

KAMPALA YENKYA

KAMPALA YENKYA : ORACLE EDITION



ABOUT the GAME

Kampala Yenkya is a game of mapmaking and worldbuilding.

It is inspired by Avery Alder's game *The Quiet Year* and stories by Dilman Dila.

It is a game about collaborating to create the future.

When it is your turn, you are in control of events. Take a card, and respond to the prompt. Add to the map, and add to the story. If you want to make something happen to another player's character, they must agree to it. Beyond these guidelines, you can do anything.

Use your imaginations and have fun.

Note:

This is the Oracle Edition of the game. It is played with a standard deck of cards.

The **Deluxe Edition** that can be purchased from [Printerstudio](https://www.printerstudio.com/) comes with its own special decks of cards.

WHAT YOU NEED to PLAY

THE GAME REQUIRES:

- 3–6 players who want to imagine the future together.
- A standard deck of cards (52 cards). **Optional:** A second deck of cards, if you want to ask for extra inspiration. Use a deck with a different pattern on the back.
- About 15–20 small objects. You can use anything: pebbles, matchsticks, bean seeds. We call these “story stones.”
- Pencils for drawing the map and making notes. (Pens and coloured pencils are okay too).
- A large sheet of paper (preferably A2 white manila paper) for drawing a map of future Kampala.
- At least 60 minutes to play (even longer is better).

GETTING STARTED

Note:

Don't worry about drawing skills—just have fun!

To get started, someone should be the **Facilitator**.

It is the Facilitator's job to keep track of whose turn it is, make sure the rules are followed, and oversee the Final Scene at the end. (See also 'Facilitator Tips.')

- Divide the card deck into its four suits. Shuffle each pile separately.
- Place all four playing card piles face-down near the map-making paper.
- Make a note of which is which: **hearts ♥**, **diamonds ♦**, **flowers ♣**, **spades ♠** (or use the template at the end of this document).
- Place all the story stones in a heap. Every player starts with zero story stones.
- **Optional:** If you have a second deck of cards for inspiration, shuffle it and place it to one side.
- Now go to the **PROLOGUE**.



PROLOGUE

THE FACILITATOR READS THE PROLOGUE OUT LOUD:

This is a game about a question:

“What could Kampala be like in 2060?”

Let’s imagine the future together.

What are Kampala’s buildings? Houseboats floating on water in Bwaise, Gaba, or Luzira? Treehouses in Namanve? Towering skyscrapers? Underground tunnels in Kololo and Ntinda? Old buildings in Rubaga put to new uses? All these at once?

Kampala can be anything we can imagine.

What are the construction materials?
3D-printed wood? Negative-carbon cement? Memory steel?
Smart fungus? Hydraform bricks? Fireproof thatch?
Compacted earth?

Kampala can be anything we can imagine.

How do people dress, talk, and act?
What do people love to do?
What are their concerns, hopes, and fears?
What adventures do they have?

We will decide together. Let us play to find out



ACT 1: PLANT the SEEDS

THE FACILITATOR BEGINS ACT 1 BY READING THIS OUT LOUD:

- Quickly sketch an outline map of your future “Kampala,” showing boundaries and major geographical features.
- Go around in a circle. When it is your turn, draw a card from the **hearts ♥ pile**.
- Look up the card in the **hearts ♥ table**, and read out what it says. Imagine a response, and add it to the map.
- If you cannot think how to respond, ask the others for ideas.
- When all the heart cards are gone, we will progress to **Act 2**.



ACT 2:

The SEEDS START to SPROUT

THE FACILITATOR BEGINS ACT 2 BY READING THIS OUT LOUD:

- Congratulations, we have the seeds of our city.
Now we will help them grow, and embark on some adventures.
- For the rest of the game, there are three kinds of playing cards.
On your turn, choose from any of the three piles. Look up the card on the tables below.
- If you choose **flowers** ♣, you add problems, pressures, and bad luck to the map.
- If you choose **diamonds** ♦, you ask another player a question.
If they get it right, they get a story stone.
- If you choose **spades** ♠, you add tools, resources, and good luck.
BUT: If you want to draw from this deck, you *must* use a story stone.
- Create problems with **flowers**. Earn story stones with **diamonds**.
Spend **story stones** to solve the problems.
Keep the cards you draw: they are worth points at the end.
- **Optional:** Whenever you want extra inspiration, you can draw a card from the Inspiration Deck. These are things you might see around Kampala in 2060. It may be a place, or a character, or an event. Maybe you want to include it in your story, or maybe it will give you a different idea. It is up to you.
Return the card to the bottom of the deck afterward — it does not contribute to your point total!
- Story stones do not determine the winner — so don't hoard them, spend them! To make a better story, make links between your characters' lives.

Are you ready? It is time for the next player to choose a card ...

QUICK REFERENCE

In **Act 2**, on your turn, you can choose from three different piles:

♣	Bad things happen	Choose a ♣ flowers card. Look it up and respond to its prompt to tell the story. This is your <i>chance</i> to get a story stone .
♦	Knowledge increases	Or: Choose a ♦ diamond card. Look up the question and ask another player. <i>If they are right</i> , they get a story stone .
♠	Good things happen	Or: Use a story stone (return it to the pile) to take a ♠ spades card. Respond to the prompt to tell the story.

