

game
citizen circuit



how to play

minimum duration:



15 min.

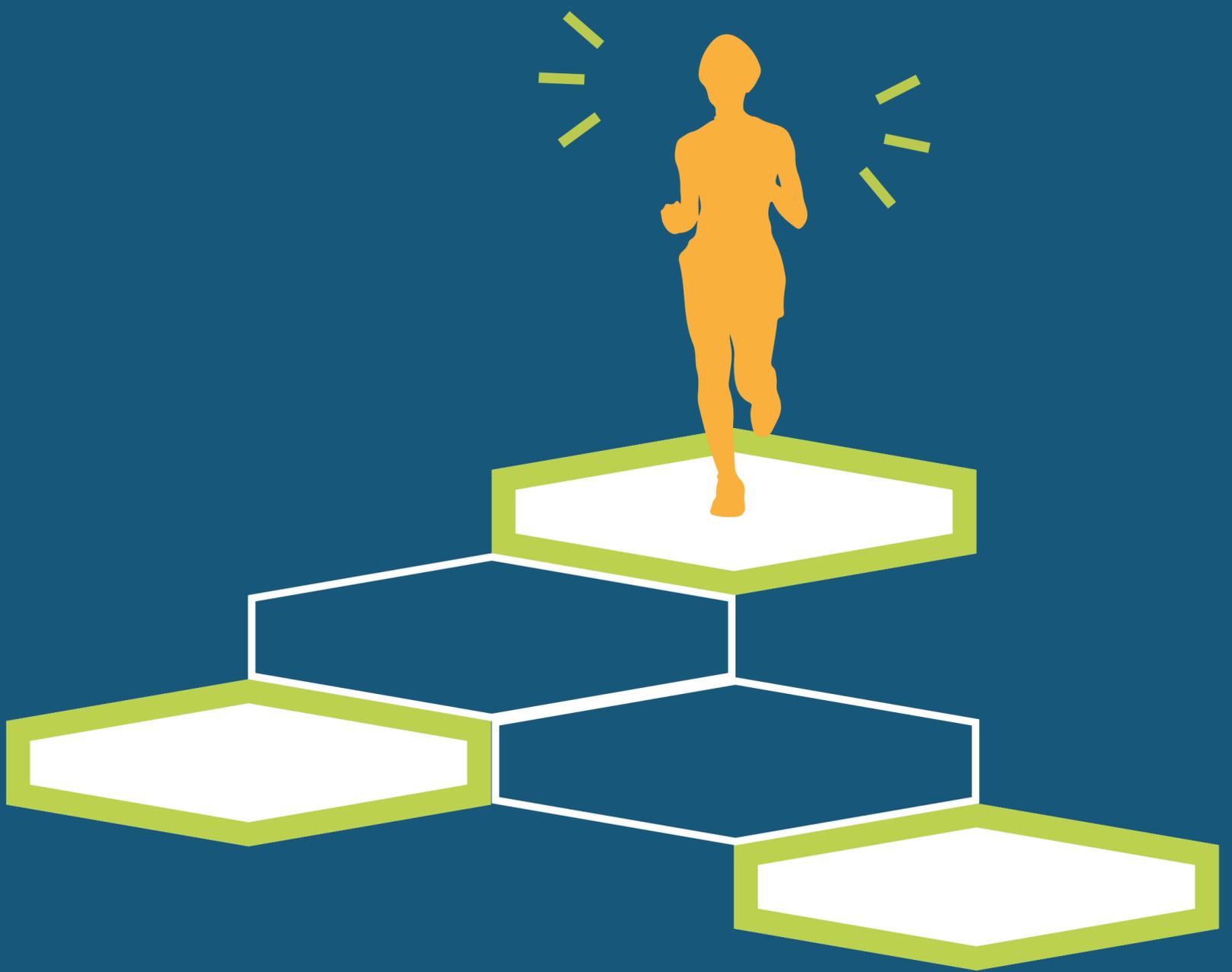
minimum number of players



2 people

basic rules

objective of the game: conquer all the superhouses and return to the house where you started.



