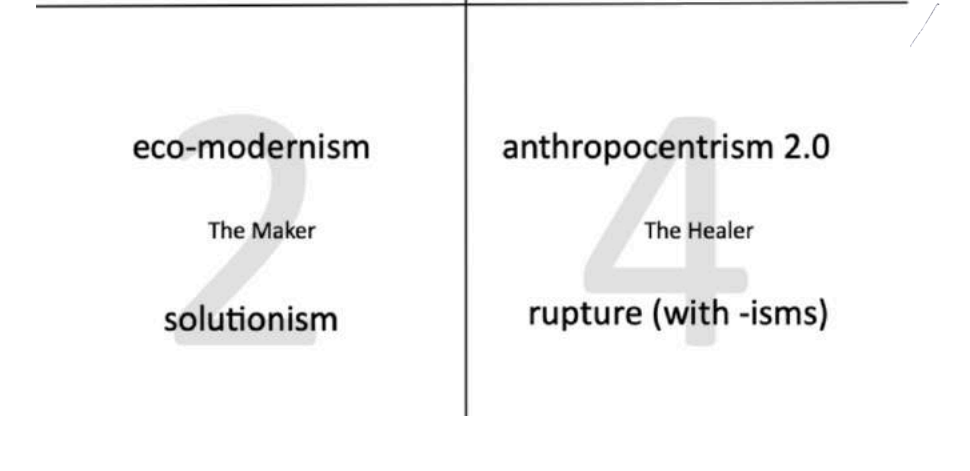




# Anthropocity

A board game to envision and debate different attitudes towards sustainability







How to get my community, colleagues, friends involved in the conversation around **social and environmental sustainability** in a sub-rational, non-fact-based way?

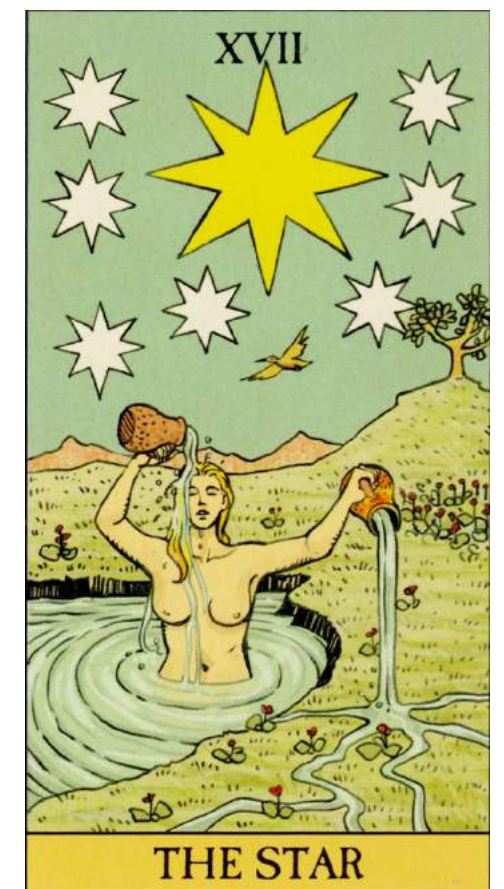


Exploring entry points





Tarots can be seen as archetypal images of the human psyche, life events and principles of natural elements