The FINAL SCENE

There are three ways to end the game.

(1) When all the cards are used up, then it is time for the **Final Scene**.

(2) Some **spades ♠** cards give the players the option to trigger the **Final Scene**. When someone draws such a card, players should discuss whether to have the Final Scene now, or continue telling the story.

(3) If the game **cannot move forward** (for example, there are no more chances of getting a story stone, but some **spades ♠** cards are left unplayed), then it is time for the **Final Scene**.

WHEN IT IS TIME FOR THE FINAL SCENE, THE FACILITATOR READS THIS OUT LOUD:

- Can you hear the music playing? The end is near.
- Kampala has many more stories to tell. But for now, we say goodbye.
- We will go around the circle one last time.
On your turn, describe what your character is doing.
- Perhaps this is the end of an adventure—is your character’s ending happy, tragic, funny, surprising, bittersweet?
- Or perhaps not much has happened to your character?—But they are still an important part of the life of the city. What do they see around them, as they go about their everyday lives?
- Let us begin the final scene with the last player who drew a card.
Where is your character right now? What are they doing?



WHO is the CHAMPION?

At the end of the game, players discard all ♥ cards, and count the number of ♣, ♦, and ♠ playing cards in their hands. Then, those players who have more cards than others close their eyes, shuffle their hand, and discard one card at random until all players have equal number of cards.

Then add up the scores. Whoever has the highest is crowned **Winner**:

- Story stones, inspiration and ♥ cards are worth 0 points.
- Each ♣ is worth 2 points.
- Each ♦ is worth 3 points.
- Each ♠ is worth 5 points.
- If there is a tie, the player with the highest ♣ card is the Winner. If the tied players don't have any ♣ cards, then the player with the highest ♦ card wins. If there is still a tie, then the person with the highest ♠ wins.

But wait! This game has more than one kind of glory. Players discuss which character contributed the most to the community, and then vote one player to be the **Protector of Kampala Yénkya**. You cannot vote for yourself. If there is a tie, the Winner has the deciding vote.

Optional: Now maybe you are finished. Or maybe it is time for more champions? Why not have even more champions? If you choose, anyone may now award the other players any titles you can imagine. You can even award a title to yourself. For example, The One Blessed With Good Fortune, The Guardian of Nature, The Wisest Scientist, The Prince of Chaos, The Champion of Laughter and Tears.

Note: If you are using an optional second deck (the Inspiration Deck), these cards do not contribute to point totals in any way.

AFTER the GAME

Once the Winner and the Protector are crowned (and titles are awarded), the game is over. Now go and do something else!

If you prefer, you may wish to talk together about how the story unfolded. What parts did you like best? What was realistic or unrealistic? How did it make you feel? Did you learn anything new? Did it create new questions? How might the story have gone differently? Can you think of actions you can take now for climate justice? What do you think the future of Kampala might be in 2060, 2080, 2100?

Do you think the game itself can be improved, or has untapped potentials? You are free to create your own versions. See the section entitled 'Hacking the Game.'

Do you want to learn more? At the very back of this game, there is also a section called 'Further Information.' If you wish to learn more about climate change, and other themes of the game, you can explore this section.

PLAYING IN TEAMS

Kampala Yénkya can also be played as a tournament. The winning team can be determined by a panel of judges, or by a voting system, or by a discussion until consensus is reached. Criteria include: the beauty and intricacy of the map, innovative solutions to challenges that emerged, cool characters, most utopian worlds, most cohesive storylines.

♥ HEARTS ♥

Ace ♥	<p>Every player now invents a character. Sketch your characters on the map, and choose a name.</p> <p>SUGGESTIONS: Street artist, vertical farm worker, drone technician, fishing boat captain, scam artist, solar panel troubleshooter, street vendor, electric tricycle engineer, dancer, lawyer, university student, child.</p>
2 ♥	<p>Every player now adds a building near the middle of the map. It can be anything!</p> <p>SUGGESTIONS: Community debate hall, modern owino market, church, school, drone library, public bathrooms, nsenene farm, public baths, robot zoo, bioengineering research lab, repair garage, atelier, mind upload clinic, vegetable polytunnel, algae fuel station, space elevator.</p>
3 ♥	What is something Kampala is famous for in the future? Add it to the map.
4 ♥	What has happened to Lake Victoria in the future? Add more details to the map.
5 ♥	What is a danger that Kampala has faced in the past 30 years? How did the city overcome this? Add something to the map that is a reminder of these events.
6 ♥	<p>Things are not perfect.</p> <p>Draw some kind of pollution, danger, or damage.</p>
7 ♥	<p>Is transport different in the future? Draw some means of transport.</p> <p>SUGGESTIONS: Cycle lanes, mono-rail solar trains, cable cars, solar-powered boda bodas, canal boats, hang gliders, underground shuttles.</p>
8 ♥	<p>ADD ONE:</p> <p>A robot, a ghost, a pet, a wild animal, a bird drone, a tree spirit, or a monster.</p>
9 ♥	<p>What about biodiversity?</p> <p>ADD ONE: A wildlife monitoring station, a seed bank, an animal shelter, an animal crossing, or some ancient ruins from the year 2022 that are now filled with wildlife.</p>
10 ♥	<p>Draw something mysterious at the very edge of the map.</p> <p>Suggestions: A high security camp, a place where something is buried, a machine of unknown purpose.</p>
Jack ♥	<p>Draw someone who is well-respected in the community.</p> <p>SUGGESTIONS: City mayor, chief bioengineer, headteacher, priest, an elder, a community leader. Give them a name.</p>
Queen ♥	<p>Is food different in the future? Draw something to do with food.</p> <p>SUGGESTIONS: A futuristic rolex stand, a public kitchen hub, a Kikomando drone, a rooftop matooke garden.</p>
King ♥	Add a detail to something that is already on the map.



