

XAGA – The City Game.

How does one become the Freeman of XAGA? Please read the **overview**, before beginning the game. Together with the instructions, the game can begin.

Overview

The idea of the game:

The city of XAGA seems to have come to a standstill. The city needs new impetus in order to give the city a vibrant future. How can one persuade investors, the citizenry and visitors to give the city development renewed energy?

The municipal authorities of XAGA have a wonderful idea:

All interested inhabitants and/or investors are given some pieces of land in the city. Furthermore, to enhance the renewal of the city building materials (plasticine) are provided. From this, new buildings and green areas, interesting ideas and projects are implemented. Then, if the publicity is right, the first curious visitors and inhabitants come to look at everything. Each player takes on the role of inhabitant as well investor. By actively engaging in both roles the players ensure that the city of XAGA becomes a vibrant city once more. During the game phases '**I. PRELIMINARY CONSTRUCTION**' '**II. CITY DEVELOPMENT**' and '**III. CONSTRUCTION CEROMONY**' XAGA blossoms anew.

The object of the game:

The object of the game is, to become the Freeman of XAGA, by means of luck, feeling and understanding.

The winner of the game is elected by the players, in the final game phase: "IV. ELECTION FOR FREEMAN". The votes are decided according to objective criteria such as, 'The player who has built the most', some votes are decided according to subjective criteria such as. 'The most attractive building'. Points are deducted for 'the ugliest building' or 'the most disruptive neighbour'.

The winner is the player with the most points.

Bright ideas, clever advertising and a clear overview will result in winning the vote to become the worthy Freeman of XAGA and winner of the game.

Important: The term construction applies to all constructed objects. Every idea, from buildings through to green areas, through to an interesting project can be modelled with the plasticine, in the game.

Game Material

1 Board
30 Wooden Figures
6 Plasticine Strips – divided into 8 sections
68 Pieces of Land (bases)
6 Game Cards
40 Event Cards
60 Freeman Election Cards
70 Money Tokens

Game Strategy

To build many attractive and original developments each player must gain money tokens. With money tokens, from the City Bank, players can buy pieces of land and building materials, rebuild existing developments or undertake other initiatives.

How does one get money tokens?

- By guessing correctly the function of newly modelled construction.
- Every time a city visitor (wooden figure) visits your own construction.
- When a player declares his, or her, construction to be for the use of the general public.
- From Event Cards.

But beware! Event Cards can also lose players money tokens.

Whoever stands out, through clever investment of his, or her, money tokens for brilliant construction, original function and exciting publicity, has the best chance of becoming Freeman of the City. Players should bear the 10 votes for the Freeman of the City in mind, from the 'the most constructions' to 'the most disruptive neighbour'.

The 10 Votes for electing the Freeman

Plus points:

1. **The player who has built the most** – How many plasticine strips has each player used?
2. **The player who has the most spheres of building** – Within how many building spheres has each player built a construction? E.g. Culture/leisure – public services – industry – housing – infrastructure – nature.
3. **The most attractive building** – Which construction, do you like the most?
4. **The most original function** – Who has come up with the best idea?
5. **The most communally beneficial offer** – Which construction do you think is the most useful for the community?
6. **The most suitable neighbour** – Vote for who the most suitable neighbour is, for example, a park next to your block of flats?
7. **The most exciting advertisement** – Who has publicised his, or her, projects the best.

Minus points

8. **The ugliest construction** – Which construction do you find really ugly?
9. **The most mundane function** – Where would you never go because it is simply uninteresting?

10. The most disruptive neighbour – Players vote who is the most disruptive/unsuitable neighbour, for example, a nightclub next to a block of flats.

Cards 1 and 2

The player with the most constructions or projects, places the cards on his or her coloured square on the board. The other players lay their cards to one side.

Cards 3 – 10

These cards are placed by each player on the respective coloured squares on the board.

The winner of the game

The elected Freeman with the most points is the winner.

Although, if XAGA is once again an exciting and interesting town, for example, if you would move there tomorrow, or if you will engage to make your own neighbourhood as vibrant and interesting, all the players of XAGA are in fact winners.

