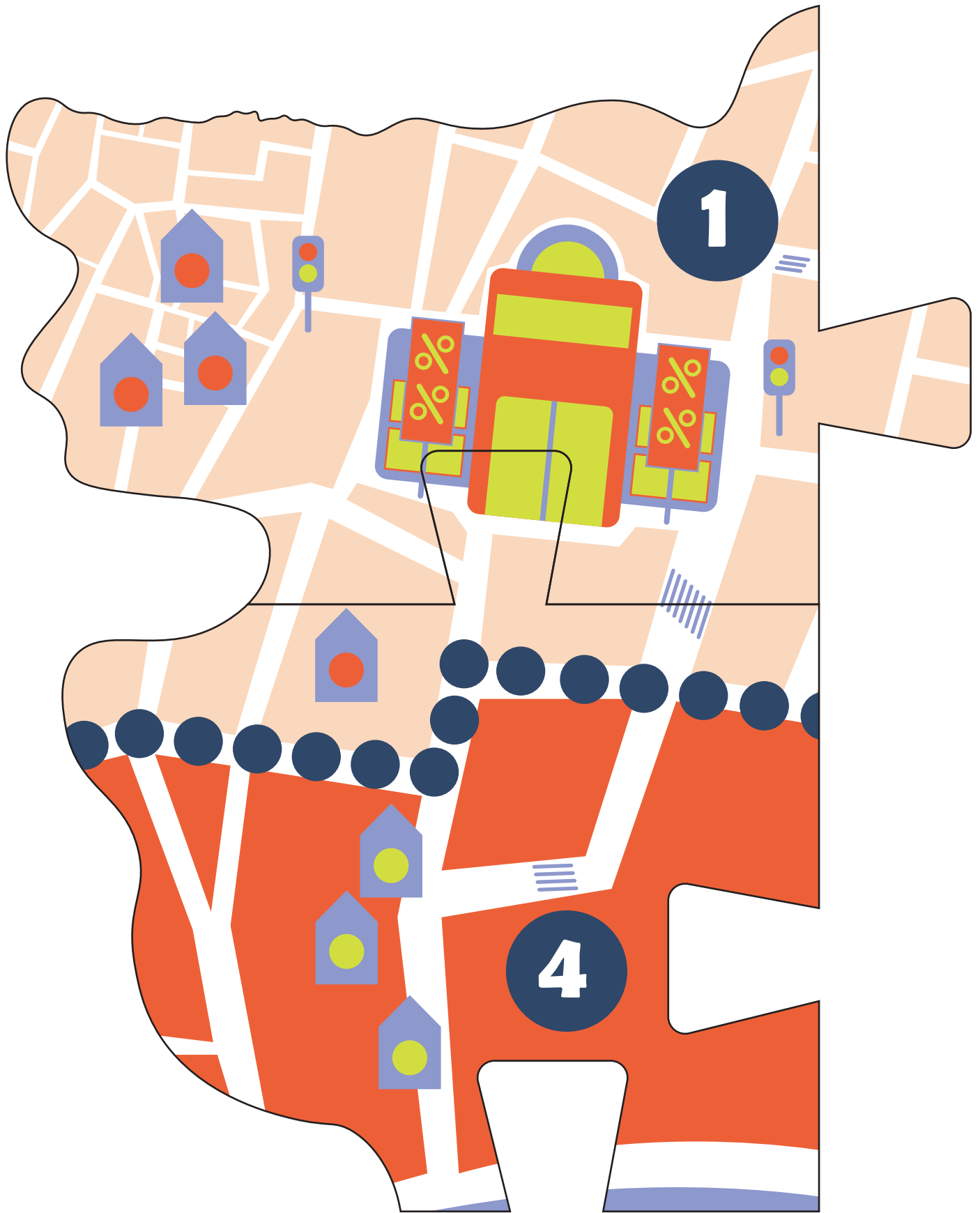
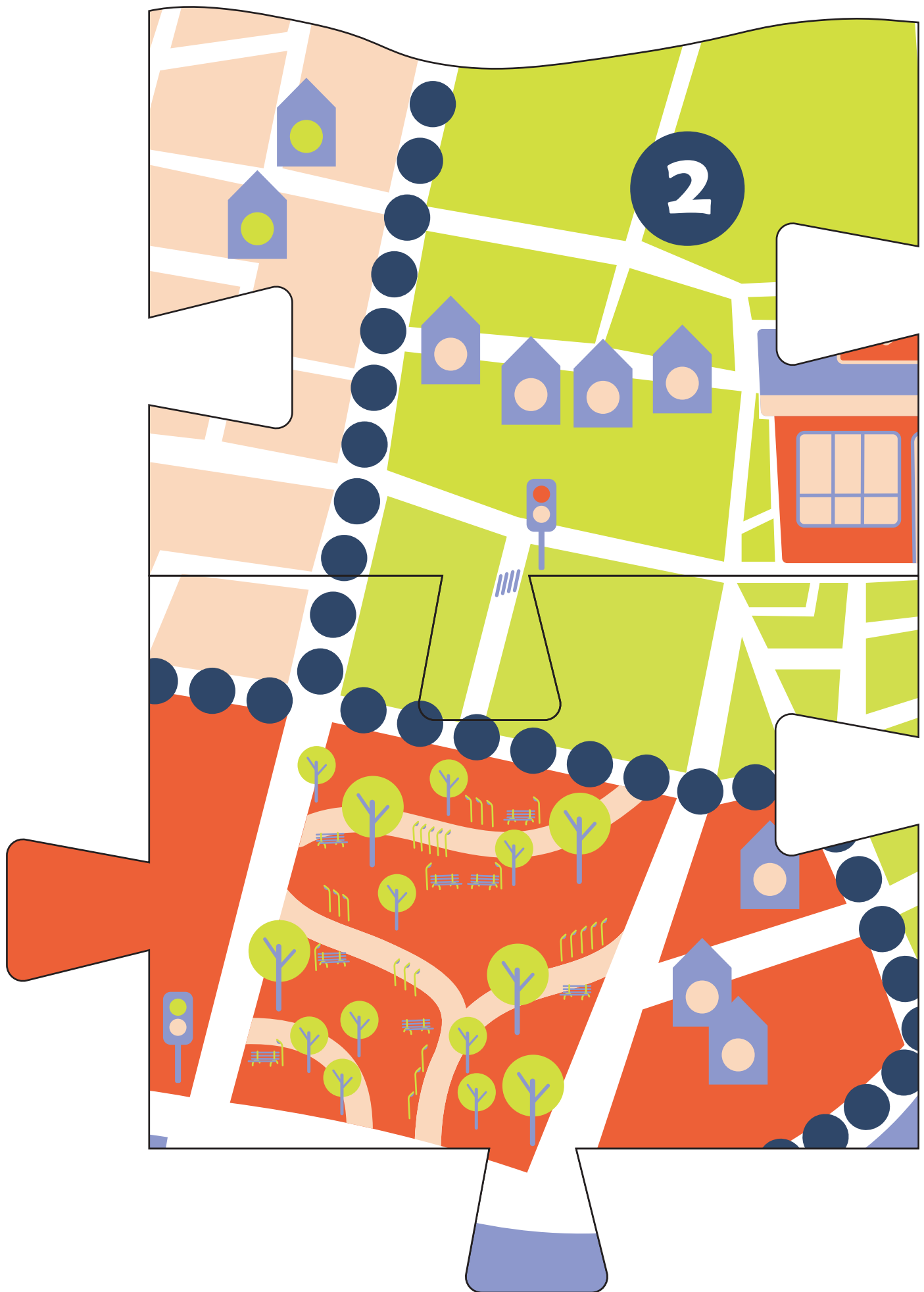
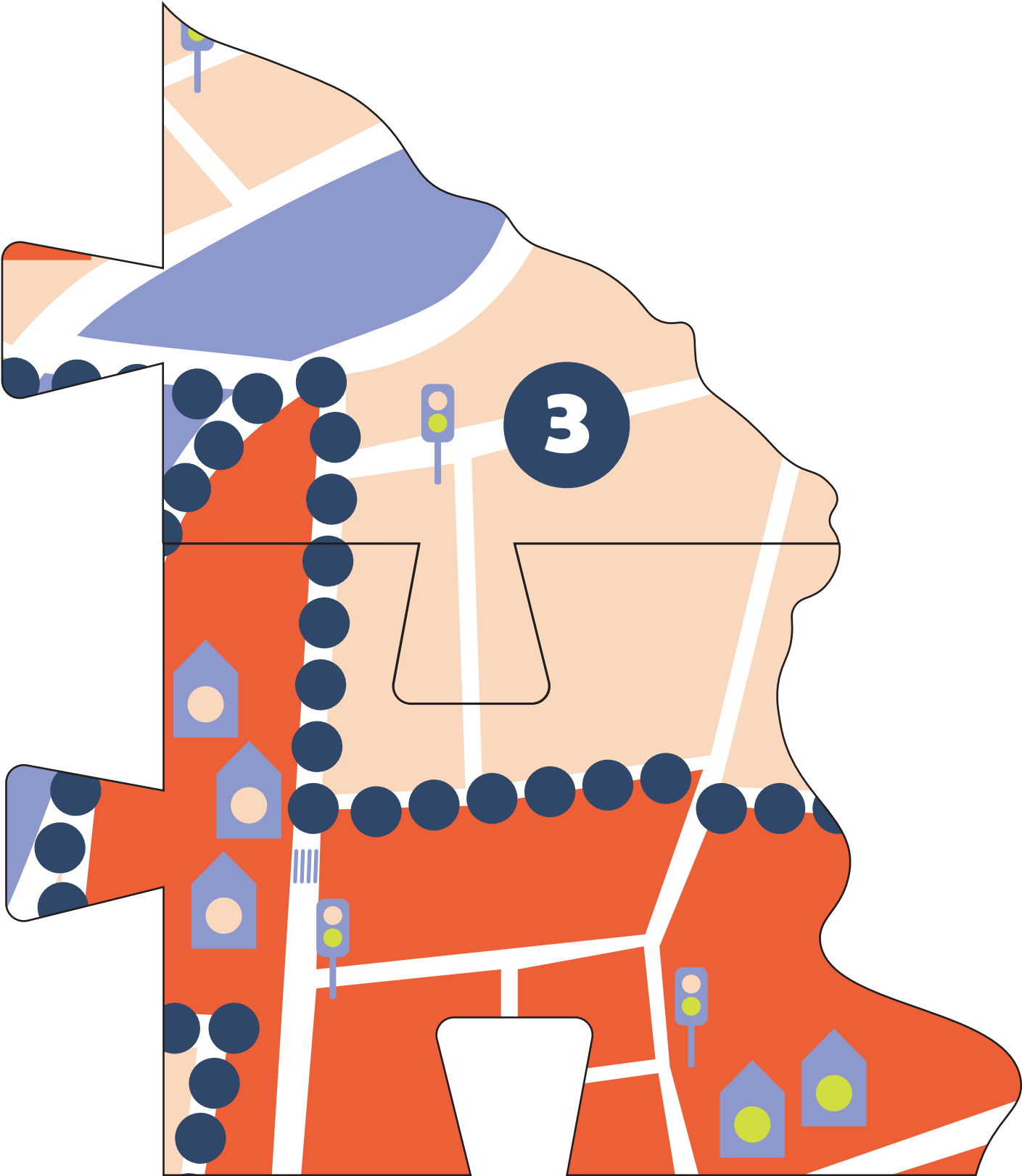
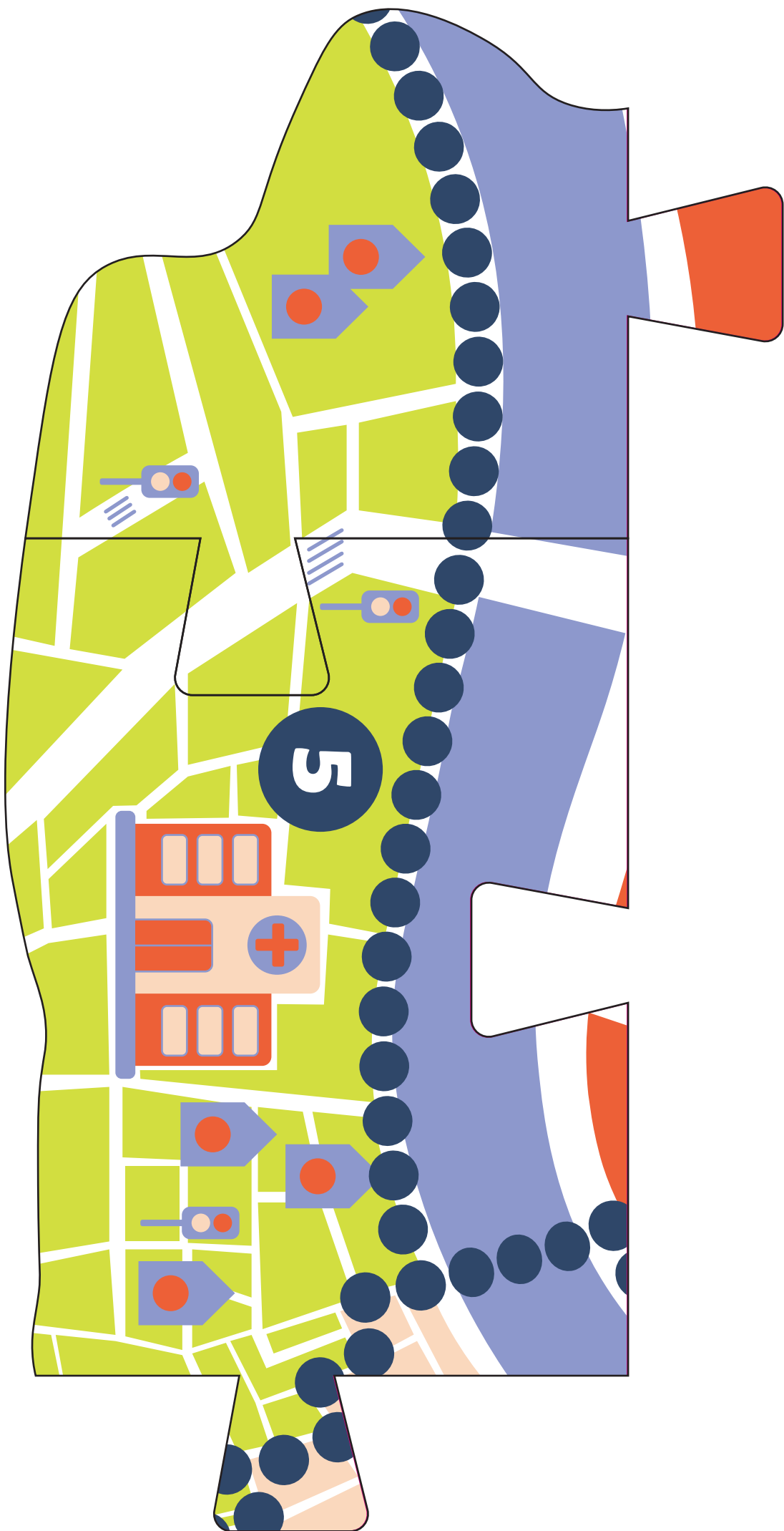