Some cards resemble philosophies on the Anthropocene explained by Hamilton

Denialism



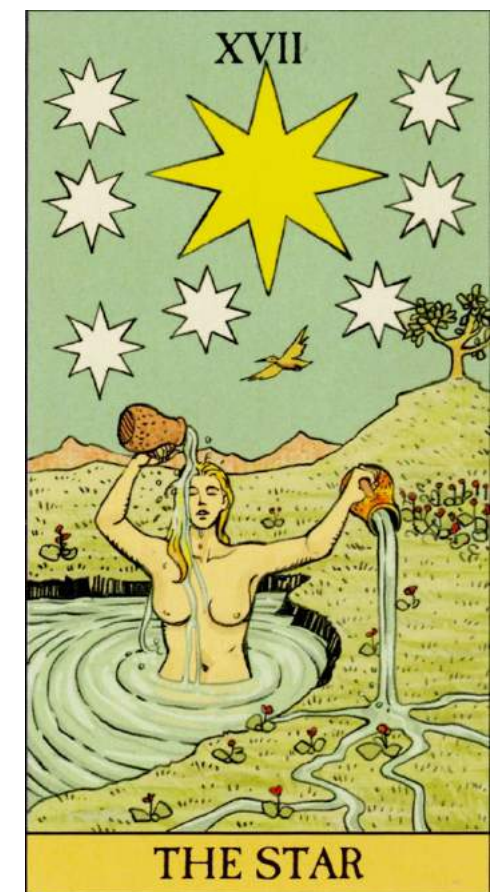
Post-humanism



Eco-modernism



Anthropocentrism







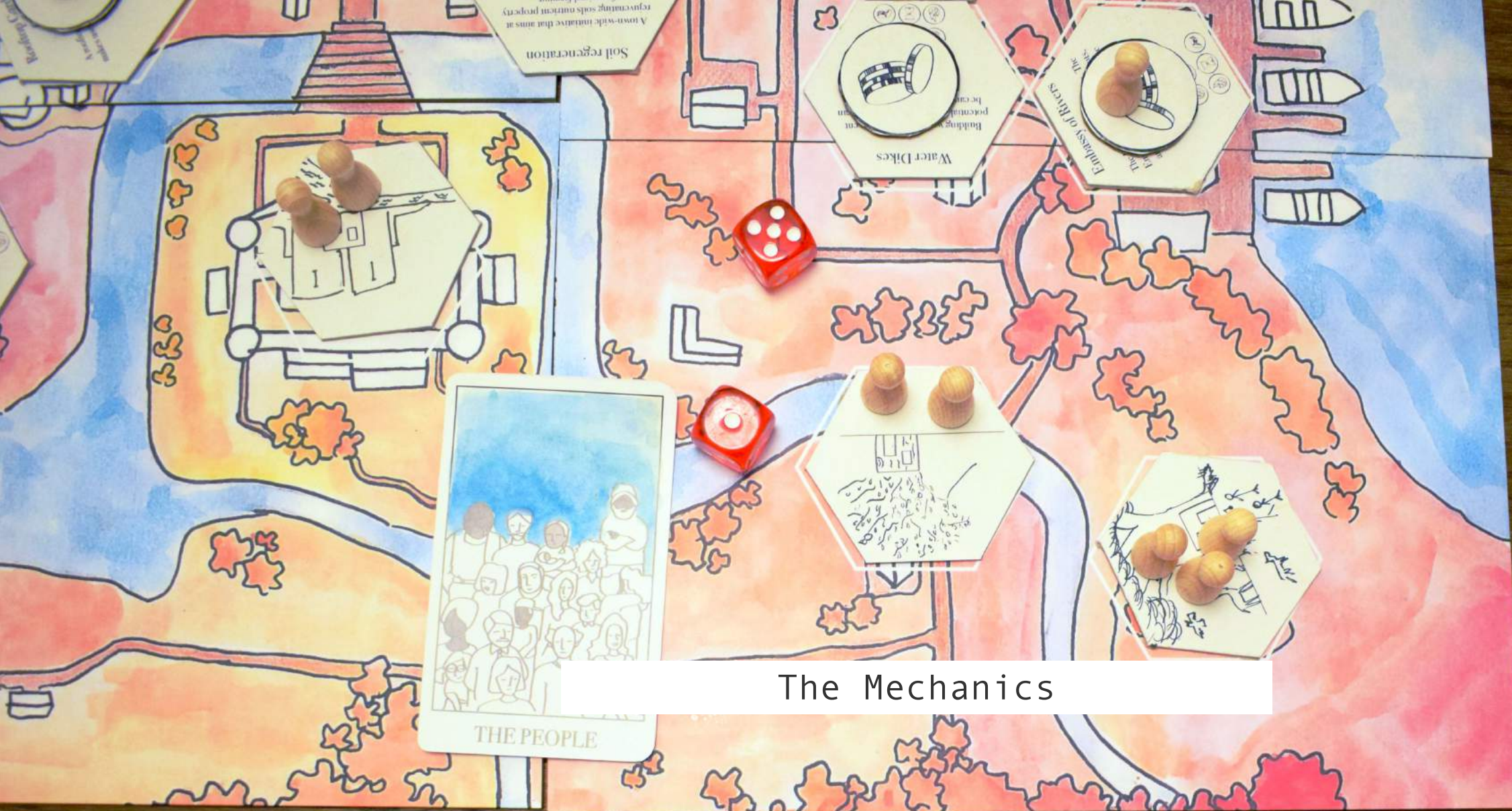
# Anthropocity



Debate oriented  
Simple dynamics  
Light on strategy  
Role-play, narrative  
Approachable  
Purposeful competition







## The Mechanics



**THE GARDENER**

**ACTION CARD**

**START A PROJECT** At every round you can start a project, provided you have the necessary resources.

**DEBATE** You can start a debate at any moment of the game. If the debate gets to a stall, by rolling the dice the People will bring it to a democratic end.

**PROTEST** You have to have at least another the majority to win. Otherwise the outcome.

**ENDORSE** You can endorse the project of with your character's thinking.

**ENDORSE**

When it's your turn, you can endorse a project of another player in line with your character's vision.

At the end of the game, your endorsement will be taken into account by your character's vision.

Place your token on the project to endorse.

**DEBATE**

You can use the debate card once per round to debate another player's projects.

You could start by asking the following questions, but feel free to phrase your own questions.

- Who does this project benefit?
- What are potential environmental, social or economic impacts?
- Why do you think this project is important?

**START A PROJECT**

To start a project, you need to have necessary resources for it. You can place the project where you want, but it must be in the 'out of stock' pile.

Place the project where you want, but it must be in the 'out of stock' pile.

**PROTEST**

When it's your turn, convince at least another player to join your protest. If the majority of the players join the protest, the project is removed from the board and the resources go back to the 'in stock' pile.

If you don't have the majority, or you get to a tie, ask the People to back up your cause.



3. pick the projects that best suits your role (you can also create your own!)