Overview of phases of the game

- I. **PRELIMINARY CONSTRUCTION** – It is once again time for industrial expansion. The pieces of land are shared out and the first constructions appear
- II. **CITY DEVELOPMENT** – This phase will be repeated, XAGA will grow and change. The amount of new constructions and visitors increases with every round.
- III. **CONSTRUCTION CEROMONY** – Again the appearance of XAGA will change. Every player can, for the last time, improve the structure of the town. Players can improve on previous projects, to help become the Freeman of XAGA.
- IV. **VOTING FOR THE FREEMAN** – XAGA flourishes once again. Now the players must vote for the player who has contributed the most to the rebuilding of the city, for example, by making the town look nice or being considerate neighbours. The player who is awarded the most points is the Freeman of XAGA, the winner.

Game preparation

- Each player chooses his, or her, colour.
- Players should make sure that the game has 8 sections of plasticine in each colour.
- Players must nominate one player to be the banker of the City Bank. The banker of is responsible for the following:

- The dealing out of money tokens for the visitors of the town.
- The collecting and giving out of money tokens with the implementation of Event Cards.
- The sale of pieces of land and building materials, bought with the money tokens.
- Exchanging coloured pieces of land for white pieces of land and the dealing out of money tokens, when a player declares a construction for communal benefit

The bank on the board is a neighbourhood bank; it is managed by all players. The bank on the board gets money from Event Cards and/or by city visitors visiting communal constructions during the development of the town. During the 'Construction Ceremony' the neighbourhood bank's capital is dealt out among all players. Remaining tokens go back to the City Bank.

- The City Banker deals out the all playing pieces as follows, each player gets the pieces of his, or her, chosen colour:

- 4 wooden figures, which act as either visitors or inhabitants of XAGA
- 1 Playing card
- Freeman election cards 1 – 10
- 4 Pieces of land
- 2 Sections of plasticine
- 1 Money token

- The Event Cards are placed in a stack on the board.
- A player is selected to start, for example the oldest or the youngest player. Thereafter the players take it in turns.

Tip: It is recommended to have a piece of paper at hand for each player to use as a base for the plasticine to avoid dirtying the table.

Game phases

I. PRELIMINARY CONSTRUCTION

The local government has distributed pieces of land that will be placed, in turn, by the players on the board.

Possibilities for the placing of the pieces of land (see board):

The board has been divided into areas, which can have can be developed differently.

- It is possible to construct anything on the light brown fields. For example: CONSTRUCTION/BUILDING GROUND e.g. Buildings, Green areas (Those outlined on the board may be built over)
- The other areas may only be built on as appropriate, for example:
 - public areas e.g. a monument, a fountain
 - green areas e.g. benches, playground
 - river e.g. landing stages, harbours

Construction: Every player must build a construction within 3 minutes, using ONE plasticine section only.

- Every development must fit on to the piece of land.
- The plasticine is greasy and should not touch the board.
- The whole section of plasticine must be used to build the construction.
- The players should not yet tell one another what they have built.
- The construction, building, park or anything that has been built, must be assigned to one the six construction areas. See game cards.
- Both, on the game cards and here, various examples have been given for each construction area. These examples are merely suggestions and can be used as a prompt - any idea is possible!

Culture/Leisure:	Skateboard park, cinema, zoo, museum, cabaret, etc.
Public Services:	Media centre, hotel, hairdresser, travel agents, department store, etc.
Industry:	Car manufactures, brewery, garden centre, Newspaper publishers, etc.
Nature:	Adventure playground, baroque garden, barbecue site, etc.
Housing:	Mixed housing, old people's home, etc.
Infrastructure:	Railway station, postbox, bus stop, police station etc.

Both multifunctional and public developments must be given a designated area. The number of areas a player has will count towards the Freeman election.

The first player places his, or her, construction a piece of land on the board and announces the sphere of building. The other players try to guess, simultaneously, what kind of a construction it is. The first player to guess correctly gets a money token from the City Bank.

- The builder may give clues.
- The builder decides what is correct (the degree of accuracy, for example restaurant/Chinese restaurant) The requested degree of accuracy should not be too high as every player, in the course of the game, has to guess and win money tokens.
- If the players cannot guess what the construction is, the builder must declare what it is.

All the players take it in turns to place the constructions on the board, each time the other players must guess what each construction is.

Important!!! During the round players should be making their next constructions for the next round. This way the game will continue to flow.

At the end of this phase every player should have a construction on the board so that the city, by means of the advance payment from city authorities, has its first new appearance.

II. CITY DEVELOPMENT

This game phase lasts 2 – 3 rounds.