basic rules

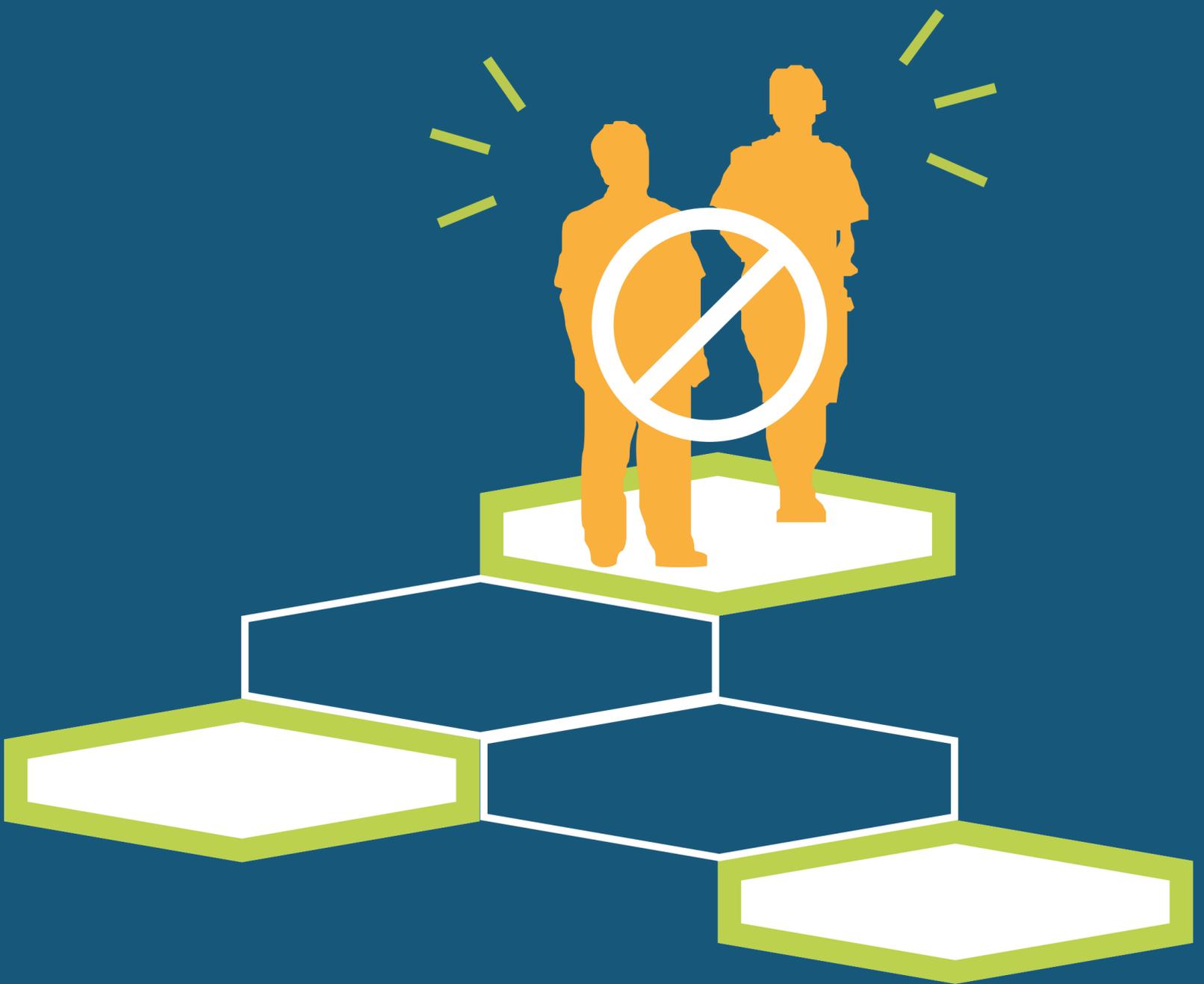
superhouses are the hexagons with the edge highlighted. on each one is written one of the game's themes: **city, nature, you and I, society, this place, and memory.**



when someone arrives at a superhouse, they must perform a task that will be drawn in the application.

basic rules

before you start, attention: two people can never occupy the same house!