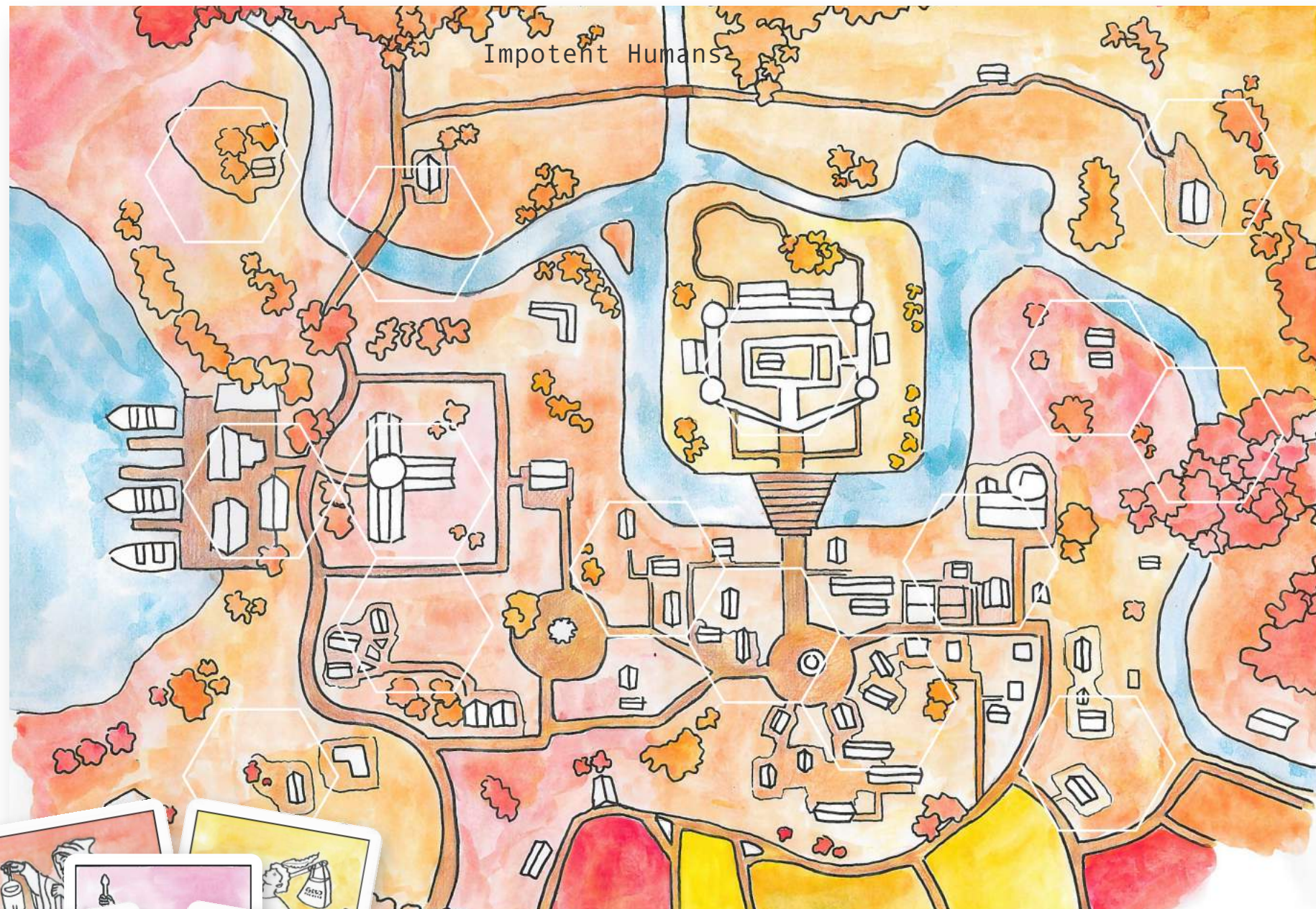
### Forest Sanctuary

Placed where wildlife flourishes and biodiversity is rich, the sanctuary is a place for humans and non-humans to visit and enjoy.

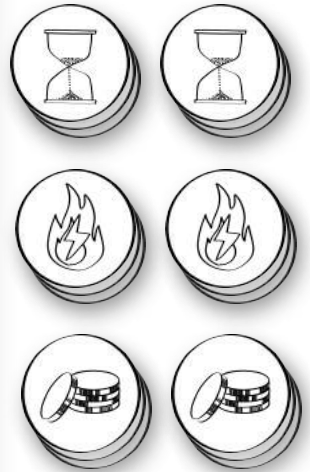


2. draw their house and place it on the map

1. pick a role



use the resources to build your projects, but beware: they're in common!



ask the People to back up your protest



at every turn

when you draw the card

### START A PROJECT

To start a project, you need to have the necessary resources for it. You can start one project per round.

Place the project where do you think fits best on the board, and put the resources in the 'out of stock' pile.

### DEBATE

You can use the debate card once per round to debate another player's projects.

You could start by asking the following questions, but feel free to phrase your own questions.

- Who does this project benefit?
- What are potential ethical, environmental, social consequences?
- Why do you think this is relevant now?

### ENDORSE

When it's your turn, you can endorse the project of another player if you think it's in line with your character's thinking.

At the end of the game, you'll find out if your endorsement helped in building to your character's victory.

Place your token on the project you want to endorse.

### PROTEST

When it's your turn, convince at least another player to join your protest. If the majority of the players join the protest, the project is removed from the board and the resources go back to the 'in stock'.

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THE PEOPLE





### THE PRIESTESS

Is a powerful spiritual being that has a deep intuitive knowledge of nature. She deeply cares for its delicate balance and ecosystem.

*I am of Nature and nature is of me*

**Mindset** Earth and nature are an active force that will ultimately define the success or fail of humans as a specie.

**Character** Quiet, enlightened, serene until made angry.



### THE GARDENER

Lives out of social norms and prefers the company of animals to that of humans. They anticipate a post-human world, where humans and non-humans are equal and in balance again.