Each player has one turn per round. The number of constructions and visitors increases with every round played. In the first round every player places a visitor (a wooden figure) on the board. In the second round every player places two visitors on the board, and so on.

The player whose turn it is

Firstly the player takes on the role of being a city inhabitant and/or a city visitor and then the role of the investor.

The player whose turn it is takes on 3 roles one after another:

Brief overview

1. Inhabitant, and/or visitor is placed on the board.
2. Take an Event Card, read it out loud, follow the action through.
3. Construction and buying.

1. The placing of city visitors

In the first round the player whose turn it is selects a development he/she would like to visit. The player does this by placing a visitor, a wooden figure, in the selected colour, on another player's development. However, before making a decision the player listens to the other players' publicity.

- All players must convince the player whose turn it is to come to their construction by means of **publicity***.
- If a player does not advertise his, or her, construction the player whose turn it is may ask questions about the construction. Only then can the player choose which construction to visit. This is done by placing the visitor next to the chosen construction.
- The owner of the chosen construction is given a money token from the City Bank.
- Money tokens for communal developments go into the neighbourhood bank (see "Declaration of Public developments")
- Players may not visit their own construction, with the exception of the ones for communal use.

With every round all players may place another city visitor on the board, leaving the existing visitor where it is. This means that the number of inhabitants in the city is the same as the number of the round e.g. in the third round there should be 3 visitors per player.

The visitors that are already on the board at construction may be joined by other visitors. More than one city visitor can visit the same or other constructions.

***Publicity:** Active publicity is required for the players own constructions. The city visitors need to be convinced by the use of original offers. Cheap or free advertising does not guarantee success in the long run! Offer the visitors more!

- Advertising tips:
“Open day – in the media centre placements are being offered”
“Already living somewhere? – try our building society’s new offer in services”
- Tip for player whose turn it is:
The player whose turn it is can, of course, ask questions:
“Which films are showing this week in the multi-cinema?”
“Does the hospital also offer alternative treatments?”

2. EVENT CARDS: TAKING, READING AND COMPLETING THE INSTRUCTION

The player whose turn it is takes an Event Card, reads the card out loud and completes the instruction.

The Event Cards consist of various instructions:

Event Cards, compulsory building e.g. if no green areas have been built, build one now.

- If the player has no plasticine or pieces of land for the compulsory construction, but the player does have money tokens then he/she must buy the required building materials and build what has been specified on the card.
- If the player doesn’t have enough, or any, money tokens to build what is required as well as not having the materials then the compulsory building order is void.
- The required construction must be put on the board within the next round. It won’t be guessed, simply declared.

Event Cards with money tokens – winning and losing:

- Unless indicated otherwise money tokens will be paid into, or taken from, the City Bank.
- If the player doesn’t have any money, then the player doesn’t have to pay.

Event Cards with the indication – ‘Licence to buy plasticine’ or ‘Power of veto’

- The cards can be kept after the instructions have been followed and can be played whenever the player wants.
- ‘Licence to buy plasticine’ – The card holder may buy plasticine at anytime, even when it is not his, or her, turn.
- ‘Power of veto’ – The card holder may veto any construction of the other players wish to build on a particular area. The player whose construction has been vetoed must then find another location on the board for his, or her, construction.

CONSTRUCTIONS AND BUYING

The player whose turn it is may now:

→ The player places the already built construction on his, or her, own piece of land (but with rent partnerships on land other than their own), declares a sphere of building - allows the other players to guess. Refer back to **PRELIMINARY CONSTRUCTION**.

→ Reconstruction (improve) or redefine (new function) a construction already on the board.

→ Buy pieces of land and building material from the City Bank. (New pieces of land can be played at any time).

Prices of Materials:

Buying

Piece of land	2 Money tokens
Building material	2 Money tokens
Redefine (reconstruction and new function)	2 Money tokens
Reconstruction (function stays the same)	1 Money token

The player whose turn it is cannot:

→ Begin with the building of a construction; it must be prepared during the course of the round.

Newly acquired plasticine cannot be used immediately. It can only be used in the course of the current round, to be played in the following round.