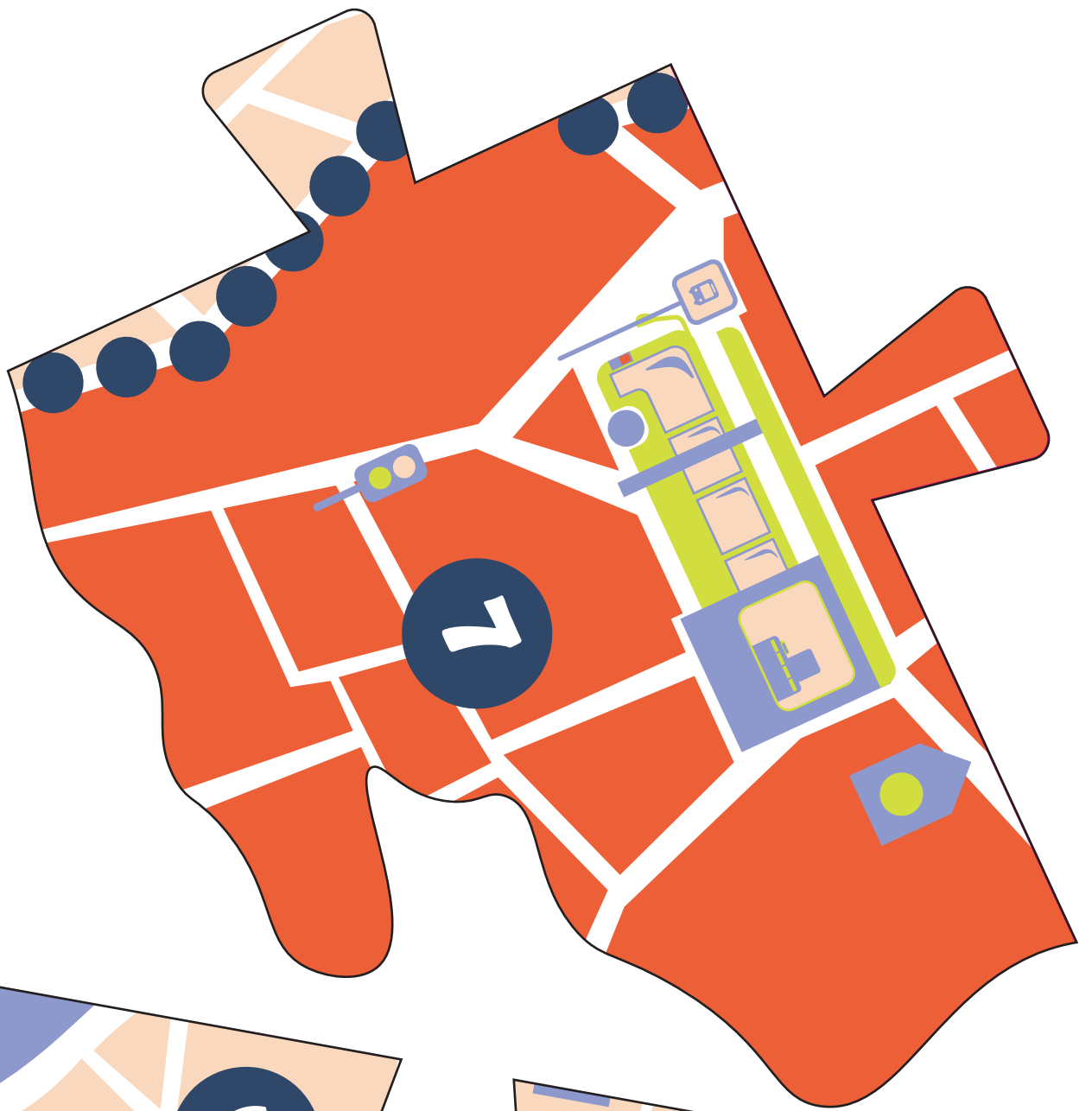


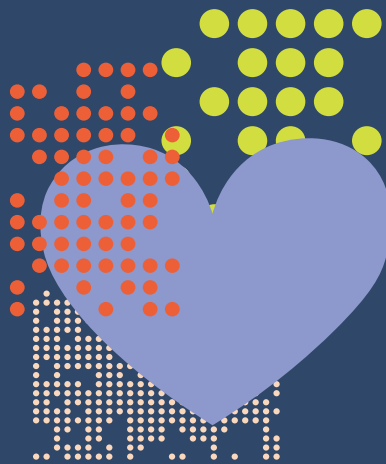
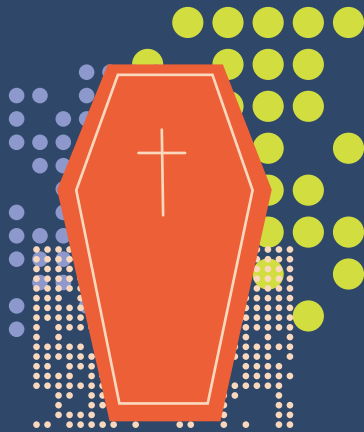
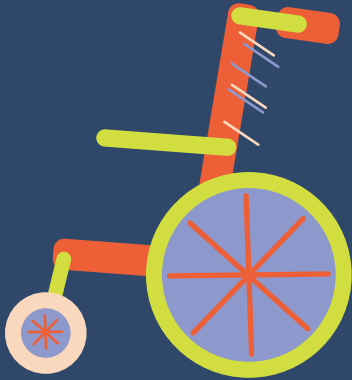
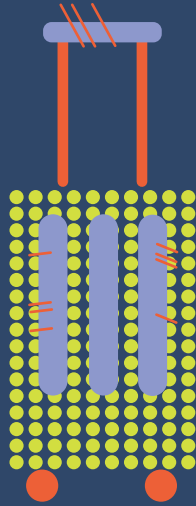


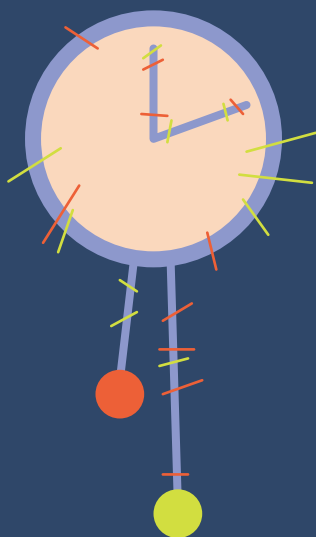
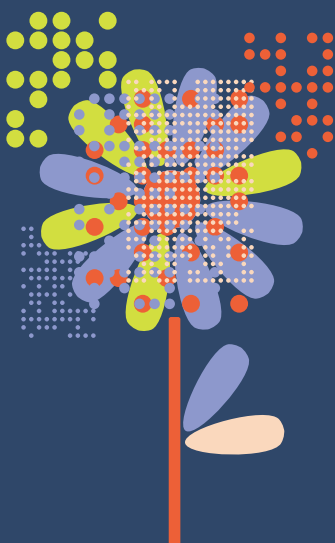
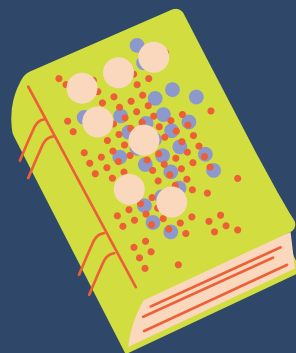
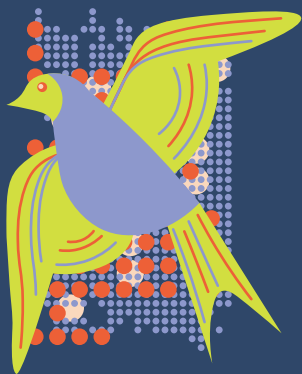