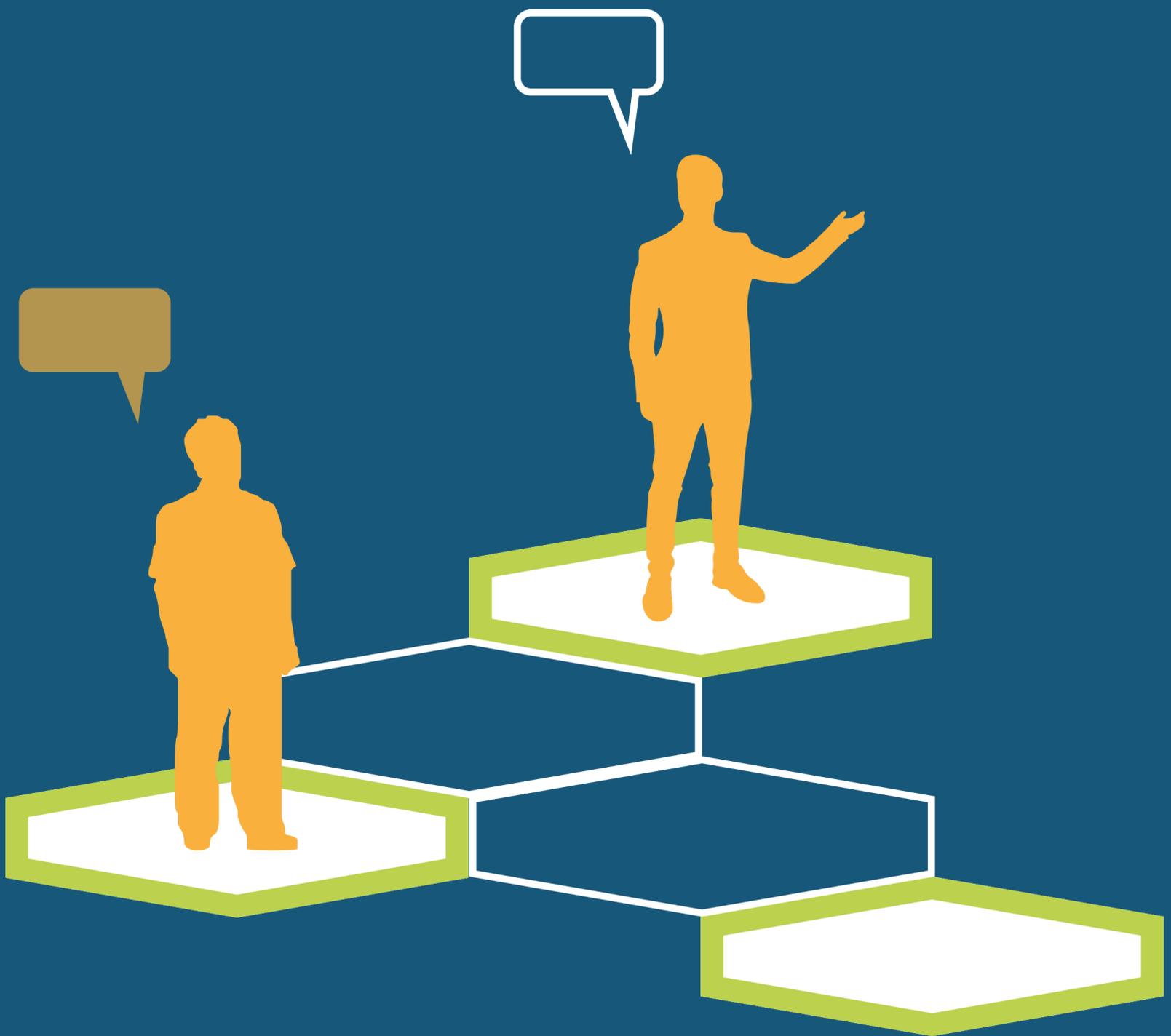
step 01

to start the game, each person chooses a superhouse and stands in the center of it. there is no need to accomplish the task at this first moment.