Declaration of communal value:

- All players can declare their developments as 'communal' until the end of the third round, game phase "City Development".
- To promote building a communal construction the player receives 1 money token.
- When a player has declared his, or her, construction as public the player removes the coloured piece of land from underneath the development and exchanges it with the City Bank for a white piece of land. For the duration of the game a maximum of 8 communal constructions are permitted.
- If the player whose turn it is chooses to visit a public construction the builder of the construction does not get the money token, instead the money token is paid into the neighbourhood bank. These shared out among all players at the 'Construction Ceremony'.
- Communal constructions count towards the voting of the Freeman of XAGA (Election cards 'The one who has built the most' and 'the one who has the most construction spheres').

III. CONSTRUCTION CEREMONY

Once more the face of XAGA will change. The player who wishes to be Freeman of XAGA must now list all the positive projects he, or she, has done for XAGA i.e. evade constructions that could be counted as negative. In order to gain positive votes.

→ Firstly all money tokens from the neighbourhood bank are shared out among the players. Those left over go to the City Bank.

→ All players may now use their money tokens to carry out actions (buying, building, redefining and reconstructing) to have the advantage at elections for Freeman. For example;

- Can you increase the number of constructions and construction spheres?
- Can a boring and unpopular construction still be transformed into an original one?

→ Look at the Freeman Election Cards and see what can still be changed!

→ All money tokens can be used to complete any actions.

→ One's own money tokens that are no longer needed may be given to other players.

→ Because the new or improved developments do not need to be guessed anymore by the other players each player briefly declares his, or her, new or changed constructions.

IV. ELECTION FOR FREEMAN

XAGA is blossoming once again. Now it is time to vote who has done the most for the city's development, or who has done the most for the appearance of the city, or who has contributed most to the neighbourhoods in the city.

Who has earned the right, with good ideas and commitment, to be the Freeman of XAGA?

The following are the criteria which should be met to become the Freeman:

The election cards for the Freeman Election (for explanations see game overview)

1. The player who has built the most
2. The player who has the most spheres of building
3. The most attractive building
4. The most original function
5. The most communally beneficial offer
6. The most suitable neighbour
7. The most exciting advertisement
8. The ugliest construction
9. The most mundane function
10. The most disruptive neighbour

(Constructions are all the objects that have been constructed in the game)

If a player is awarded any of the election cards 1 – 7 that player gains a point.

However, being awarded an election card 8 – 10 results in a minus point.

Every player plays their election cards as follows:

Objective voting i.e. Election Cards 1 and 2:

→ Election Card 1 – The player who has built the most

- Every player declares the number of constructions he, or she, has. All the constructions that have been built by means of Event Cards should be included (for example monuments) and all communal constructions as well.

Tip for rent partnerships, only the construction counts.

- The player, or with a draw, the players with the most buildings may place their voting card number 1 on the Freeman election field of their colour on the board.

→ Election Card 2 – The player who has the most spheres of building

- As in the case of election card 1 the player or players with the most building spheres will be established by comparison.

Tip: Multifunctional developments must be assigned to a building sphere.

Subjective voting i.e. Election Cards 3 – 10:

→ Each player must now place the Election Cards 3 – 10 in the appropriate Freeman election fields of the players.

If a player believes blue has 'the ugliest construction', that player places Election Card number 3 on the blue area on the board. If a player believes yellow is 'the most suitable neighbour' that player must place Election Card number 6 on the yellow area on the board.

→ The Election Cards 3 – 10 can only be awarded to other players – players may not vote for their own developments!

WINNING THE 'FREEMAN' TITLE:

- Each player collects the pile of cards that have been assembled on his, or her coloured area on the board.
- For every positive Election Card awarded (card numbers 1 – 7) the player gains a point.
- For every negative Election Card awarded (card numbers 8 – 10) a point is deducted.
- Players simply take away a positive Election Card (1 – 7) for every negative Election Card (8 – 10).
- The cards the player is left with is the total amount of points he, or she, has gained.

The player who has the most points is the winner and therefore has won the title 'FREEMAN OF XAGA'.

Tip: A draw between players? Even two Freeman is a win for the reinvigoration of XAGA. However, if players wish there to only be one single winner then there are various options: Highest number of handed in Election Cards. Highest number of positive Election Cards etc.

Game material advice:

- If the plasticine or pieces of land should run out, they can easily be acquired in any toy shop or stationary shop.
- Because of the game materials it is not suitable for children under the age of 3.
- The game materials are not edible.
- The plasticine may give off colour or leave grease marks.

The XAGA collection also includes XAGA – The Village Game.

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