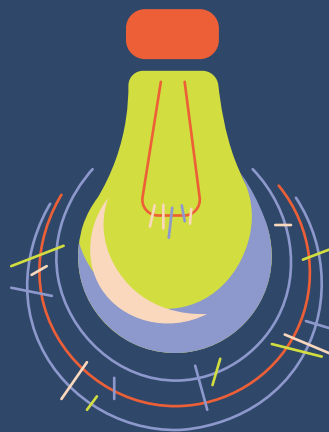
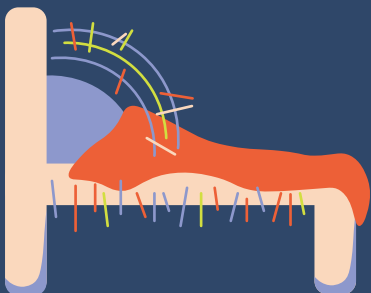
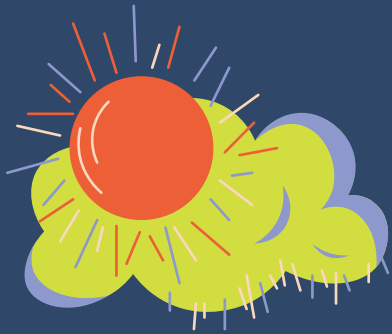


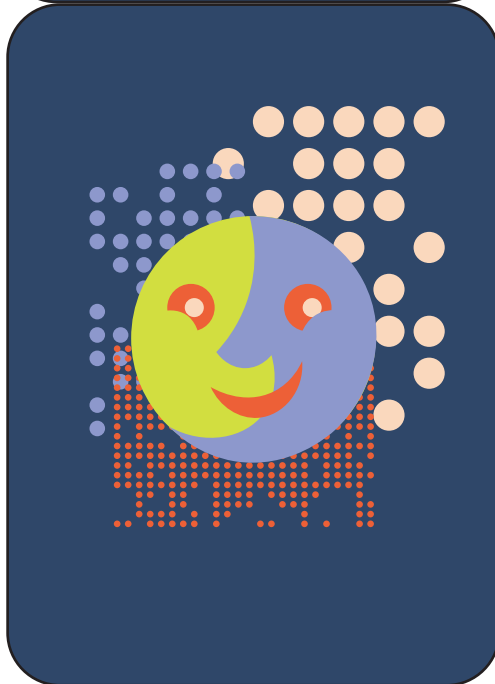
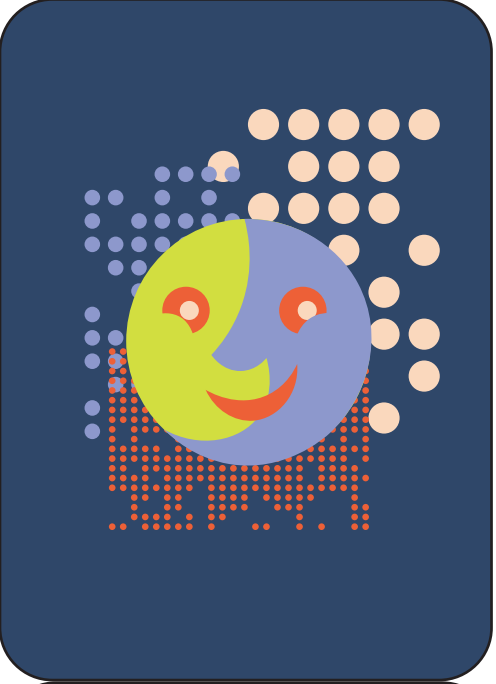
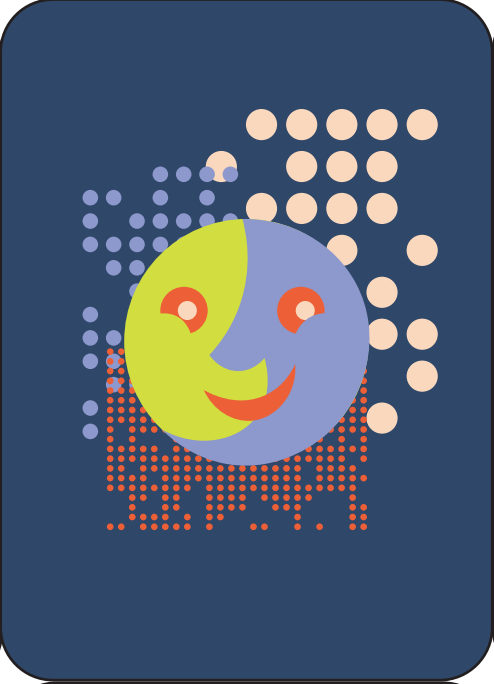
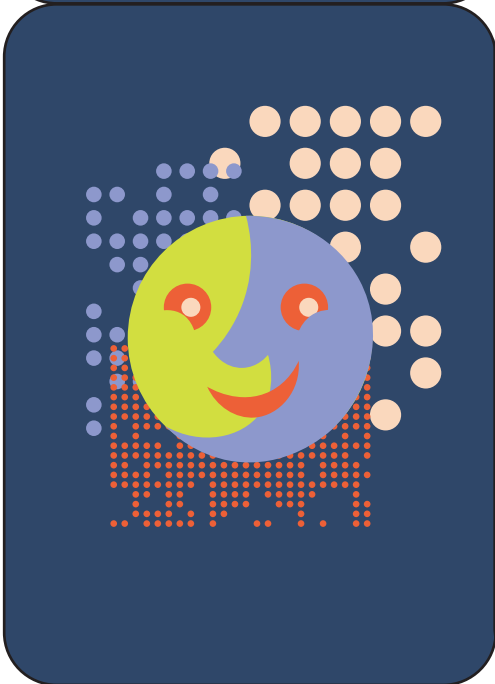
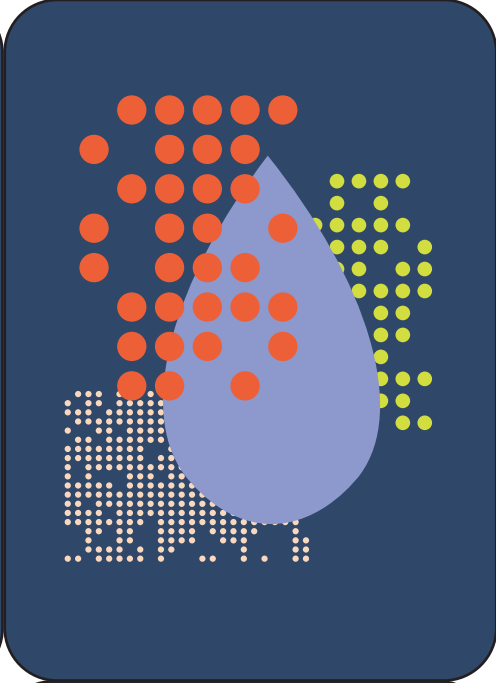
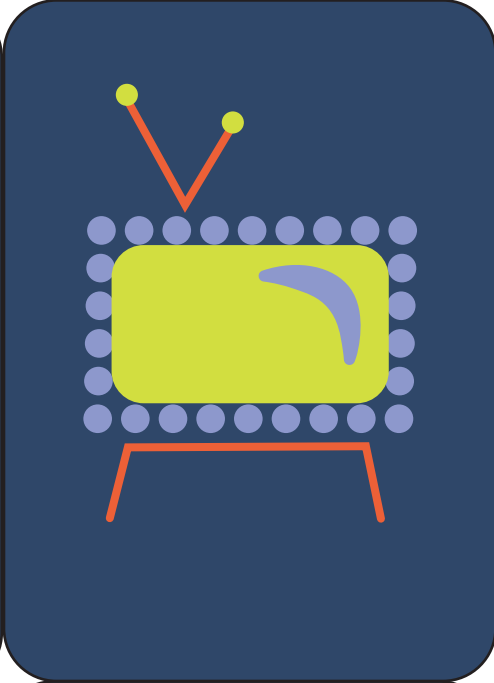


