COMPETENCE-CITY GAME

HANDBOOK

"Game-based Learning for Adults"

"ERASMUS+/KA204 - 2017-1-TR01-KA204-046822"

Rules of the Game

The task of the players is to build the first comprehensively developed city in each board game. There can be many board games each with their city. The city that has been build first is the winner. Each board game can be played by 2 to 8 players.

Main players are:

- The Mayor who needs to stay in the city
- The Merchant who usually is travelling to other cities
- The War Leader who is either defending the walls of the city or is fighting with other cities
- The other players who are building the whole city

To do this, each team member has to invest as a start at least one complete set of cards with their own competencies. Competency cards can be obtained by answering questions. And the answer must come from the player who received the question. If another player answered, instead of the person to whom the question was asked, the answer will not count! If there are not enough competences, the player can buy them from others by trading with other players.

There are a total of 100 cards with questions on different competences.

- Cultural awareness and expression - 25 (5 countries with 5 questions)
- Sense of initiative and entrepreneurship - 25 (5 countries with 5 questions)
- Communication (in the mother tongue, in foreign languages) - 25 (5 countries with 5 questions)
- Mixed Category - 25 (5 countries with 5 questions)

Consequently there are 100 cards with the relevant answers
Each question has to be answered within one minute.

At the beginning of the game, the cards of the questions of the four decks of competencies are shuffled, and the cards with answer are laid out in four piles face-down. Then the question cards are laid out in a circle around the center of the city - the further from the center the player departs, the more he meets the new and the unknown. When all the cards with questions are laid out - on the outer lanes - then you can place two questions on top of each other.

The more knowledge a player gains (by answering right the questions) thus giving more knowledge to the city , the faster the metropolis is built. The one who first gathers the first full set of competencies (cards of questions of all types) may change it to the Town Hall tile and becomes the Mayor.

Town Hall tile is placed in the city center (in the middle of the field).

You must spend the set of 4 cards to build a Town Hall: 1 Cultural awareness and expression, 1 Sense of initiative and entrepreneurship, 1 Communication and any 1 from Mixed Category.

The Bank of the City is formed from answered cards and tiles of buildings.

The Mayor of the city has the right to exchange any of his tokens in the bank for another. He can exchange no more than one of his tokens per turn. He can exchange them only when he is in the center of the field - in the Town Hall.

You need to build residential and commercial districts - they are build from the center and they cost cheaper. You cannot build anything if the cell is covered by a question.

You need to spend only three different competencies cards to build commercial district, but anyway one of them must be **Sense of initiative and entrepreneurship**! If one of the players at the table builds three commercial districts, he becomes a Merchant.

A Merchant can exchange one of his tokens for one another in any commercial district of his city or for 2 tokens in the commercial districts of another city when it is his turn. He can exchange no more than one of his tokens per turn.

You cannot be at the same time the Mayor and the Merchant! The Mayor must be at all times in or near the city, while the Merchant is usually always on the road.

In the end you have to build the walls of the city, thus limiting the city. The walls cost only two different cards of competencies - it is the cheapest district of the city. When the whole city has been build with the surrounding walls, the game is finished. The city which has been build the fastest is the game winner. The player who has built the biggest amount of districts in this city is a winner in this city.

You need 2 different cards of competencies to build the Walls.

You can build walls if you have already built at least one commercial district. Each wall must be in contact with at least one commercial district by any side. The places for all of them are marked on the field of the game.

The first player who has built 3 blocks of walls, becomes the War Leader.

The War Leader can pick up once per turn any token from any player in his own city (except from the Merchant and Mayor) or up to 2 tokens from players in another city if they do not have their own War Leader. He can use this ability only once per turn and grab tokens only from one player.

At the same time being the Mayor and War Leader is not allowed! The Mayor must be constantly in or near the city, while the War Leader must be on the walls or lead the army on campaigns to other cities.

In total, the whole team must correctly answer about 60 questions in order to complete the construction of the city. It can be less if the War Leader or Merchant will make negotiations with different cities.

At the beginning of the game, all players are located in the center of the settlement at the site of the future Town Hall. Turns are carried out alternately in a clockwise direction, starting with the first player. First player is chosen by the team. A player can move only one square each turn in any direction. If there are no questions on the cell, the move is not effective. Much better move to the cells on which the questions lie.

When the player is on the cell with a question, he takes the card. He reads the question - then he needs to answer the question correctly. The player on his left takes a card with the answer (numbered the same as the question) and plays the role of an oncoming traveler. His task is to play the role of the questioner. If the first player answers correctly, then he receives a token (question card) of the corresponding skill (competence) for the correct answer from the bank of the game. If he gives the wrong answer, he loses a token of the competence and it goes to the Bank to a separate pile, which is shuffled after all the cards on the field are finished and re-laid. Players get a second attempt to find the right answer. If a player wants to know the correct answer to a question in case of a wrong answer, he must pay any of his competency tokens to the bank. Then the question card along with the response card is sent to the total release.

The question card remains with the player as a competency token. The set of different competencies can be exchanged for tokens of buildings and start building the city:
- Town Hall costs 4 different competencies - you must be very educated to become a Mayor!
- Commercial District costs 3 different competencies, but one of them is necessarily to be **Sense of initiative and entrepreneurship.**
- Walls costs 2 different competencies.