

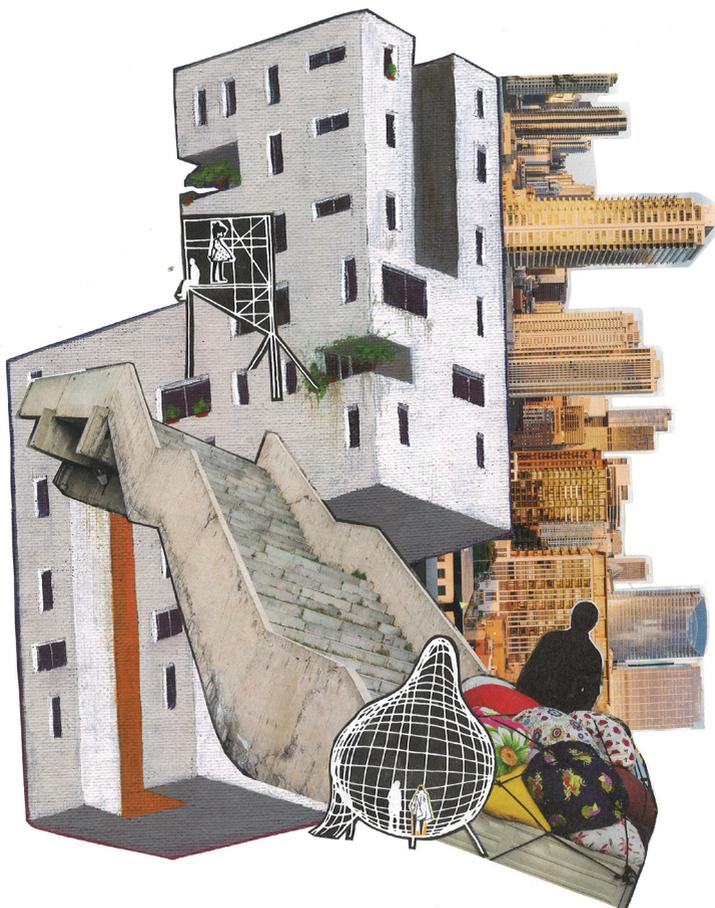
Prospect'Us

A LYON TOWN PLANNING AGENCY DESIGN



Game rules booklet

**There's no impossible future
It's up to you!**



Prospect'Us

PRINT & PLAY INSTRUCTIONS

Material:

- A game rules booklet
- A game board
- 16 collective persona cards
- 15 individual persona cards
- 15 land use / functions cards
- 8 locations blank cards
- 63 drivers cards: population (9), resources (13), lifestyles (13), governance (13) and economy (15)
- + for each type of cards, one page of blank cards to be fulfilled freely

Make your own Prospect'Us game copy:

Please find here below in the next pages all the elements to be printed and cut to make your own game copy.

1- Rules game - p1 to p8

Print the A4 size pages on both sides

2- Board game - p9-10

Print the A4 size page in front and landscape format

3- Cards - from p11 to p48

Print the A4 size pages on both sides «turning on the long edges». Cut out the cards and round off the corners.

...Your own game is ready, you only have to play it!

Prospect'Us

GAME RULES



From 3 to 5 players on each table
& a master of the game
Possibility to play several tables at
the same time



From 14 years old



60 minutes

Game goal

Prospect'Us is a **playful medium for reflections, exchanges and collective expressions** (or «serious game») inviting participants to project themselves in the year 2050, for the coming generation, by shifting their point of view, to imagine and describe all together possible futures in a given territory.

This is a **cooperative game** in which players contribute, in teams, throughout the game. No one wins or loses, the objective being to **be as contributory as possible** in order to properly describe and credibilise the imagined futures.

The goal of the game is for each team to build a **Prospect'Us 2050 to promote an emblematic event or action of the imagined future for your territory in 2050.**

Your Prospect'Us 2050 will consist of a slogan, an illustration and a description of the foresight context in which it will be distributed in 2050.

You will have in your possession various cards (Persona, Locations and Drivers). They will lead you to develop your Prospect'Us 2050.

Game content



- Copies of the Prospect'Us board - 1 by team
- Individual and collective Persona cards
- Territory cards - Locations and Land use / Functions
- Drivers cards - five topics: Population, Governance, Economy, Lifestyles and Ressources



Supply to be provided to the players

- Pens
- Computer + printer (optional)
- Sicssors
- Glue
- Markers
- Tape
- Magazines ...

The Prospect'Us

The Prospect'Us 2050 embodies the future you envisioned for your territory by promoting an iconic event or action supported by the team's collective profile.

It consists of a front and a back:

- **On the front**, you must enter your slogan and illustrate the event, as well as the action or actions it promotes.
- **On the back**, you must describe, with a short descriptive text written in the present, the context of your Prospect'Us release in 2050. You should also mention the key dates and highlights of your Prospect'Us.