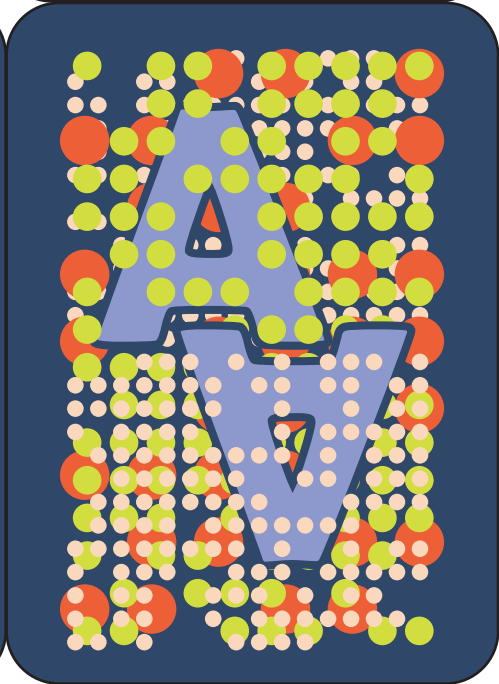
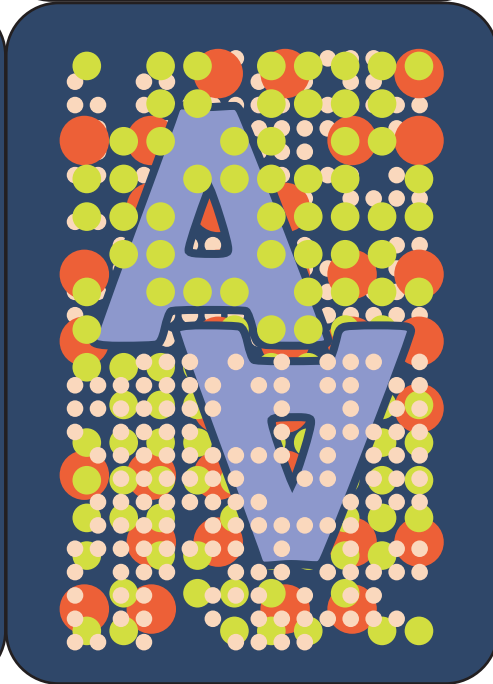
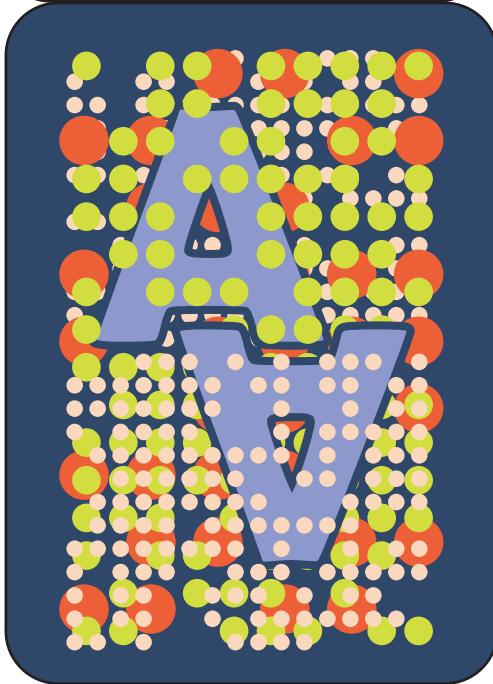
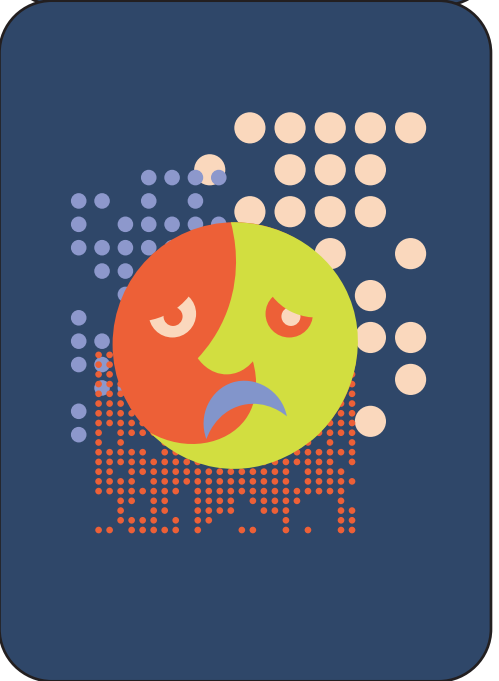
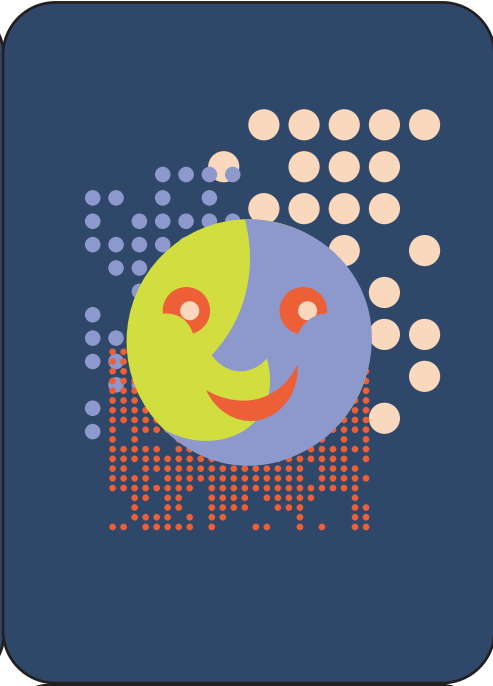
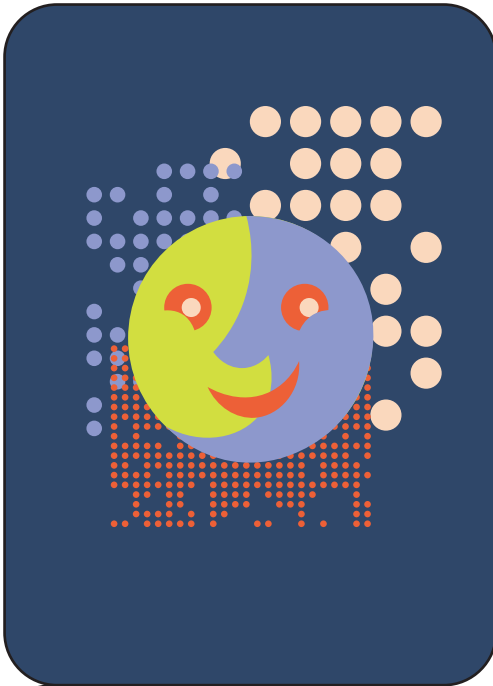