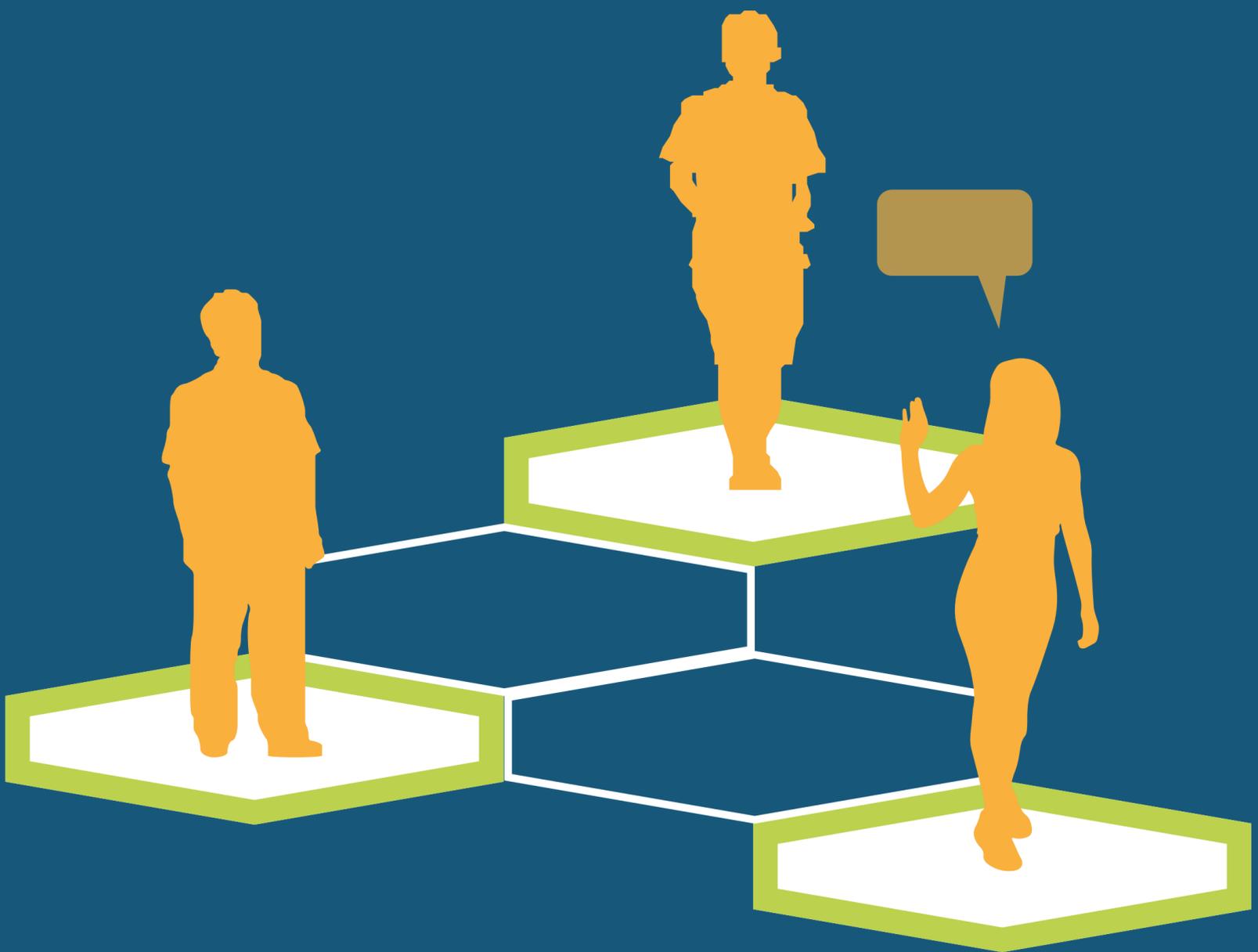
step 02

the first round is an introduction:
each person introduces
themselves, telling a little about
them.