The diagram illustrates the layout of the Prospect'Us 2050 form, divided into two main sections: the front and the back.

Front: The front side features the text "PROSPECT'US 2050" in a bold, sans-serif font, centered. Below it, in a smaller font, are the words "EVENTS, ACTIONS, CATCHWORDS, ILLUSTRATIONS". A vertical label "front" is positioned on the left side of the diagram.

Back: The back side is divided into two main sections by a horizontal dotted line. The top section is titled "DIFFUSION CONTEXT" and contains the question "In 2050, your Prospect'Us is distributed by whom? for whom? how?". The bottom section is titled "TO REMEMBER" and contains the instruction "Key dates and events from today until 2050". A vertical label "back" is positioned on the right side of the diagram. The "Prospect'Us" logo is located at the bottom right corner of the back side.

Game installation

Approximately 5-20'

- 3 to 5 people per game table
- 1 Game Master (Non player facilitator) for several tables (4 maximum)
- The game master presents the purpose of the game, its content and its unfolding.

Cards draw

Reminder of the cards to be drawn:

- 1 individual Persona card per player
- 1 team collective Persona card per team
- 1 Location card
- 1 Function card
- 5 Drivers card

At first, the Persona cards are drawn at random: as many Individual Persona cards as players and one Collective Persona card assigned to the team.

After five minutes of appropriation of the Team Personas, the Functions and Locations cards are drawn.

Previsouly, the Locations cards which are blank need to be fulfilled, knowing that the game takes place in a metropolitan area or region. They can be fulfilled rather together by all the teams or by each team.

Finally, the Drivers cards are drawn (5, one card by topic).

Caution

If the number of players requires the installation of more than 5 game tables, it is necessary to use a second set of cards.

SHORT GAME GUIDELINE

- 3 to 5 people per game table
- 1 Game Master (Non Player Facilitator) for 3 to 4 tables maximum
- The game master presents the goal of the game, its content and its unfolding.

Draw and selection of Persona cards, then Location and Functions, and finally Drivers.

Three game steps

Step 1: Discussion about the cards – approx 20'

- Appropriation of individual and collective Persona cards
- Association and combination of Location, Function and Drivers cards

Step 2: Making the Prospect'Us – approx 20'

- Making the Prospect'Us: flyer or leaflet that must boast emblematic an event or action of the imagined future, illustrated in a free way (section front of the game board).
- Construction of the release context: a story conceived in the present that would take place in 2050 and that describes the distribution context of the Prospect'Us (section back of the game board).

Step 3 : Restitution – 2' per game table

Prospect'Us catchwords/ Subtitles, dates and key events/ Explanation or reading of the context

Prospect'Us

A LYON TOWN PLANNING AGENCY DESIGN



v4 - May 2022
(CC BY-NC-ND 3.0 FR)



DIFFUSION CONTEXT

En 2050, your Prospect'Us is distributed by whom? for whom? how?

PROSPECT'US **2050**

EVENTS, ACTIONS, CATCHWORDS, ILLUSTRATIONS

TO REMEMBER

Key dates and events from today until 2050

Prospect'Us



Economy



Economy



Economy



Economy

Fiscal metropolitan autonomy

Spare time +++

Relocation of the production

Collaborative economy
(Airbn'b, Blablacar, crowdfunding)

Prospect'Us

Prospect'Us

Prospect'Us

Prospect'Us



Economy



Economy



Economy



Economy

Circular economy
(optimized supply, waste control, etc.)

**Teleworking
Co-working**

Robotization

Universal income

Prospect'Us

Prospect'Us

Prospect'Us

Prospect'Us



Prospect'Us



Prospect'Us



Prospect'Us



Prospect'Us



Prospect'Us



Prospect'Us



Prospect'Us



Prospect'Us



Economy



Economy



Economy



Economy

**Ultraliberal
economy**

(generalized financialization
and rising of inequality)

**Massive
unemployment**

End of wage labor

**Unaffordable
real estate market**

Prospect'Us

Prospect'Us

Prospect'Us

Prospect'Us



Economy



Economy



Economy



Economy

**Generalized
e-shopping**

**Dematerialized
change**

**Public finances
decline**

Prospect'Us

Prospect'Us

Prospect'Us

Prospect'Us



Prospect'Us



Prospect'Us



Prospect'Us



Prospect'Us



Prospect'Us



Prospect'Us



Prospect'Us



Prospect'Us



War

**Disappearance
of the municipal level**

**Private operators
in the executives**

**Voting rights
for the foreigners**

Prospect'Us

Prospect'Us

Prospect'Us

Prospect'Us



Insecurity

**A participatory
metropolitan budget**

**Strengthening
of the role of the State
in the governance**

**A “metropolitan
area” governance**

Prospect'Us

Prospect'Us

Prospect'Us

Prospect'Us



Prospect'Us



Prospect'Us



Prospect'Us



Prospect'Us



Prospect'Us



Prospect'Us



Prospect'Us



Prospect'Us



Prioritization given to health

Prospect'Us



Enlarged Metropolis
(scope extension)