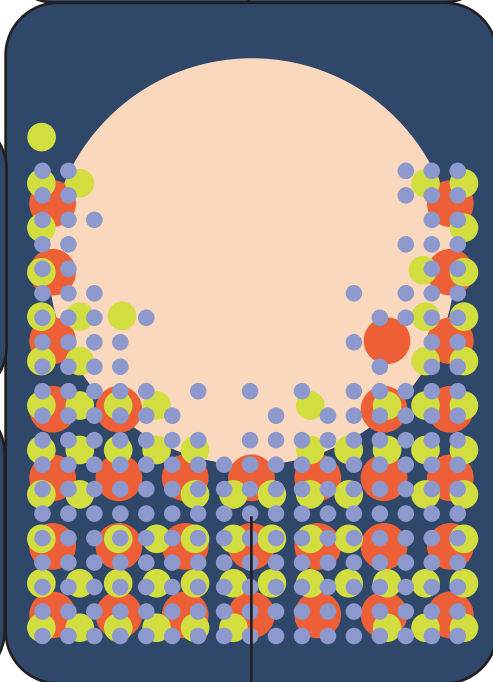
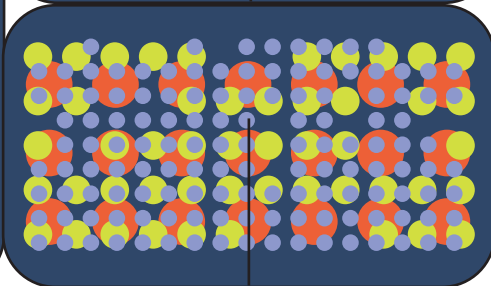
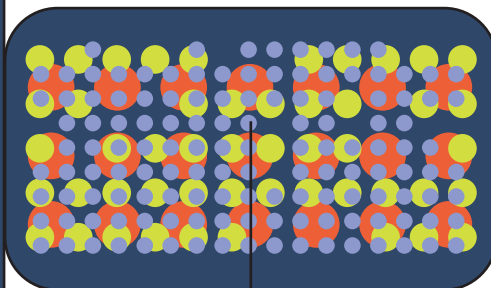
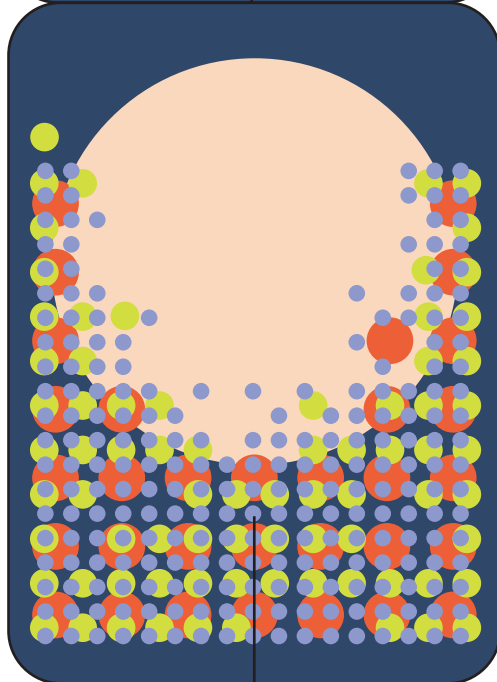
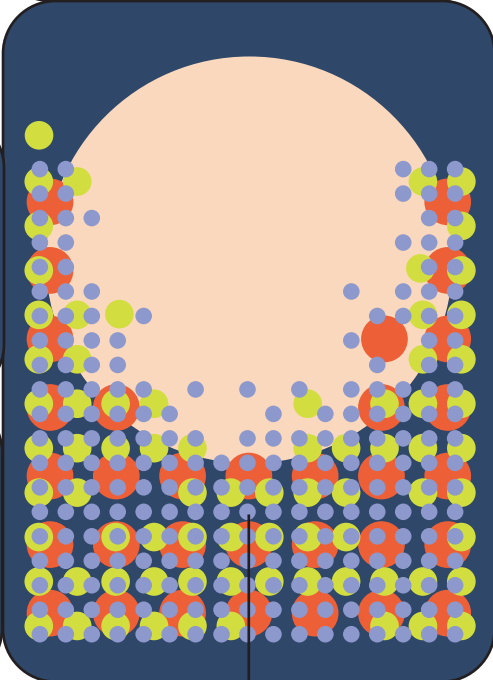
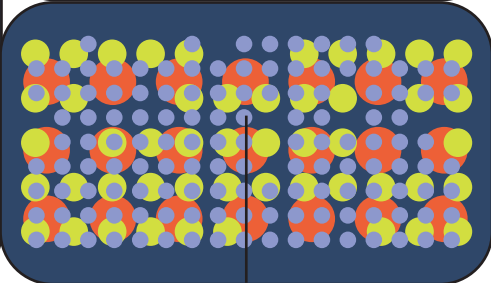
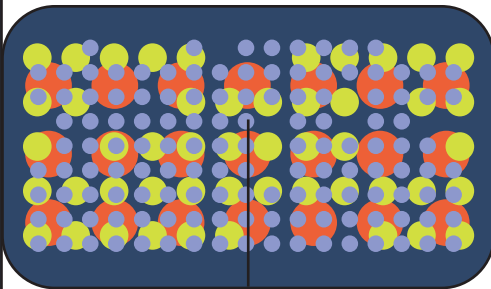
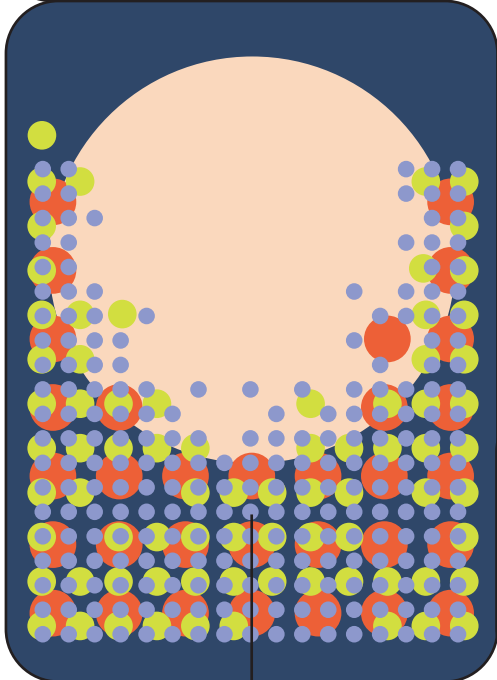
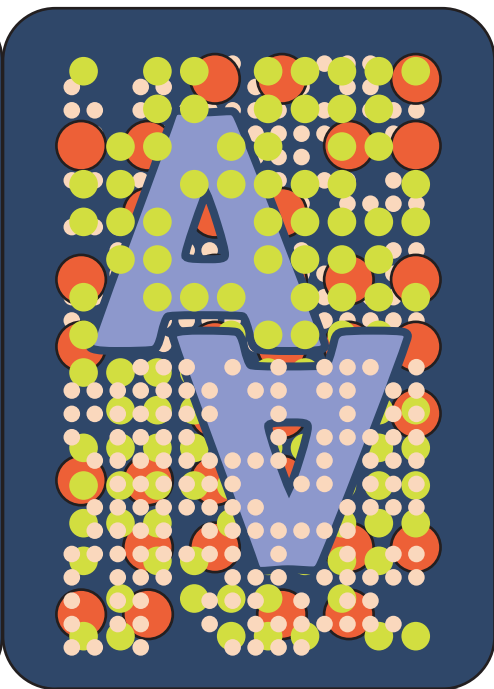
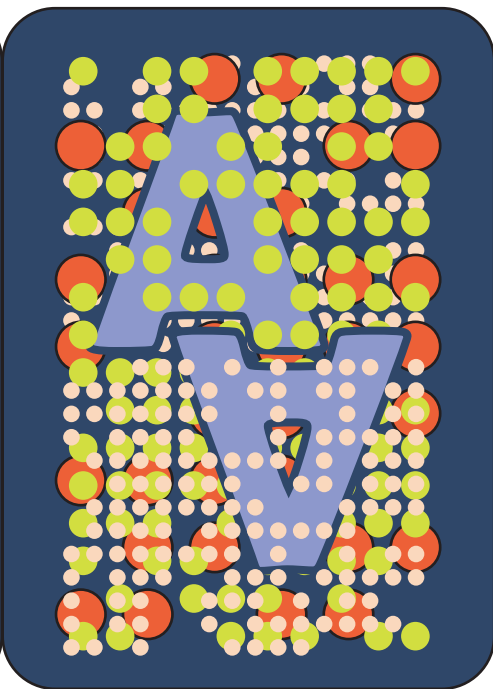
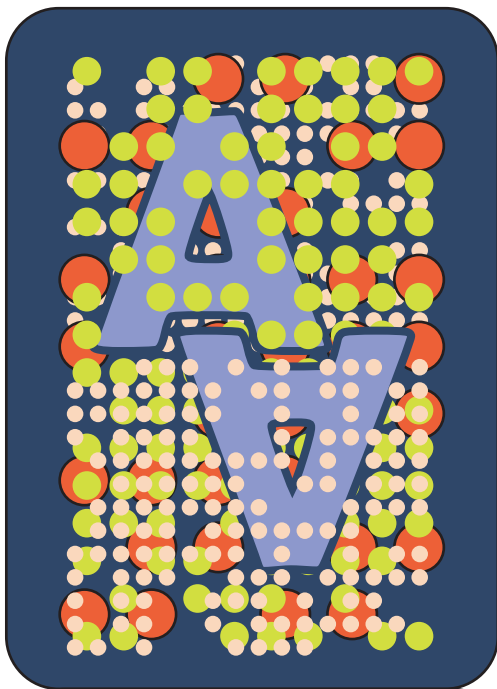