*We're all brothers and sisters of tomorrow*

**Mindset** Humans are not above but equal to all living species. They dedicate their energy to non-humans forms of life. Even when it means making humans a vulnerable specie again.



### THE HEALER

The Healer is a reliable and capable being that is well aware of the catastrophic impact humans are having on the ecosystem. As dominant specie, they take responsibility in rebalancing the ecosystem in a way that respect Earth and all its inhabitants.

*The worst might still be avoided*

**Mindset** Humans are colonising the future by thinking for Earth, rather than with Earth. Not everything that is (technologically) possible could and should be allowed to happen. Long term thinker.

**Character** Visionary, thoughtful, tenacious.



### THE MAKER

A resourceful and ever optimistic being that faces everything as a challenge that can be won through their intellect.

*The best is yet to come*

**Mindset** To every 'problem' there is a man-made solution. They believe technology and progress will be crucial in engineering Earth mechanisms for the benefit of humans.

**Character** Optimistic, smart, 'do-now-think-later' attitude.



### THE FOOL

A careless and spontaneous being. Doesn't want to question what's happening. So, they just indifferently or naively continue with 'business as usual', without knowing where they're heading: towards Garden of Eden or a cliff?

*It is what it is*

**Mindset** There's nothing they can do, if things really get bad, technology will save us.

**Character** Indifferent, secretly anxious that 'normality' might be disrupted.



### THE CHAIRMAN

A fascinating, old and powerful being. He has a deep knowledge of the material world and loves to indulge in it. He sees and shapes his surroundings through his own experience. He created from nothing his domain and will protect it at all costs.