Prospect'Us



Extremes at the head of the power

Prospect'Us



Prospect'Us



The "United States" of Europe
(strengthened federalism)

Prospect'Us



Prospect'Us



Citizen governance

Prospect'Us



Prospect'Us



Prospect'Us



Prospect'Us



Prospect'Us



Prospect'Us



Prospect'Us



Prospect'Us



Prospect'Us



Prospect'Us



Lifestyles

**« Big Hack »
Digital blackout**

Prospect'Us



Lifestyles

**In-between
Communitarianism**

Prospect'Us



Lifestyles

Cosmopolitanism

Prospect'Us



Lifestyles

**New jobs
(jobs evolution)**

Prospect'Us



Lifestyles

**Techno-skepticism
(choice of disconnection)**

Prospect'Us



Lifestyles

**Ware city
and consumerism**

Prospect'Us



Lifestyles

**Event
and festive city**

Prospect'Us



Lifestyles

**End of the car
in the city**

Prospect'Us



Prospect'Us



Prospect'Us



Prospect'Us



Prospect'Us



Prospect'Us



Prospect'Us



Prospect'Us



Prospect'Us



Lifestyles

**Hyper digital
monitoring
in the daily life**

Prospect'Us



Lifestyles

**Digital and health:
new hopes**

Prospect'Us



Lifestyles

**Uses conflicts
and rise of incivilities**

Prospect'Us



Lifestyles

Prospect'Us



Lifestyles

Terrorist attacks

Prospect'Us



Lifestyles

Prospect'Us



Lifestyles

Riots

Prospect'Us



Lifestyles

Prospect'Us



Prospect'Us



Prospect'Us



Prospect'Us



Prospect'Us



Prospect'Us



Prospect'Us



Prospect'Us



Prospect'Us



Demographic growth

Prospect'Us



Metropolitan urban growth

Prospect'Us



Rise of immigration

Prospect'Us



Aging of the population

Prospect'Us



Strengthening of solidarity

Prospect'Us



Urban exodus

Prospect'Us



Demographic decline

Prospect'Us



Gentrification

Prospect'Us



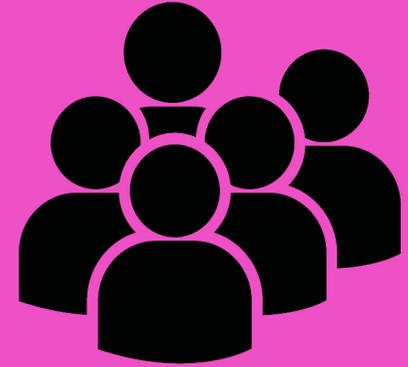
Prospect'Us



Prospect'Us



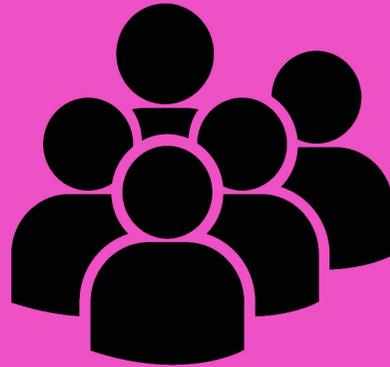
Prospect'Us



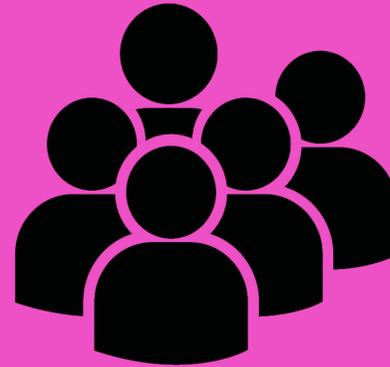
Prospect'Us



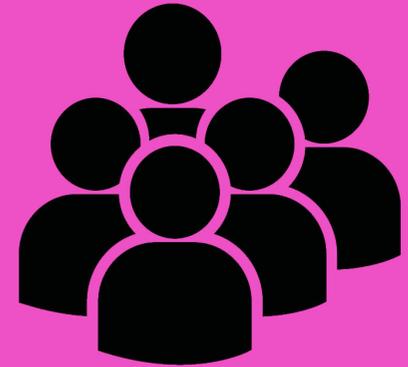
Prospect'Us



Prospect'Us



Prospect'Us



Prospect'Us



Malthusianism
(birth control)