step 03

new people coming into the game also need to introduce themselves!



step 04

define in which order they will move: clockwise, counterclockwise, or however they prefer.



step 05

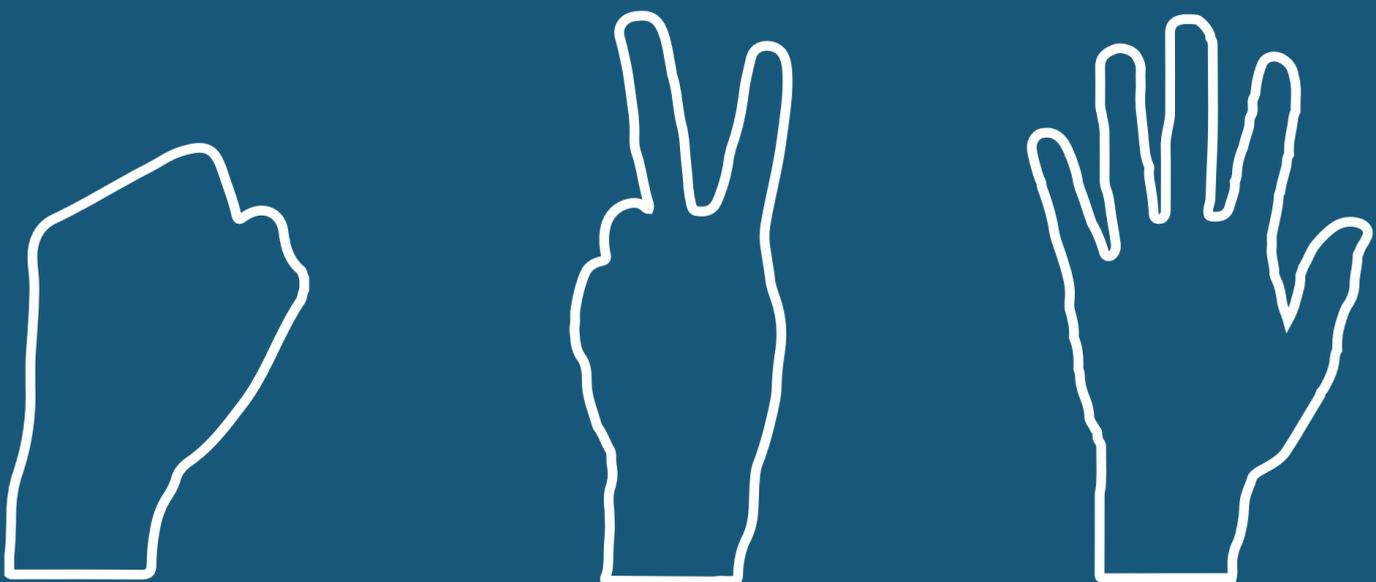
on your turn, choose the person closest to you to dispute a jokenpo (rock, paper, and scissors) to find out how many squares you must walk.



rock paper scissors

the players must count to three and stretch out their hands at the same time, forming one of the rock, paper or scissors. the rule of who wins is:

rock beats scissors.
scissors beats paper.
paper beats rock.



step 06

if you win: walk 3 houses.



if it's a tie: walk two houses.