*Protect the eternal present.*

**Mindset** He is his lifestyle, he thinks if everyone worked hard enough, they'd get where he got.

**Character** Individualistic, proud, determined.



THE PRIESTESS



THE GARDENER



THE HEALER



THE MAKER



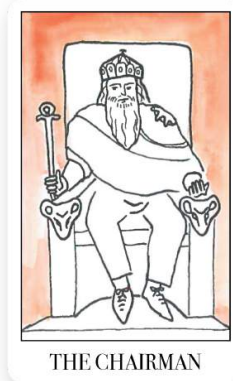
THE FOOL



THE CHAIRMAN

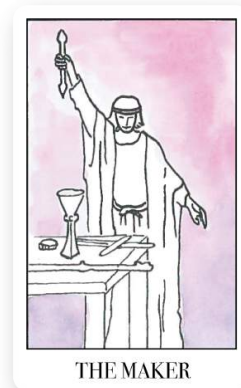


Impotent Humans



Passive Earth

Powerful Earth



Powerful Humans



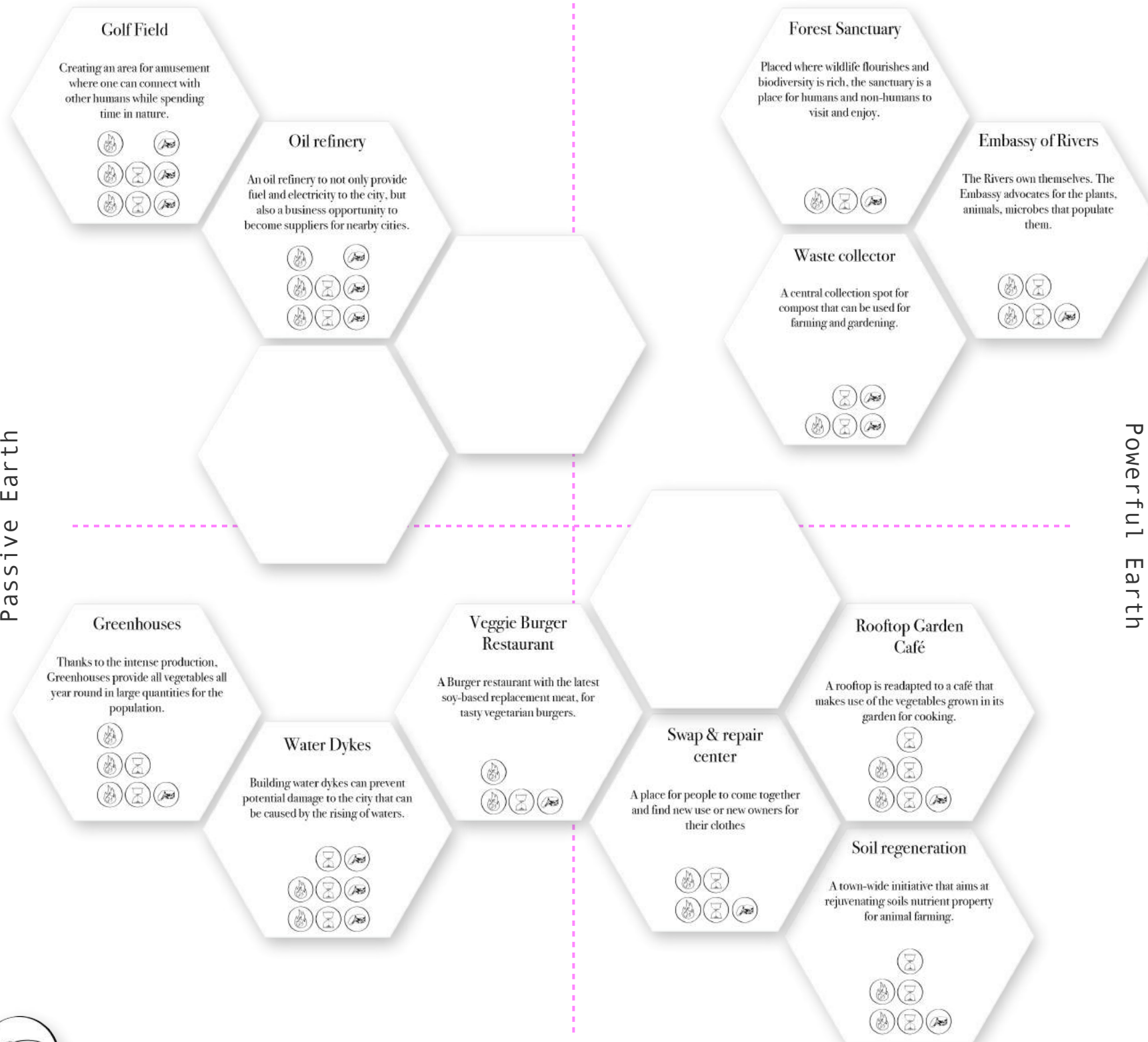
Projects

Impotent Humans

Passive Earth

Powerful Earth

Powerful Humans





# Actions

## START A PROJECT

---