Prospect'Us

Prospect'Us

Prospect'Us

Prospect'Us



Prospect'Us

Prospect'Us

Prospect'Us

Prospect'Us



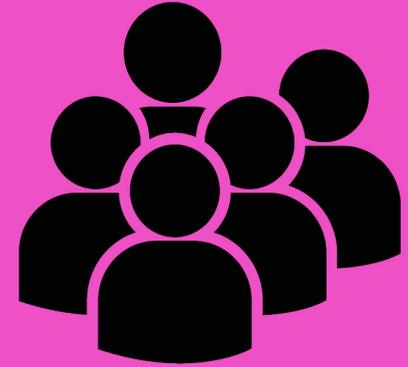
Prospect'Us



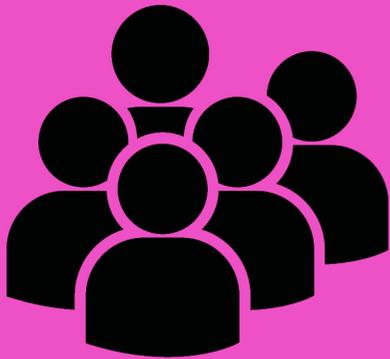
Prospect'Us



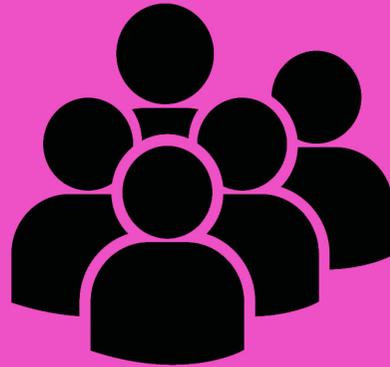
Prospect'Us



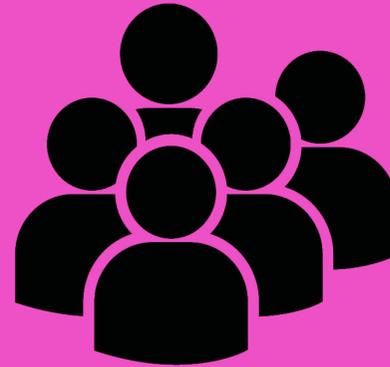
Prospect'Us



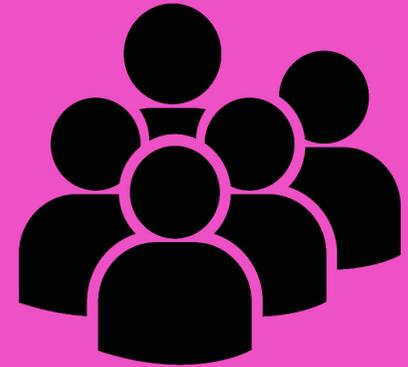
Prospect'Us



Prospect'Us



Prospect'Us



Prospect'Us



Persona

Retired

Prospect'Us



Persona

Migrant

Prospect'Us



Persona

**Deliveroo
delivery man**

Prospect'Us



Persona

Bus driver

Prospect'Us



Persona

Foreign investor

Prospect'Us



Persona

**Mother
of 4 children**

Prospect'Us



Persona

Doctor

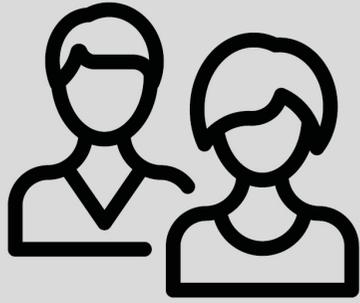
Prospect'Us



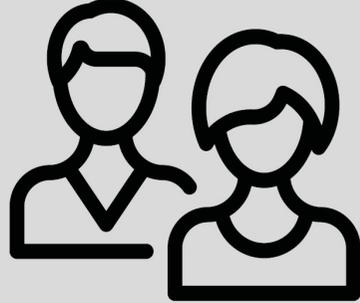
Persona

Elected

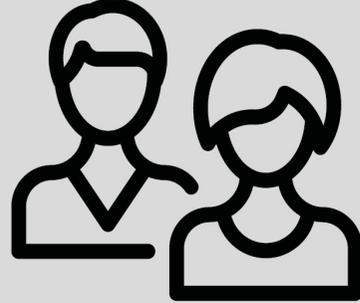
Prospect'Us



Prospect'Us



Prospect'Us



Prospect'Us



Prospect'Us



Prospect'Us



Prospect'Us



Prospect'Us



Prospect'Us



Persona

Taxi driver

Prospect'Us



Persona

Yuppie

Prospect'Us



Persona

**Divorced father
with 2 children**

Prospect'Us



Persona

Farmer

Prospect'Us



Persona

Craftsman

Prospect'Us



