

# Terrestrial Cities

## GAME ANIMATOR'S BOOKLET



**Fine-Grain Pedestrian Network**

For decades now, most urban and pedestrian spaces have been designed for cars, and are fragmented by transportation infrastructure (roads and railways). The result is an inhospitable space for walkers. A fine-grain pedestrian network forges or restores continuous walking routes using different crossing strategies like footbridges, tunnels, etc. Large enough to be efficient, and pedestrians can get to their destinations without having to take detours. Permeable urban experiences improve efficiency and quality of life in a neighborhood.

**Metropolitan Trails**

Urban landscapes have expanded considerably over recent decades, becoming less and less walkable, such that we have now lost touch with the cities in which we live. A metropolitan trail is a hiking route that allows urban dwellers to discover their city (its resources and history), better familiarize themselves with the city, live, and imagine its future.

**Private Rainwater Infiltration Systems**

Water that does not seep directly into the ground is channeled through gutters into the stormwater drainage system, rushing into the nearest river. To promote the direct infiltration of rainwater, the community encourages property owners to create systems of valleys, sumps, and drains on their plots. This can help reduce swelling waterways and flood risks.

*As animator, you are responsible for the smooth running of the game. You are responsible for overseeing the decisions taken by the town council or citizens' assembly.*

In this booklet, you'll find the essential resources for running the game:

- 1) Actions to be taken for the game
- 2) Scoring Grid
- 3) Evaluation grid template (to be recreated for each game)
- 4) Feedback protocol

# *1) Actions to be taken for the game*

**At the start of the game**, take 5 to 10 minutes to remind players of the starting situation and the objective of the game (by presenting the 5 pillars of the Terrestrial Cities).

**To start the first round**, you deal cards equally among players and announce the time allotted for this round (20 to 30 minutes maximum).

**During the round**, make sure that everyone has a chance to speak and listen to each other. (If you wish, you can set up a stopwatch that everyone can see).

**When the first round is over**, you transfer the values of the tool cards selected by the group to each of the columns (pillars) of the Scoring Grid (or to a blank sheet of paper of some kind). You can now start to tell players how far they've progressed towards the Terrestrial Cities. If one or more pillars have already been returned, you can tell them so. On the other hand, if they seem a long way from turning over certain pillars, you can warn them to pay closer attention to the effects of each card.

**At the end of this first round**, you roll the «Hazard» die and postpone the score change if necessary.

**The second round** proceeds in the same way as the first.

**At the end of the consultation**, you enter the values of the selected tool cards in the evaluation grid and calculate the final score. If all the Terrestrial Cities pillars have been returned, you win. If some are missing, you can repeat the game in two rounds.

45 CARDS	Porous city	Nourishing city	Rehabilitated city	Productive city	Caring city	Budget-time	Cost/efficiency ratio
Local Repair Café			1	1	0,5	1	2,5
Teaching Agroecology in Schools	0,5	2				1	2,5
Carpool Zone	0,5					1	0,5
Food Trees Everywhere	0,5	0,5			0,5	2	0,8
CO2 Vacuum Cleaner						3	0,0
A DIY Shop for Building Farm Equipment		2		1		1	3,0
Eco-City Audit						1	0,0
Authorization for Light Footprint Housing	1		0,5			0,5	3,0
Benches, Toilets, and Shade on All Streets			0,5		3	2	1,8
Bicycle Counters						1	0,0
Charging Stations for Electric Cars	0,5					2	0,3
Participatory Budgeting	0,5	0,5	0,5	0,5	1	1	3,0
Fuel Cell Bus	0,5					3	0,2
100% Organic and Local Cafeterias		2		0,5	1	3	1,2
Compensation for Artificialized Land	0,5					1	0,5
Mechanical Composter		1		0,5		1	1,5
Mandatory Packaging Deposit	1			1		1	2,0
Local Power Production Cooperative				2		2	1,0
Natural School Playgrounds	1		1		2	2	2,0
Soil De-Sealing	4		2		0,5	4	1,6
Eco-Districts	1				0,5	2	0,8
Rent Control			1		0,5	0,5	3,0
Test Farms		2		1		2	1,5
Free Public Transportation	2				1	2	1,5
Misting Systems					0,5	2	0,3
Installation of Factories in Urban Wastelands			1	2		2	1,5
A Ban on Advertising in Public Spaces			0,5		1	1	1,5
Ban on Toxic Household Products	2					1	2,0
Ban on Hypermarkets			2	1		1	3,0
Community Gardens	0,5	0,5			1	1	2,0
Car-Free Days	0,5				1	0,5	3,0
Fresh-Cut Produce		1		0,5		1	1,5
Fine-Grain Pedestrian Network	2		0,5		1	2	1,8
Local Farmers' Markets		1		1	0,5	1	2,5
Library of Things				0,5	1	1	1,5
Private Rainwater Infiltration Systems	2		1			1	3,0
Community Chicken Coop		2		1		1	3,0
Free Mental Health Services for All					3	2	1,5
Local Agricultural Procurement		2		1		2	1,5
Urban River Restoration	4		1		2	4	1,8
Requisition of Vacant Housing and Offices			3		0,5	2	1,8
Community Seed Bank	0,5	2		0,5		2	1,5
Streets for Kids	0,5				0,5	0,5	2,0
Community-Supported Agriculture		2			1	1	3,0
Green Walls and Roofs	0,5					3	0,2
<b>Value to be reached to return the pillar with 30 tokens</b>	<b>9</b>	<b>7</b>	<b>5</b>	<b>5</b>	<b>8</b>		