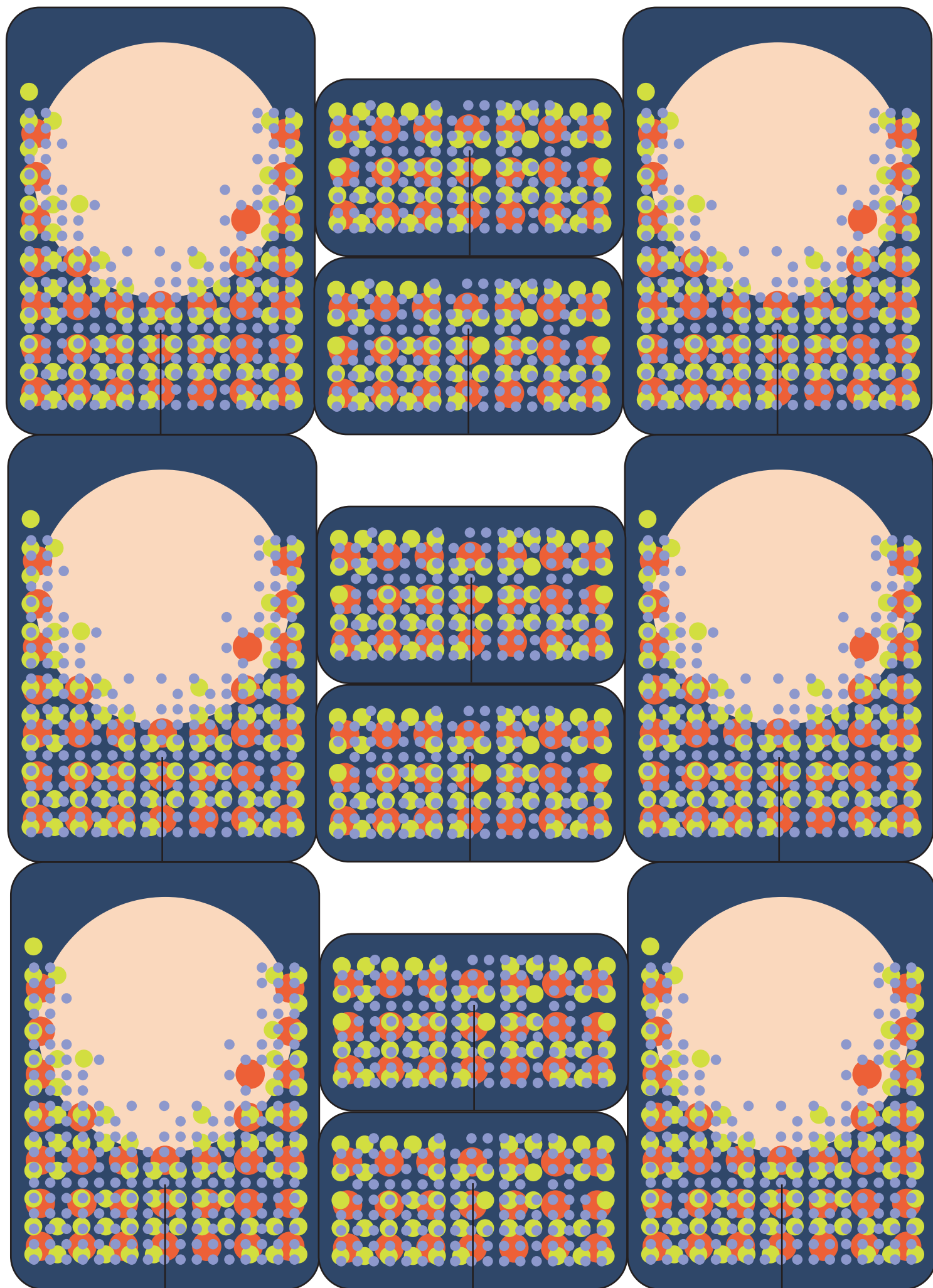


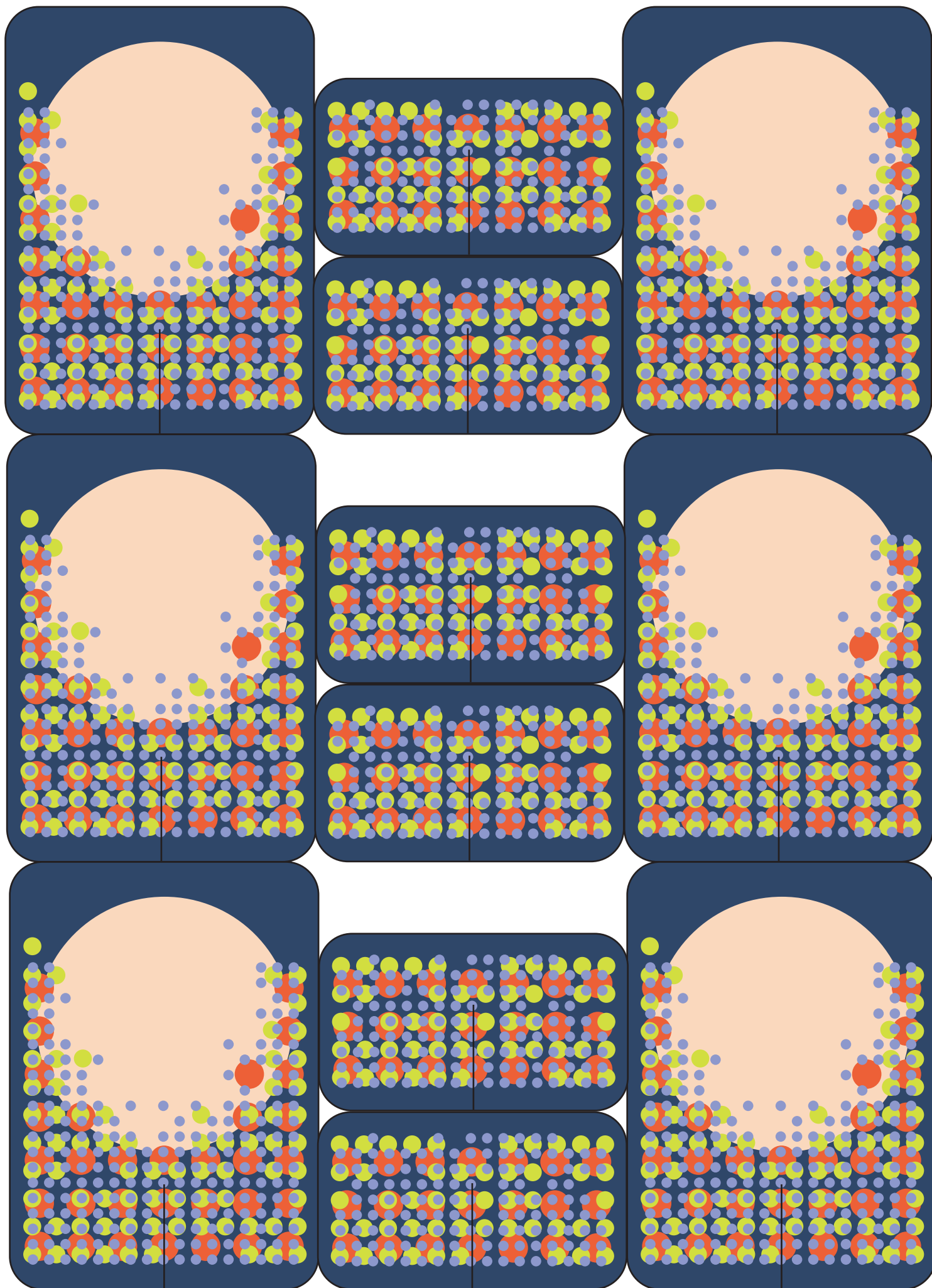


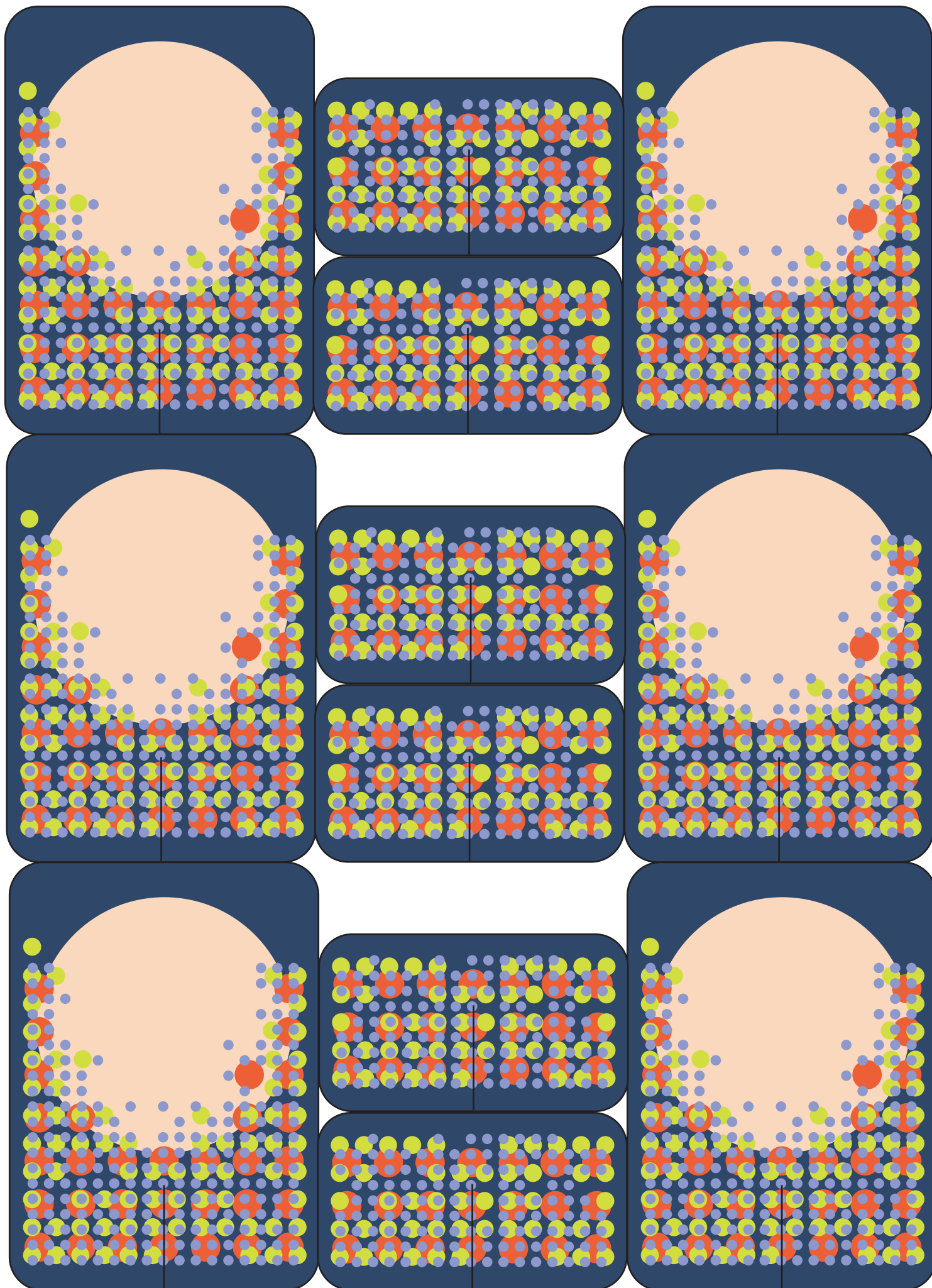


