*I've made a free prototype of my game **Dream City** available during this wild time we're living in.*

It's a fun, creative, collaborative game about imagining a better future together. I hope it offers you and your friends and family some possibility, connection, and laughter.

Email me if you have any questions or comments. I would love to hear how it goes for you!
 molly.ampersand@gmail.com • @mollyampersand • mollymcleod.com

Molly McLeod

FILES & PRINTING INSTRUCTIONS

- **Here's a file for single-sided printing** in black and white, with just the card prompts.

- **Here's a file for double-sided printing** in color, with a design for the card backs to look fancier.

- I recommend printing on cardstock if possible.

- Use a paper cutter or scissors to cut the cards after you print them.

- This is a prototype, and not the final design or content of the game.

SHARE FEEDBACK & PHOTOS!

- **Testimonials**: I'm aiming to publish the game later this year, and I would love a testimonial from you if you play! Email me with what you love about the game, and why you'd recommend it to others. Additionally, feel free to share your experience and feedback in this form.
- **Take pictures,** and email them to me if you can! You're welcome to share them on social media, tag **@mollyampersand** and **#dreamcitygame**. I'd love photos of the final city card pairs at the end of the game.

Number of Players	Time to Play	Ages
Best with 4-6 people	30-90 Minutes	10+

Dream City is a game prototype by Molly McLeod. If you're interested in learning more, visit mollymcleod.com/games and sign up for my mailing list for updates!

Components

45 City cards

Objective

Each player creates their own personal dream city with the help of their friends — then tell a story about what it's like to live there and tries to convince everyone to visit! See "Variations" for cooperative rules and other modifications.

Starting the Game

Each player needs:

- A writing utensil
- A small stack of scratch paper to write suggestions on – sticky notes work great! Each player will need 10-20 slips of paper for the duration of the game.
    - If you're playing with…
    - **4 players:** each player needs 9-12 slips
    - **5 players:** each player needs 12-15 slips
   - **6 players:** each player needs 15-20 slips

Playing a round

1. The person who most recently moved to a different city goes first. That player starts as the Architect by drawing the top card from the City deck and reading it out loud.

2. Set a timer for one minute. Each player (other than the Architect) writes a suggestion to fill in the blank on the City card. Players fold their suggestions in half (so they can be anonymous) and place them in a pile.

3. The Architect shuffles the suggestions, reads them out loud, then chooses the suggestion they like best for their city.

    Optional: Players are allowed to advocate for their suggestion if they wish.

    Optional: Set a one-minute timer for the Architect to make their choice after they read all the suggestions.
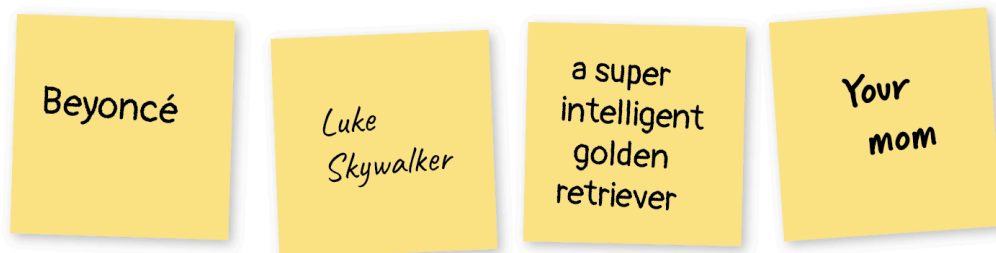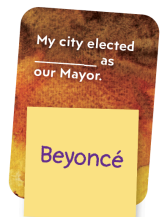
4. The Architect places the paper with their choice on the City card in front of them. This is the first building block in their city!

5. The person who submitted the Architect's choice gets one point. Keep score on a separate slip of paper.

6. The Architect role rotates clockwise around the group after each round.

Ending the Game

Play until each player has three to four city cards in front of them. At the end of the game, everyone describes what it's like to live in their city.

Players vote on the city they most want to visit (and can't vote for their own). Players earn one point for each person who wants to visit their city.

In my city, we elected _____ as our mayor.

Beyoncé

My city's most successful export is _____.

Lemonade

The Museum of _____ is where kids go on school field trips.

Flawlessness

Players tally up their total points from the game.

The person with the most points is the 🏆 Supreme Architect Champion of the World 🏆 — until the next time you play!

Variations

Cooperative

Don't keep score during the game. At the end of the game, everyone describes what it's like to live in their city. What awesome cities you made! Everyone wins!

Three Player Variant

Each player writes two suggestions for the Architect to choose from instead of one.

Civic Duty

Play the game as if you were re-designing the city in which you currently live. What would you really love to see in your community?

Reduce, Reuse, Recycle
Reuse un-chosen suggestions throughout the game.

Play the game over Zoom

Want to play Dream City with people in other cities? Check out special instructions and tools for playing Dream City over Zoom or Google Hangouts here.

About Dream City

Dream City is created and produced by Molly McLeod, an artist, coach, civic designer, and game designer based in Oakland, CA. This version of the game is a prototype created in August 2018. For more civic games and Dream City updates, check out mollymcleod.com/games!