



POW WOW

A TALKING GAME
ABOUT PUBLIC
SPACES



DCALK
ET LES ÉDITIONS LES CHIENS DE L'ENFER



MOTUS
TERRAE

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with the support of Tandem Europe



RULES

Phase 1: "The Small Entrance"

Implementation

- Each player receives an "Info" card and 3 tokens (one color per player)
- The eldest player draws a "Places" card in the random stack and shows it to all. Players determine together to refer the same place (general place type or specific one)
- Players begin to fill in their Info sheets, only the first field "Where" needs to be completed collectively. On this sheet, players will find 2 fields to complete:

. Souvenirs : Tell/write a souvenir or personal experience of the place, even an anecdote.

. 3 Words : Choose 3 words that reflect/identify the place in your personal opinion.

Phase 2 "The Pow Wow of Words"

Implementation

Each player has a token.

Reveal "Topics" cards face up in the center of the table.

5 if you play with 3 Players

6 if you play with 4 Players

7 if you play with 5 Players

- All players will vote at the same time for the topic that seems the most representative of the chosen place.
- Cards that do not have a vote are removed from the game and set aside for the rest of the game.
- The Pow Wow: Start with a card that has gathered token(s), the person to the left of the player who has placed a token begins to give an interpretation of why this card was chosen and explain his point of view to the group
- Then new cards topics are revealed, the same process of vote with tokens followed by interpretations and visions happens the same way until leaves a few cards:

5 cards if you are playing 3 players

8 cards for 4 players

11 cards for 5 players



Phase 3 “Collective Imaginaries”

Implementation

- Players use their 3 tokens this time in a row.
- The remaining topics are displayed at the center of the face-up table.
- During this phase, you will score or lose points, according to a desire to cover all the topics or not.
- All the players put their 3 tokens on 3 cards one by one at the row
- Driven by the choice of the 3 tokens placed on 3 topics, the player “design” a visionary project for the community
- Player will have 1 minute to pitch this proposal.
- Regarding to the collective effort to include a maximum of topics party will refer to common party scoring:

A card with 0 token => -2 pts

A card with 1 token => 0 pts

A card with 2 or + token => same amount of point per token

Phase 4 “Scoring”

8 points : Pow Wow ! Your group lead to a very good administration of the city and you could be proud to don't had forget anything and anyone.

7-6 points : Administration was good enough for most of the citizen, but you must try to do better to reach Pow Wow

5-4 points : The city is not so bad but lot of speach are still underestimated

3-2 points : Somes are still wandering how your city is still running....

1-0 points : Your are on the edge of chaos.....

Negative score : Your are talking alone, nobody live there anymore





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