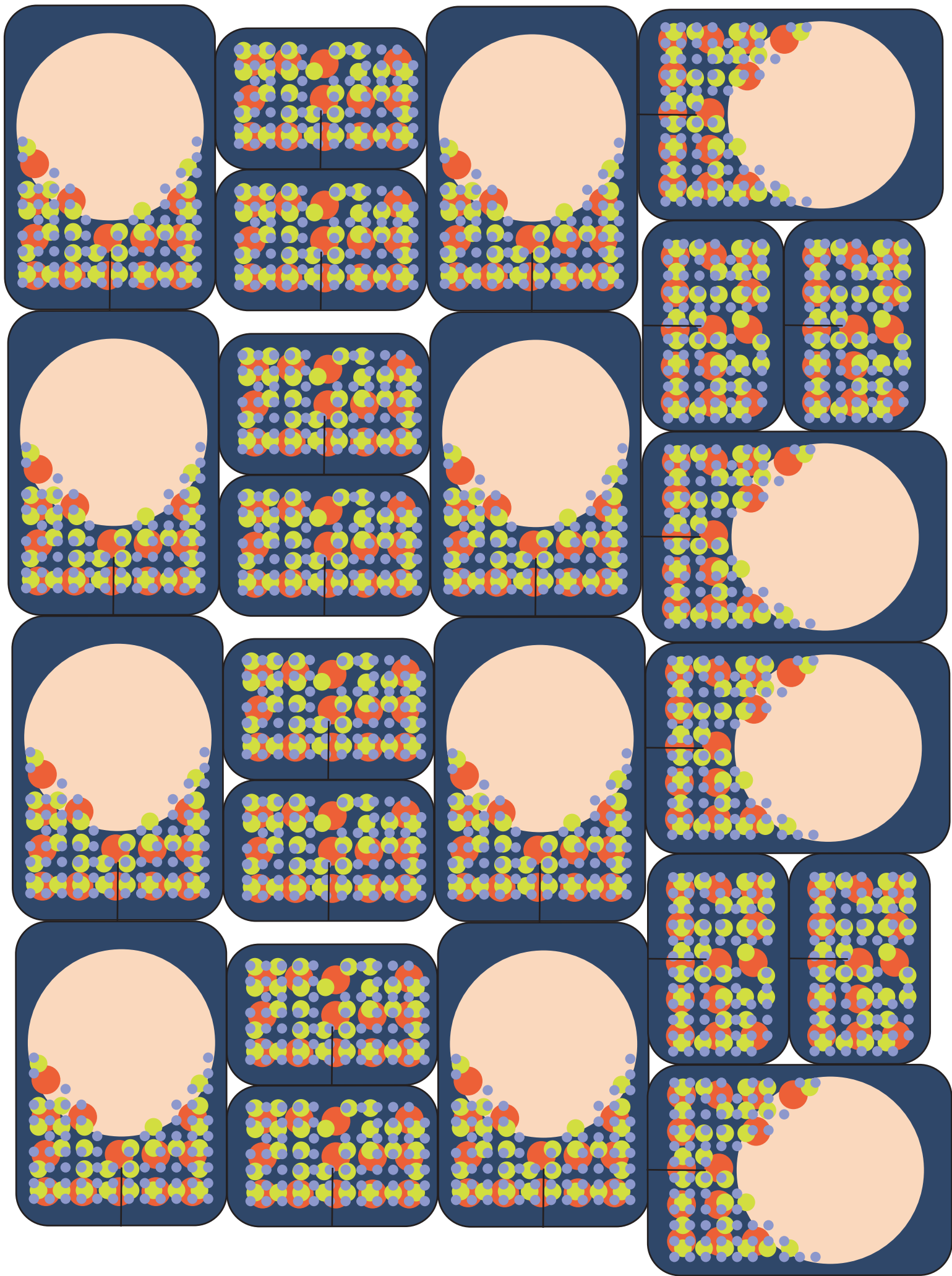


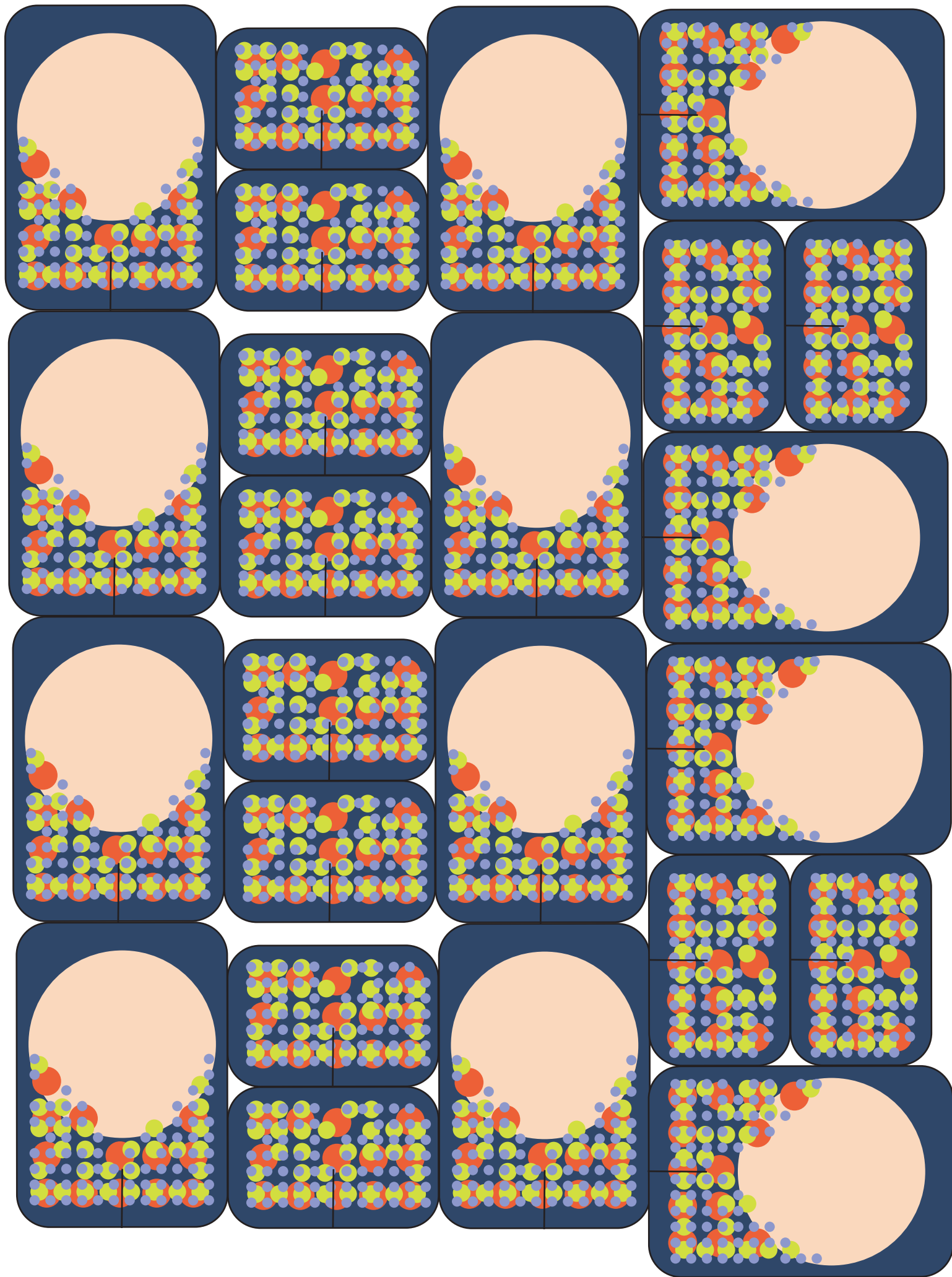


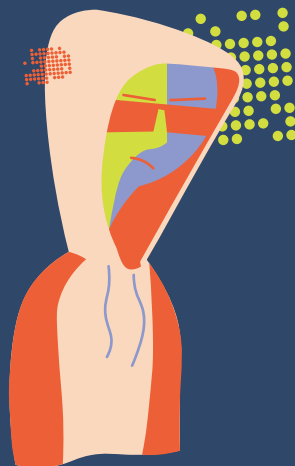
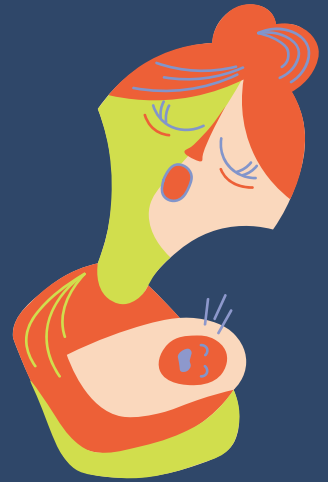