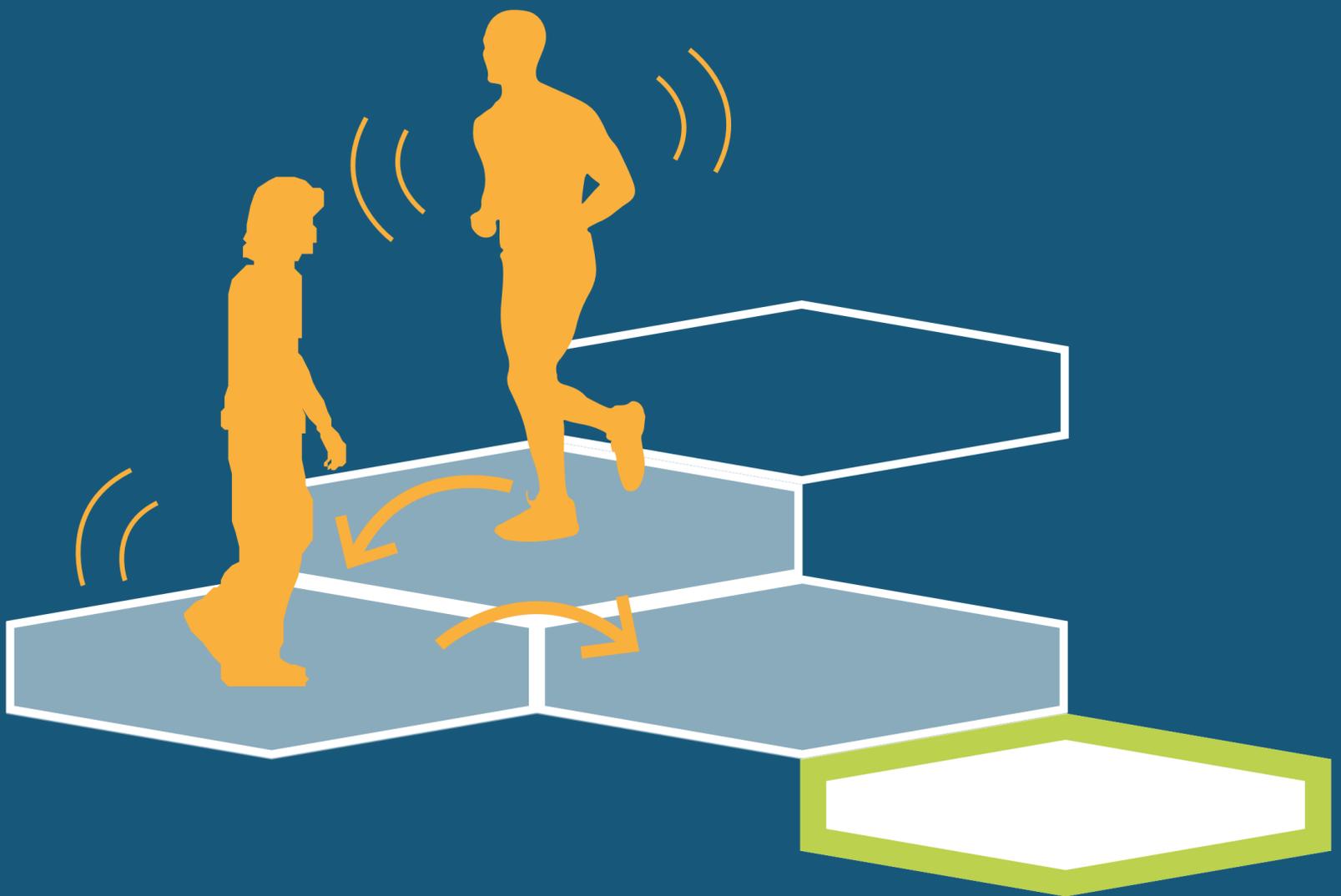


if you lose: walk one house.



step 07

if you arrive at a house already occupied by someone else, take over the house for yourself ! the other person must go to a house next to it.



