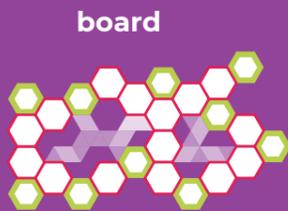


playing  
with  
trust

# citizen circuit



minimum duration



15 minutes

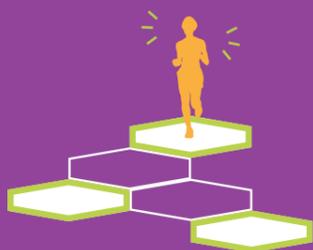
minimum number of players



2 people

## how to play?

### step 01



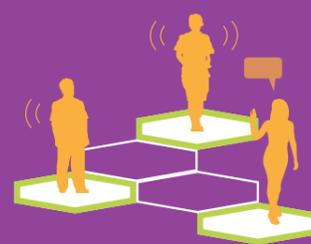
**objective of the game:** talk about the city, about yourself, share ideas, going through all the superhouses in the game.



**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.**

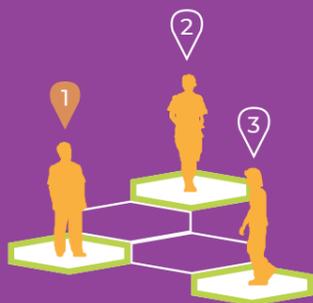


when someone arrives in a **superhouse**, he or she will have to perform a chosen task. before you begin, beware: two people can never occupy the same house!



each person stands in the center of one of the thematic **superhouses** and introduces themselves to the others. the participants who enter the game later also introduce themselves.

### step 02



define in which order you will move: clockwise or counterclockwise. also choose the order of the players.

### step 03



On your turn, choose the person closest to you to play **rock, paper, and scissors** to find out how many squares you must walk.

### step 04



if you win: walk 3 houses.

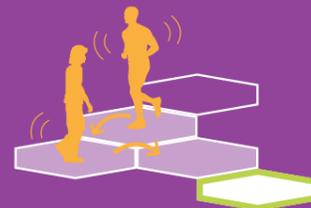


if it's a tie: walk 2 houses.



if you lose: walk only 1 house.

### step 05



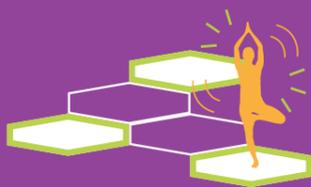
if you arrive at a house already occupied by someone else, take over the house for yourself! the other person must go to a house next to it.

### step 06



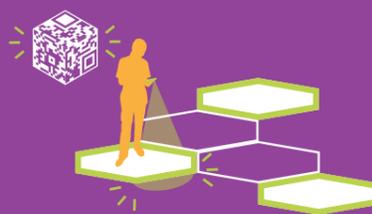
if the house next to it is occupied by someone else, that person must also make room and move out. this is the big challenge: to be able to move forward past all the superhouses, even going back a few times.

### step 07



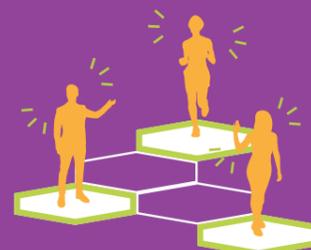
when you arrive in a **superhouse**, complete a **task** chosen by the other players, relating it to the theme written on the floor of their superhouse. the task can be **to make a mime, say a good thing, a bad thing, sing a song, tell a dream, a fear...**

### step 08



you can also draw the task by the application! download it and point the cell phone to the marker on the edge of the hexagon for augmented reality. once the task is accomplished, the participant can move on to the next superhouse in the circuit.

### step 09



the game goes on like this until everyone has gone through all the superhouses, fulfilling the tasks in each one.

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

realization



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