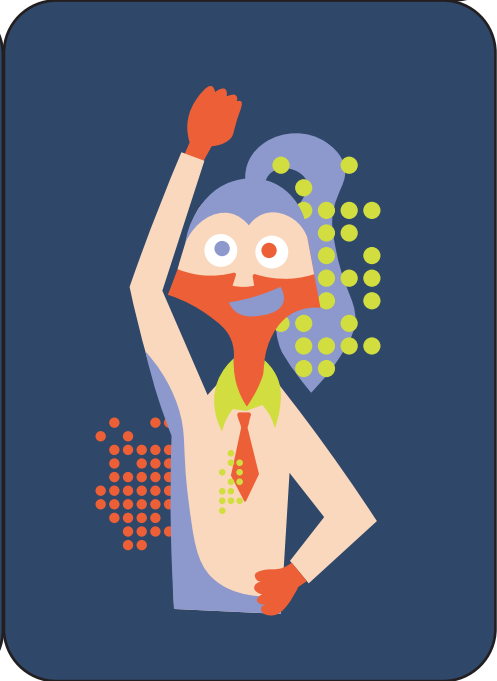
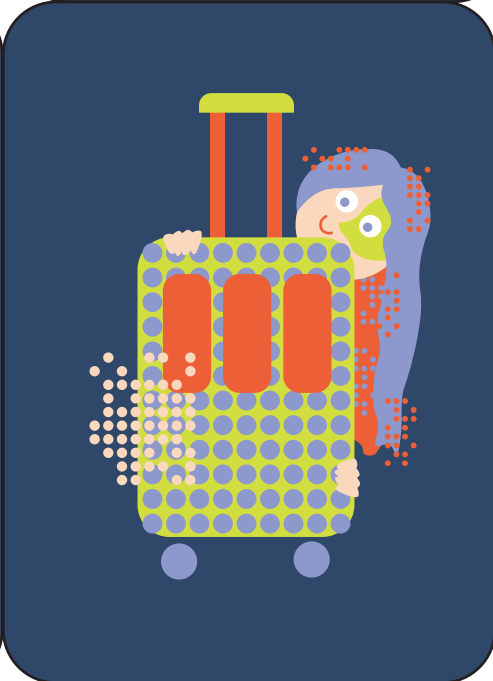


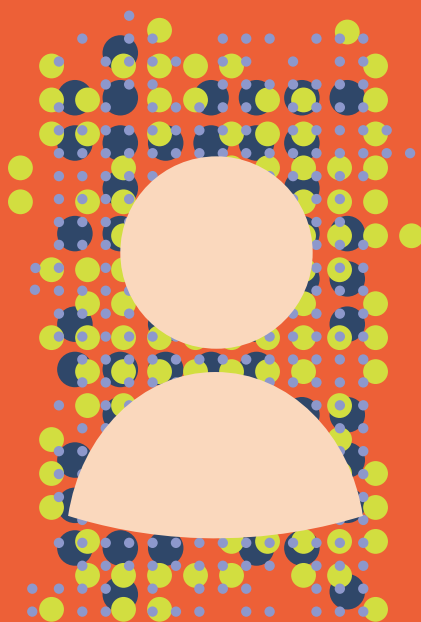












MosaiCity

Story & Overview

MosaiCity is a city built by people from different cultures, backgrounds, and life experiences. Like a mosaic, every person contributes a unique piece to the community. When these pieces come together, the city becomes stronger, more vibrant, and more inclusive.

Building a city is not always easy. Citizens often have different needs, priorities, and perspectives. Players must work together, negotiate solutions, and make collective decisions that benefit the community. At the same time, some players secretly pursue their own interests and try to influence the city's development.

Will the citizens succeed in creating an inclusive city, or will hidden interests divide the community?

Learning Outcomes

Through role-play, communication, and collective decision-making, players develop:

- Intercultural awareness and understanding
- Empathy and perspective-taking
- Communication and active listening skills
- Cooperation and teamwork
- Critical thinking and problem-solving
- Conflict resolution and negotiation skills
- Civic participation and community-building awareness

Objective

The aim of the game is to build an inclusive city by discussing community needs, finding common solutions, and cooperating with other players.

Citizens

The Citizens win when all city sectors are successfully built.

Baddies

The Baddies win if their secretly selected sector is completed before the rest of the city.

Number of Players

The game is designed for **4–10 players** (6 players is the optimal number).

For **2–3 players**, play without Baddies. The game becomes fully cooperative, with the goal of discussing community needs and building the city together.

Recommended Roles

Players Citizens Baddies (besides the facilitator)

4	3	1
5	3	2
6	4	2
7	4–5	2–3
8	5	3
9	5–6	3–4
10	6–7	3–4

You may also play with more than 10 participants, although the game will take considerably longer because every player has the opportunity to speak.

Game Components

- 1 City Board with 7 sectors
 - 25 Profile Cards + 1 Facilitator Card
 - 12 Role Cards
 - 8 Citizens
 - 4 Baddies
 - 25 Situation Cards
 - 25 Building Cards
 - 6 Action Cards (optional)
-

Setup

It is highly recommended to have a **facilitator**. This can either be someone who wants to be a facilitator or who receives the Facilitator Card.

The facilitator:

- keeps track of speaking time;
- ensures that everyone follows the rules;
- moderates the game;
- issues fines (if the optional Fine Rules are used);
- helps resolve disputes.

1. Place the City Board in the centre of the table.
 2. Each player **draws** a Profile Card and creates a character by deciding:
 - name;
 - age;
 - profession;
 - cultural background, including customs and traditions;
 - interests.
 3. Each player introduces their character to the group.
 4. Shuffle and secretly distribute the Role Cards.
 5. All players close their eyes. The Baddies open their eyes, recognise one another, and secretly agree on one sector they will try to complete before the rest of the city.
 6. Shuffle the Situation Cards.
-

How to Play

A full game with all optional rules may take up to **3 hours**. If you have less time, see the optional rules for a shorter version.

Players take turns clockwise.

Player Turn

1. Draw a Situation Card

The active player draws a Situation Card and explains how the situation relates to their character's needs or experiences. They then propose what should be built in the city.

Before starting the game, the group should agree on a speaking time limit (recommended **1, 1.5 or 2 minutes**). The same time limit should be applied equally to all players throughout the game. During this time, other players may not interrupt.

2. Questions

Starting with the next player clockwise, each player may ask one question relating the proposal to their own character's background or needs.

3. Vote

The group votes whether the proposed building or element should be built.

If the proposal is accepted, the active player suggests in which sector it should be placed, explaining why it belongs there.

The group then votes on the proposed sector. If the majority disagrees, another sector is suggested and voted on until a majority agrees.

If the vote ends in a tie:

- players who have earned an **extra voting right** through Action Cards may use it;
- if the vote is still tied, the active player and one player who voted against the proposal decide the outcome by playing **Rock–Paper–Scissors**.

A sector is considered complete once **three building elements** have been placed there. If you are playing a shorter version of the game, sectors may instead require only **two building elements**.

Once a building has been placed, it cannot be moved or removed.

After playing a Situation Card, place it at the bottom of the deck so it may appear again later and be interpreted differently.

The game ends when:

- all sectors have been completed (**Citizens win**), or
 - the Baddies' chosen sector is completed before the rest of the city (**Baddies win**).
-

Example

A player draws a Situation Card showing a **tree**.

- A homeless character may want firewood and warmth and therefore suggest building a wood factory.
- A parent may want a safe green park for children.
- Another player may prioritise environmental protection and suggest preserving a wild forest or agree with creating a park.

Players ask questions, vote on the proposal, and decide together what should be built and where.

Optional Rules

Faster Game

For shorter sessions:

- each sector requires only **two** building elements;

or

- only a selected number of sectors need to be completed.
-

Action Cards (Optional)

Action Cards add humour and intercultural exchange to the game.

When a player draws an Action Card, they complete a short cultural action related to their character's cultural background.

Examples include:

- singing a song;
- telling a joke;
- describing a traditional dish or recipe;
- teaching a greeting in another language;
- sharing a cultural tradition;
- demonstrating a dance move;
- saying a proverb or expression;
- imitating a famous local character;
- sharing a holiday tradition.

After completing the action, the player earns **one extra voting right**.

This extra voting right may only be used in the event of a tied vote.

If players on opposite sides both use their extra voting rights and the vote remains tied, those two players resolve the tie by playing **Rock–Paper–Scissors**. Both players then lose their extra voting rights.

Fines (Optional)

The facilitator may issue fines to players who repeatedly:

- interrupt another speaker;
- exceed the agreed speaking time;
- ignore the facilitator's instructions;
- deliberately disrupt the game or fail to respect the agreed rules.

Each fine causes the player to lose their vote in the next voting round. Two fines result in losing voting rights in the next two voting rounds, and so on.

If a player who has received a fine is taking their turn, they may still present their proposal, but their own vote does not count.

Build together. Think differently. Include everyone. Good luck!

This game is created within the InGameGration project(2025-1-IT03-KA210-YOU-000354509). It is a KA2 Small-Scale Partnership project in the framework of Erasmus+ programme coordinated by L'Albero Della Vita (Italy) in a partnership with FrauFam e.V. (Germany) and Miromida (Latvia). The project aims to enhance youth workers' competencies in engaging young migrants through game-based learning and storytelling.

Disclaimer: Funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or the European Education and Culture Executive Agency (EACEA). Neither the European Union nor EACEA can be held responsible for them.