Persona

Local shop owner

Prospect'Us



Persona

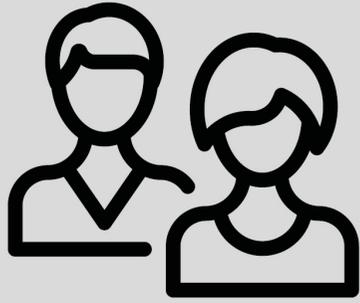
Middle schooler

Prospect'Us

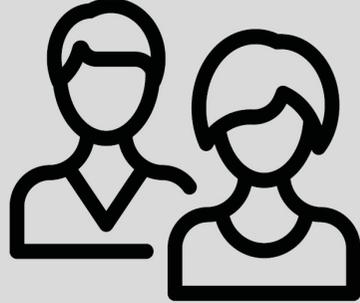


Persona

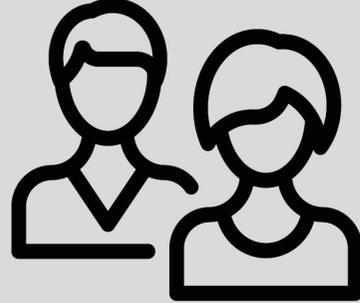
Prospect'Us



Prospect'Us



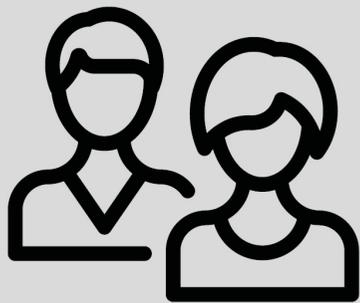
Prospect'Us



Prospect'Us



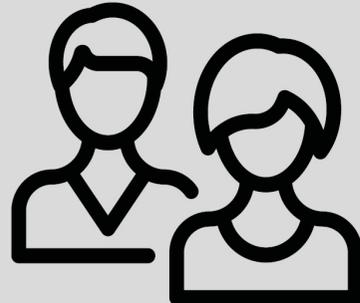
Prospect'Us



Prospect'Us



Prospect'Us



Prospect'Us



Prospect'Us



Ressources

**Massification
of renewable
energies**

Prospect'Us



Ressources

**Exposure
to increased
atmospheric
pollution**

Prospect'Us



Ressources

**Widespread
of local food
production**

Prospect'Us



Ressources

**Industrial
accident**

Prospect'Us



Ressources

**Natural
disaster**

Prospect'Us



Ressources

**Biodiversity
collapse**

Prospect'Us



Ressources

**Intensive exploitation
of resources**

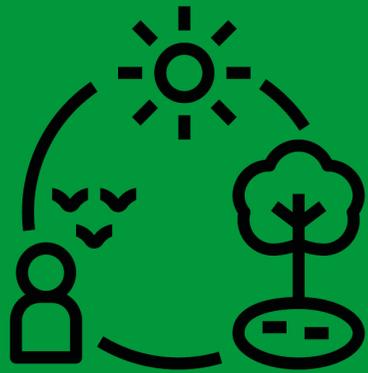
Prospect'Us



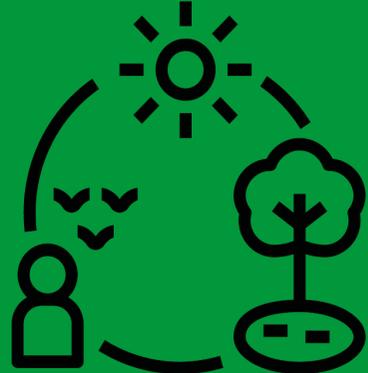
Ressources

Climato-skepticism

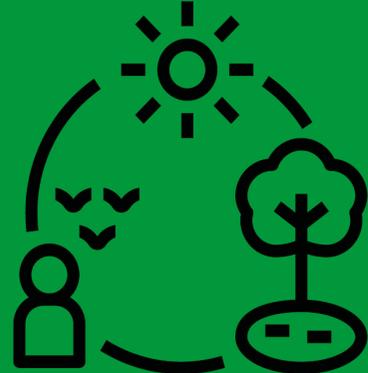
Prospect'Us



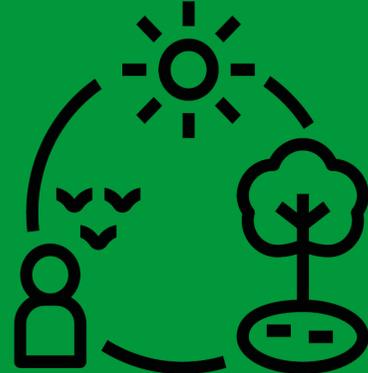
Prospect'Us



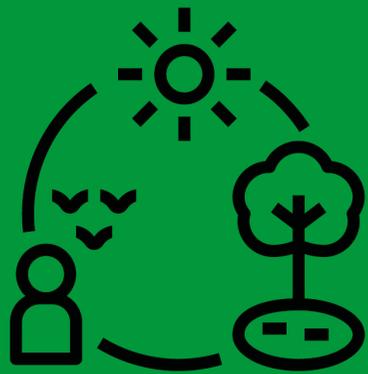
Prospect'Us



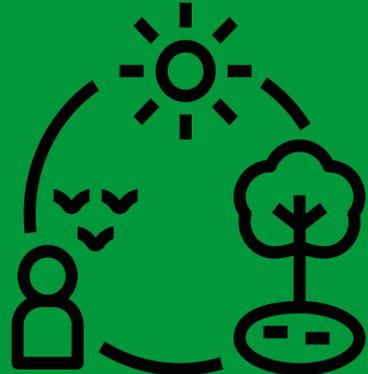