29 ADDITIONAL CARDS	Porous city	Nourishing city	Rehabilitated city	Productive city	Caring city	Budget-time	Cost/efficiency ratio
Helping Tradespeople Return to the City			0,5	3	0,5	2	2,0
Bike Route App	0,5					1	0,5
Community Food Processing Kitchen		1		0,5	0,5	1	2,0
Bicycle Highway	2				0,5	2	1,3
Public Baths					1	1	1,0
Bike Lanes on Every Street	2				1	2	1,5
Bioasphalt						4	0,0
Reuse Center for Building Materials			3	3		2	3,0
Dim Street Lighting	1					0,5	2,0
Wildlife Crossings	0,5					2	0,3
Urban Logistics (last kilometer)	1			1	0,5	2	1,3
Fab lab				2	0,5	1	2,5
Communal Housing			2		1	2	1,5
Insect Hotels	0,5				0,5	0,5	2,0
Implementing Bioregional Mandates		2		3		2	2,5
Birdhouses	0,5					0,5	1,0
Smart Waste Bins						2	0,0
Renovation of Public Buildings in Straw and Mud			2	1		3	1,0
Tram System	3				1	4	1,0
District Heating Network			2	1		3	1,0
Solar roads						4	0,0
Educational Beehives		0,5				0,5	1,0
Metropolitan Trails	1				1	1	2,0
Phyto-Purification Station for Wastewater	2					2	1,0
Third Places			1	0,5	1	1,5	1,7
Dry Toilets in Schools		1,5		0,5		2	1,0
30 km/hr Speed Limit	1				1	0,5	4,0
Low Emission Zone	0,5					0,5	1,0
Agricultural Protection Zoning		2	0,5			1	2,5
<b>Value to be reached to return the pillar with 45 tokens</b>	<b>14</b>	<b>9</b>	<b>9</b>	<b>9</b>	<b>11</b>		

## 2. The Scoring Guide

### 3) The Evaluation Grid Template

(to be recreated for each game, and returned filled in and scanned at the end of the game to [contact@villes-terrestres.org](mailto:contact@villes-terrestres.org))

Tools used to turn over the pillars	porous city	nourishing city	rehabilitated city	productive city	caring city
1.					
2.					
3.					
4.					
5.					
6.					
7.					
8.					
9.					
10.					
11.					
12.					
13.					
14.					
Score final:					

## 4) *Feedback Protocol*

Each playing session will result in a unique choice of cards, which resonates in a significant and interesting way with the group at work.

So that this choice doesn't get lost, let's keep a minimal trace that will feed our archives (for future researchers, and for possible publication on our website and/or social networks).

To ensure that this record is unified, we suggest the following 3 items:

- 1) Fill in and scan the evaluation grid opposite and return it to us at the end of the game at [contact@villes-terrestres.org](mailto:contact@villes-terrestres.org)
- 2) A photo of the chosen cards (and coasters)
- 3) A photo of the group





L'AGENCE  
SENTIERS