To start a project, you need to have the necessary resources for it. You can start one project per round.

Place the project where do you think fits best on the board, and put the resources in the 'out of stock' pile.

## DEBATE

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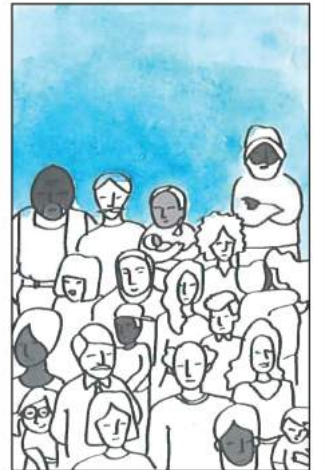
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## PROTEST

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THE PEOPLE

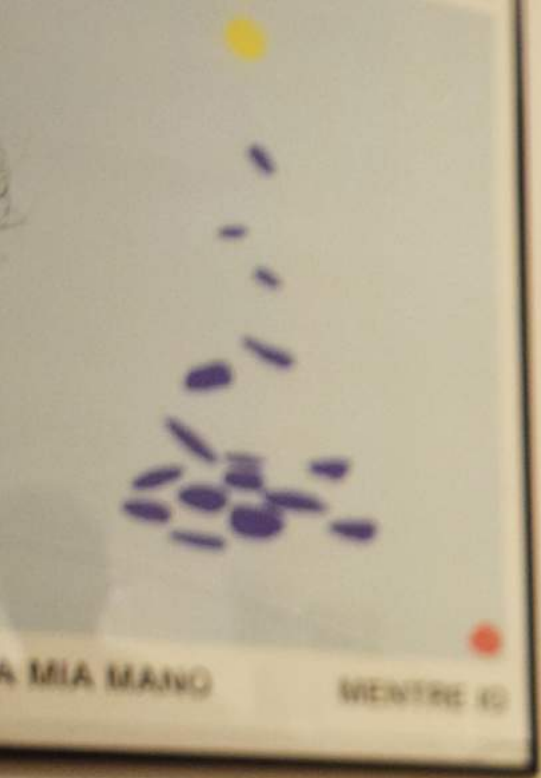


The winners are who has most projects related to their role on the board by the end of the game.