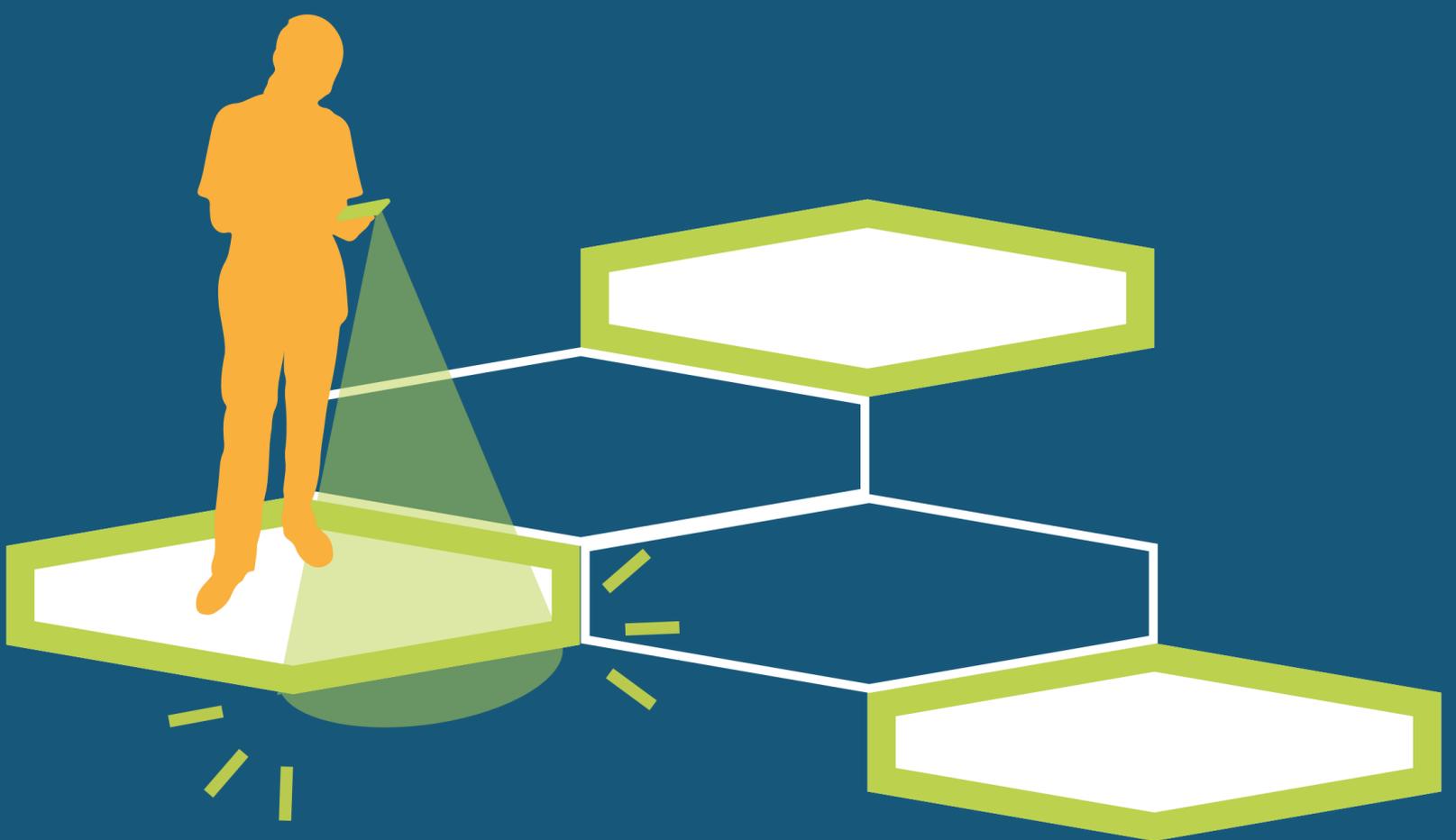
step 08

if the house next door is occupied by someone else, he or she must also make room and move out.



step 09

when you arrive in a **superhouse**, complete a **task** chosen by the other players, relating it to the theme written on the floor of their superhouse. the task can be **to make a mime, say a good thing, a bad thing, sing a song, tell a dream, a fear...** if you want, you can use the app to randomly draw a task for you - just point the camera to the marker at the edge of the hexagon!



step 10

the game goes on like this until everyone has reached the goal.

now you know all the steps! let's play ?