Prospect'Us



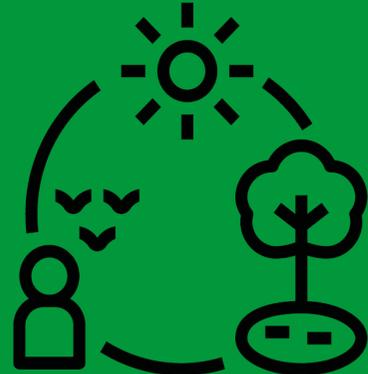
Prospect'Us



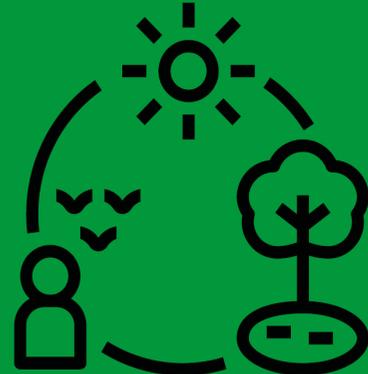
Prospect'Us



Prospect'Us



Prospect'Us



Prospect'Us



Ressources

**Urban agriculture
generalization**

Prospect'Us



Ressources

**Groundwater
pollution**

Prospect'Us



Ressources

Heatwaves

Prospect'Us



Ressources

**Nature in the city
accessible to all**

Prospect'Us



Ressources

**Rationed
drinking water**

Prospect'Us



Ressources

**Mass exploitation
of fossil fuels
(coal, oil)**

Prospect'Us



Ressources

**Global warming
accelerated
and sustained**

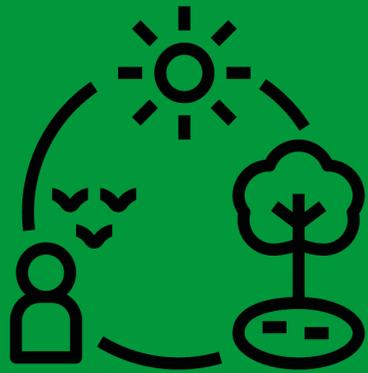
Prospect'Us



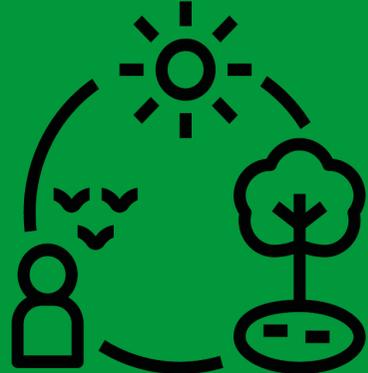
Ressources

**The «great climate
crisis»
a common cause**

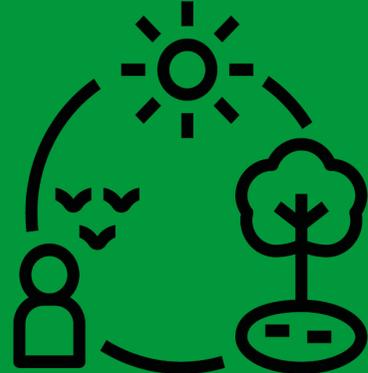
Prospect'Us



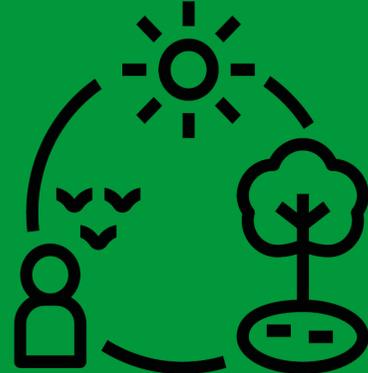
Prospect'Us



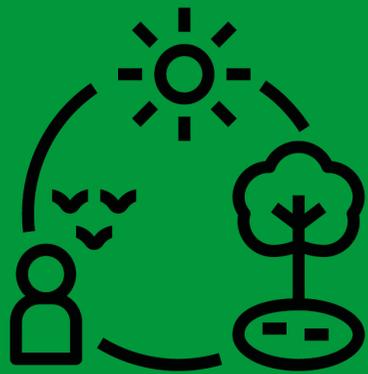
Prospect'Us



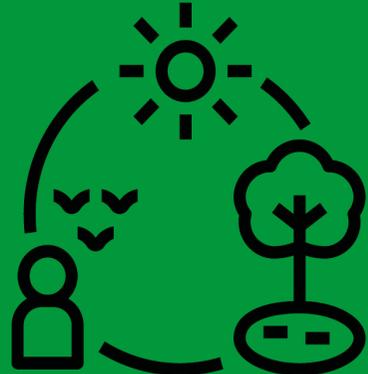
Prospect'Us



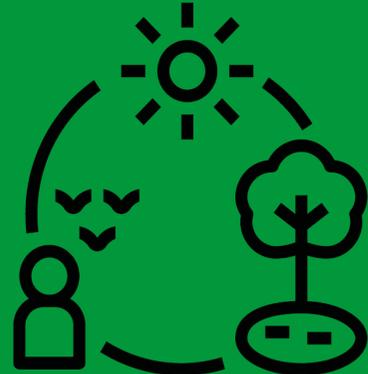
Prospect'Us



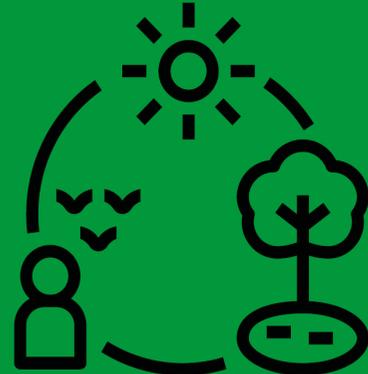
Prospect'Us



Prospect'Us



Prospect'Us



Prospect'Us



Ressources

Less waste
(streamlined waste management)