The game ends when the resources and/or the spots for projects on the board are finished.







Testing time!



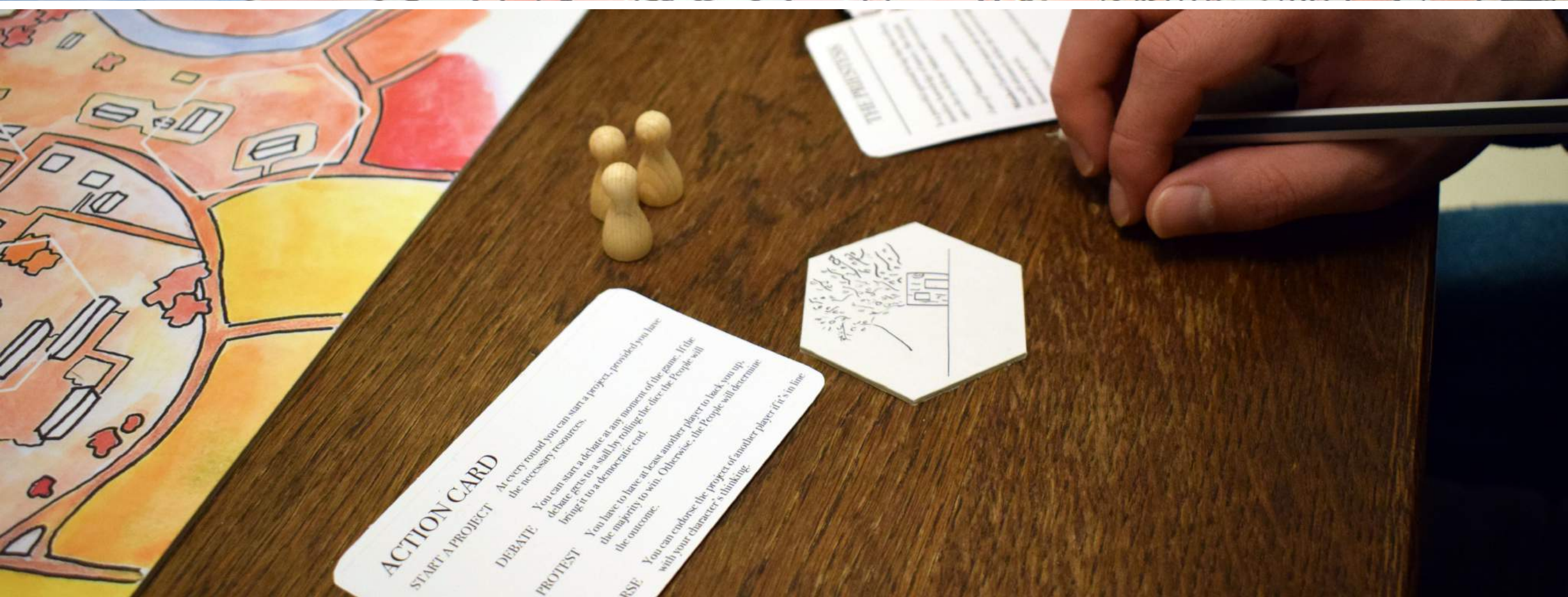


























A board game is shown with a colorful map of a city or region. The map features various colored areas: red for land, blue for water, and yellow for a specific region. There are several wooden pawns, some of which are placed on the map. A card with a sun and a house is visible, along with a card that says "Thank you". The text "Thank you" is overlaid on the image in a large, black, serif font.

Thank you