baada ya kusimulia sehemu hii ya hadithi, chukua jiwe la hadithi.

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?

Mchakato wa kidemokrasia uko chini ya tishio. Ni nini hicho—uchaguzi, kura ya maoni, mkutano wa wananchi, kongamano la kushirikisha wadau, baraza la wafanyakazi? Kuna hatari gani?

King ♣ Troubled pasts. Your great-grandmother tells a troubling tale of **colonial 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**.

Zamani zenye matatizo. Bibi yako anasimulia hadithi ya kutatanisha ya unyonyaji wa wakoloni. Nini kilifanyika—je mwekezaji alijaribu teknolojia yake ya hatari hapa? Je, serikali za kigeni ziliikopesha nchi yako pesa kwa masharti magumu? Je, wakazi wa kawaida walifukuzwa kutoka mjini? Eleza kile kilichotokea, na jinsi madhara bado yanaonekana. Baada ya kusimulia sehemu hii ya hadithi, **chukua jiwe la hadithi**.

Storytelling tip/ Dondoo za kusimulia hadithi:

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 assist later on.

Sio lazima kutatua kabisa hali hiyo wakati wa zamu yako.
Unaweza kuachia hadithi yako hewani, na labda kadi ya jembe itasaidia baadaye.



◆ DIAMONDS QUESTIONS ◆ MAZWATI ya ALMASI ◆

ASK THE PERSON ON YOUR RIGHT

The player who answers correctly gets a story stone. *(The answers are on the next page.)*

MUULIZE MTU ALIYE UPANDE WA KULIA

Mchezaji anayejibu kwa usahihi anapata jiwe la hadithi. *(Majibu yako kwenye ukurasa unaofuata.)*

-
- Ace** **Your city has adapted to the climate of the future.**
But what is the difference between 'weather' and 'climate'?

Jiji lako limezoea hali ya hewa ya siku zijazo.
Lakini kuna tofauti gani kati ya 'hali ya hewa' na 'tabianchi'?

-
- 2** **Nairobi has changed to prevent climate change.**
What types of jobs will disappear by 2060 because of this?

Nairobi imebadilika kuzuia mabadiliko ya tabianchi.
Ni aina gani za kazi zitatoweka ifikapo 2060 kwa sababu ya hii?

-
- 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.

Huko nyuma katika miaka ya 2020, hali ya hewa ilikuwa katika shida.
Je, ni nchi zipi zilikuwa wahalifu wakuu?
Taja hadi nchi tano unazofikiri zilikua zinaongoza katika uchafuzi wa hewa.
Lazima upate angalau nchi tatu.

-
- 4** **Can you say what 'climate debts' are?**
Who owes what to whom? *Hint: Reparations.*

Je, unaweza kusema 'madeni ya tabianchi' ni nini?
Nani anadai nini na kwa nani? *Kidokezo: Fidia.*

-
- 5** **What does the acronym IPCC stand for?**
Hint: Intergovernmental...

Je, kifupisho IPCC kinamaanisha nini?
Kidokezo: Intergovernmental...

-
- 6** **What is a carbon sink? Give up to 3 examples.**

Sinki ya kaboni ni nini? Toa hadi mifano 3.

7 ♦ Back in the 2020s, people used fossil fuels around the world.

How many types of fossil fuel can you name?

Huko nyuma katika miaka ya 2020, watu walitumia nishati ya mafuta ya kisukuku duniani kote. Unaweza kutaja aina ngapi za mafuta ya kisukuku?

8 ♦ Back in the 2020s, fossil fuels were still heavily used worldwide.

Can you name three different ways that fossil fuels were used?

Zamani katika miaka ya 2020, mafuta ya kisukuku yalikuwa yakitumika sana ulimwenguni kote. Je, unaweza kutaja njia tatu tofauti ambazo nishati ya mafuta ya kisukuku ilitumika?

9 ♦ Back in the 2020s, cities wasted water; what has changed?

Huko nyuma katika miaka ya 2020, miji ilitumia maji vibaya; nini kimebadilika?

10 ♦ What do our laws say about the environment and our rights?

Je, sheria zetu zinasemaje kuhusu mazingira na haki zetu?

Jack Back in the 2020s, there was a biodiversity crisis.

♦ Many species were threatened with extinction.

What was one of the major causes?

Huko nyuma katika miaka ya 2020, kulikuwa na shida ya bayoanuai.

Spishi nyingi zilitishiwa kutoweka.

Moja ya sababu kuu ni ipi?

Queen Back in the 2020s, we knew we needed to plant many trees to slow climate change.

♦ Trees are good, but nothing is ever straightforward!

Can you think of ways planting trees can also cause trouble?

Huko nyuma katika miaka ya 2020, tulijua tulihitaji kupanda miti mingi ili kupunguza mabadiliko ya tabianchi.

Miti ni mizuri, lakini hakuna kitu kisichokua na kasoro!

Je, unaweza kufikiria namna ambazo upandaji wa miti unaweza kusababisha matatizo?

King Back in the 2020s, people were starting to use more environmentally sustainable methods of cooking. How can an efficient cook stove assist with climate change?

Huko nyuma katika miaka ya 2020, watu walikuwa wanaanza kutumia njia endelevu zaidi za kupika. Je jiko la kupikia linalofaa linawezaje kuepusha mabadiliko ya tabia nchi?