Prospect'Us



Ressources

Fight against the nuisances

Prospect'Us



Ressources

Emergence of the vegetable city

Prospect'Us



Ressources

Understanding and conscience of the energy bill

Prospect'Us



Ressources

Economy and preservation of resources

Prospect'Us



Ressources

Prospect'Us



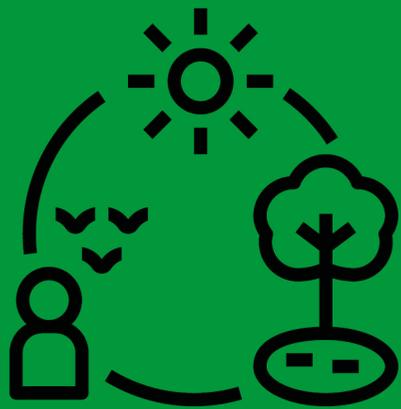
Ressources

Prospect'Us

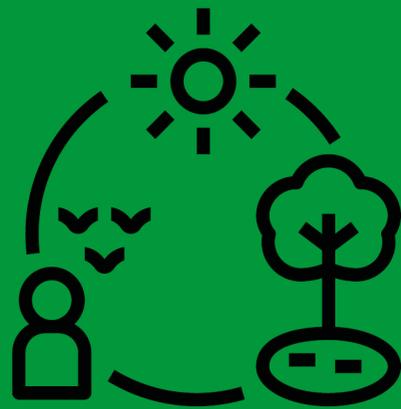


Ressources

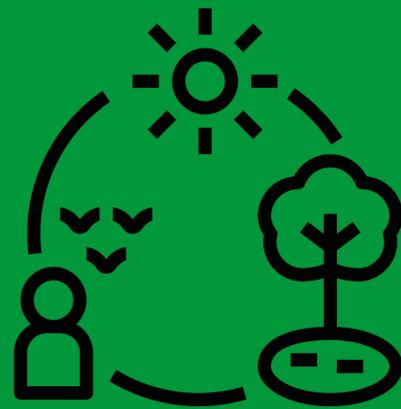
Prospect'Us



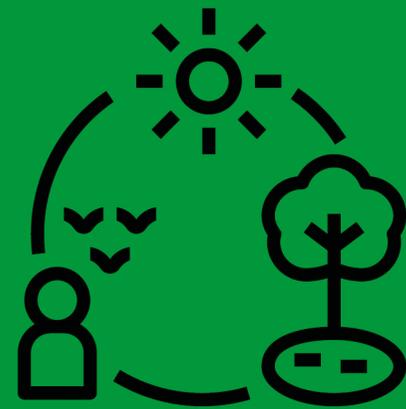
Prospect'Us



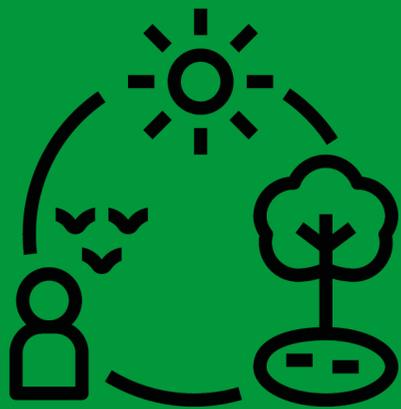
Prospect'Us



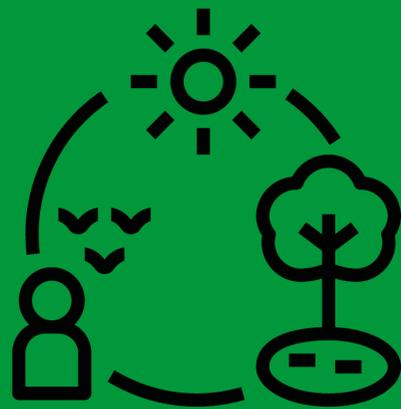
Prospect'Us



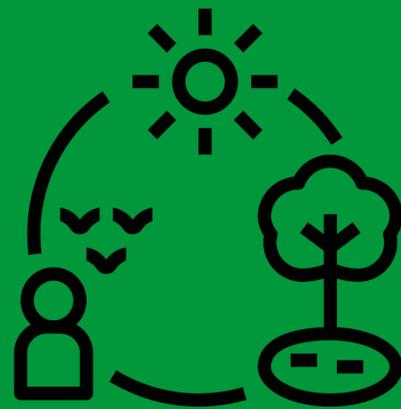
Prospect'Us



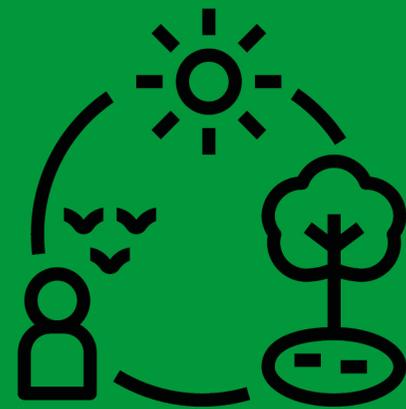
Prospect'Us



Prospect'Us



Prospect'Us



Prospect'Us



Persona

**Group
of municipalities**

Prospect'Us



Persona

**Neighborhoods
council**

Prospect'Us



Persona

**Public urban services
organization**
(water, waste,
transportation...)

Prospect'Us



Persona

**Condominium
union**

Prospect'Us



Persona

**Board
of a major company**

Prospect'Us



Persona

**Municipal
city council**

Prospect'Us



Persona

**Association
of users**

Prospect'Us



Persona

**Social housing
operator**

Prospect'Us



Prospect'Us



Prospect'Us



Prospect'Us



Prospect'Us



Prospect'Us



Prospect'Us



Prospect'Us



Prospect'Us



Persona

**Trade unions
or employers
organization**

Prospect'Us



Persona

Lobbys

Prospect'Us



Persona

**Non
Governemental
Organization**

Prospect'Us



Persona

**Agricultural
cooperative**

Prospect'Us



Persona

**Private urban
services suppliers**
(water, waste,
transportation...)

Prospect'Us



Persona

**Association
of parents**

Prospect'Us



Persona

**Chamber
of Commerce
and Industry**

Prospect'Us



Persona

Sports club

Prospect'Us



Prospect'Us



Prospect'Us



Prospect'Us



Prospect'Us



Prospect'Us



Prospect'Us



Prospect'Us



Prospect'Us



Persona



Persona



Persona



Persona

Prospect'Us

Prospect'Us

Prospect'Us

Prospect'Us



Persona



Persona



Persona



Persona

Prospect'Us

Prospect'Us

Prospect'Us

Prospect'Us



Prospect'Us



Prospect'Us



Prospect'Us



Prospect'Us



Prospect'Us



Prospect'Us



Prospect'Us



Prospect'Us

 **Locations**

 **Locations**

 **Locations**

 **Locations**

Prospect'Us

Prospect'Us

Prospect'Us

Prospect'Us

 **Locations**

 **Locations**

 **Locations**

 **Locations**

Prospect'Us

Prospect'Us

Prospect'Us

Prospect'Us



Prospect'Us

Prospect'Us

Prospect'Us

Prospect'Us



Prospect'Us

Prospect'Us

Prospect'Us

Prospect'Us



Land use /
Functions

**Natural
and agricultural
areas**

Prospect'Us



Land use /
Functions

**Parks
and green spaces**

Prospect'Us



Land use /
Functions

Collective housing

Prospect'Us



Land use /
Functions

Villages

Prospect'Us



Land use /
Functions

**Residential areas
(individual housing)**

Prospect'Us



Land use /
Functions

**Heritage and
historical
neighbourhoods**

Prospect'Us



Land use /
Functions

**Economic activities
and commercial
areas**

Prospect'Us



Land use /
Functions

Urban renewal

Prospect'Us



**Land use /
Functions**

Urban sprawl

Prospect'Us



**Land use /
Functions**

Shops and crafts

Prospect'Us



**Land use /
Functions**

**Transport
infrastructures**

Prospect'Us



**Land use /
Functions**

Public spaces

Prospect'Us



**Land use /
Functions**

Public facilities

Prospect'Us



**Land use /
Functions**

**Events
and congresses**

Prospect'Us



**Land use /
Functions**

**Wasteland
(brown fields, ...)**

Prospect'Us



**Land use /
Functions**

Prospect'Us