Facilitator tip/ Dondoo za muwezeshaaji:

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!

Ikiwa mchezaji hakuielewa vizuri, lakini walikuwa karibu sana, waache wapate hadithi. Hebu tuwe wakarimu!

◆ DIAMONDS ANSWERS / MAJIBU ya ALMAZI ◆

- 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”).

Hali ya hewa inahusu hali ya muda mfupi (kwa mfano, “mvua inayonyesha leo”), ilhali tabianchi nchi ni hali ya hewa ya eneo fulani katika kipindi cha muda mrefu (kwa mfano, “kiasi cha mvua cha mwaka kimeongezeka”).

- 2** ♦ Examples include coal miners, oil platform operators, coal and gas power station workers, and many jobs in auto-industry will be gone as transport get electrified.

Mifano ni pamoja na wachimbaji wa makaa ya mawe, waendeshaji majukwaa ya mafuta, wafanyakazi wa kituo cha makaa ya mawe na gesi, na kazi nyingi katika tasnia ya kiotomatiki zitatoweka kadiri usafiri utakavyokuwa kwa kutumia umeme.

- 3** ♦ Give the player a story stone if they said **any three of these**:
USA, China, Russia, Brazil, Indonesia, UK, or Germany.

Mpe mchezaji jiwe la hadithi kama alisema nchi zozote tatu kati ya hizi:
Marekani, Uchina, Urusi, Brazili, Indonesia, Uingereza au Ujerumani.

- 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.

Jibu moja ni kwamba zile nchi zilizotumia bajeti yao ya kaboni (iliyotoa kwa muda wa miaka 200 iliyopita kaboni yote ambayo binadamu wote wangeweza kutoa kwa usalama) zina deni la kaboni kwa nchi ambazo zilitumia chini ya mgawo wao.

- 5** ♦ The Intergovernmental Panel on Climate Change (IPCC).
It is the United Nations body for climate change science.

Jopo la Serikali Mbalimbali la Mabadiliko ya Tabianchi (IPCC).
Ni chombo cha Umoja wa Mataifa cha sayansi ya mabadiliko ya tabianchi.

- 6** ♦ Acceptable answers: Oceans, soils, atmosphere, biosphere, coasts and mangroves, wetlands, peatlands, fossils and mineralized forms of carbon.

Majibu yanayokubalika: Bahari, udongo, angahewa, biosfia, pwani na mikoko, ardhi oevu, ardhi ya udongo wa mwewe, kisukuku na aina za kaboni zenye madini.

- 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.

Makaa ya mawe, mafuta (pia huitwa petroli), na gesi (pia huitwa gesi asilia au gesi ya kisukuku). Unaweza pia kusema methane (kwani gesi ina methane). Ikiwa mchezaji alitaja angalau moja, wanapata jiwe la hadithi.

-
- 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.

Nishati ya kisukuku inachomwa kutengeneza umeme, mfano katika usafiri.
Kwa mfano, baadhi ya vituo vya kuzalisha umeme huchoma nishati ya mafuta ya kisukuku kutengeneza umeme. Umeme hutumika kwa ajili ya mambo mengi, kama vile kuwashia taa. Mafuta hutumika kutengeneza plastiki na mbolea.

-
- 9 ♦** Cities can be designed to store rainwater and reuse wastewater by cleaning it up and storing it underground.

Miji inaweza kubuniwa kuhifadhi maji ya mvua na kutumia tena maji machafu kwa kuyasafisha na kuyahifadhi chini ya ardhi.

-
- 10 ♦** The environment needs to be protected for this and future generations.

Mazingira yanahitaji kulindwa kwa ajili ya kizazi hiki na kijacho.

-
- 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.

Ikiwa mchezaji alijibu uharibifu wa makazi (kama vile ukataji miti) au kutumia vibaya kupita kiasi (kama vile uwindaji mwingi na uvuvi), watakataji jiwe la hadithi. Mabadiliko ya tabianchi pia ni jibu linalokubalika.

-
- 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.

Kupanda miti ni vizuri kwa mabadiliko ya tabianchi, lakini lazima ifanyike kwa haki. Matatizo yanaweza kujumuisha upotevu wa ardhi ambayo ingeweza kutumika kwa malisho, kilimo, makazi, miundombinu, au madhumuni mengine; nguvu kazi na gharama za kupanda miti; miti inaweza kutumia maji mengi kupita kiasi; upandaji miti hutumika kama kisingizio cha kuwahamisha watu katika ardhi zao; hatari ya miti kuambukizwa magonjwa au kuungua; fedha ambazo zinakusudiwa kusaidia upandaji miti kuchepushwa na kupotea kupitia rushwa; upotevu wa bayoanuwai ikiwa inashindana na mimea asilia.

-
- 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.

Uzalishaji mdogo wa kaboni, au faida za kiafya (kwa kutopumua kwa kuvuta moshi), ni majibu mazuri sana. Matumizi ya nishati kwa ufanisi na kwa gharama nafuu pia ni jibu zuri.



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Note: Print as a booklet; double-sided. Requires five A4-size pages.

Kumbuka: Chapisha kama kijitabu; pande mbili. Inahitaji kurasa tano za ukubwa wa A4.

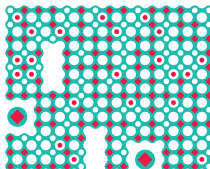
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