USE ONE STORY STONE

Ace ♠	<p>You show around a friend from out of town. What impresses them about Kampala?</p> <p>All players draw new things on the map. You can add completely new things, or add details to things that are already there.</p>
2 ♠	<p>You've received a present! Who could it be from? Look at the map for ideas. Maybe another player? What's the present—just what you wanted, or something very strange indeed?</p>
3 ♠	<p>It is your great jajja's 100th birthday. Every player's character comes to her party. That one tells you stories from a long time ago. What useful thing did you all learn? Discuss with other players. Add some new detail to the map.</p>
4 ♠	<p>Choose another player. Today, both of you are helping to improve Kampala's flood resilience. Add some details to the map.</p> <p>SUGGESTIONS: Trees and hedges, raised walkways, 3D printed flood barriers, permeable pavements, flood control pumps, papyrus farms.</p>
5 ♠	<p>You and another player join an activist group. Choose another player, and decide together what your group is doing. What positive changes do you bring about in Kampala?</p>
6 ♠	<p>Detective and sidekick! Choose a location in the city, and another player. Why do you team up to investigate a mystery? What secrets do you uncover, and how does it benefit Kampala?</p>
7 ♠	<p>Nobody is completely evil. Invent a villain for Kampala, or return to one you already mentioned earlier. Describe how they are not all bad. What can redeem this one—kindness, care, love, generosity, forgiveness, creativity, compassion, another thing?</p>
8 ♠	<p>An amazing find! You are out on the lake on your solar-powered boat, when you find something very very interesting! What is it? Garbage that can be made into something new? Treasure? A relic from long ago? As a group, choose either the Final Scene or to keep playing.</p>
9 ♠	<p>Your kojja is in a jolly mood, having drunk some mwenge bigere this evening. He speaks freely of his past exploits, and how things have changed. You learn of something you wish to investigate further. What is it? Add this new detail to the map.</p>
10 ♠	<p>Transformation! The community comes together to convert something into something else. For example, refurbishing an old building for a new purpose. What is it, and how does it serve the needs of Kampala in 2060? Draw on the map. As a group, choose either the Final Scene or to keep playing.</p>
Jack ♠	<p>Eureka.</p> <p>You and your mother often do experiments, and today you're having big big success! What have you invented? A new source of feed for 3D printers? A new kind of drone? A bioengineering breakthrough? Something else? Draw it on the map.</p>
Queen ♠	<p>"Patience cooks a stone." After years of debate, the citizens of Kampala Yénkya have agreed on a big plan to completely transform, maybe to abolish and</p>

	replace—what?—the internet? Prison? Money? Police? Borders? Schools? Farming? Petrol? Plastics? Something else? Draw how it changes the city. As a group, choose either the Final Scene or to keep playing.
King ♠	Wealth from the forest. The forests in and around the city are not only good for its inhabitants, they are useful to the entire planet, because they store carbon. Because of this, every year Kampala receives payment from around the world. Is this payment in money form, and/or other forms? How does Kampala use this wealth? Add more details to your map.

♣ FLOWERS ♣

Ace ♣	The city is struck by a major natural disaster . What is it? Earthquake, floods, wildfires, a landslide, a volcano eruption, heavy hailstorms, locust swarms, or something else? Decide what the disaster is, and then every player draws some of its effects.
2 ♣	You think you spot a strange new creature . Is this the tree spirit people have been talking about? Mark where it was spotted. Then mark where it is hiding now.
3 ♣	A new technology has a dangerous side effect . What is the side effect? Draw it on the map. After you have told this part of the story, collect a story stone .
4 ♣	Many years ago, hazardous waste was stored somewhere on the map. What was it—nuclear waste, nanowaste, medical waste, or something else? Mark it on the map.
5 ♣	Someone in the city is not all they seem . Add a new person, or choose someone who is already there. What is their secret? SUGGESTIONS: Corruption, spying, a witch, a hologram.
6 ♣	There is greenwashing in the city. An activity that appears environmentally sustainable is secretly damaging. What is it? Describe it and/or add it to the map. After you have told this part of the story, collect a story stone .
7 ♣	Rainfall is predicted to be very low this season, threatening the crops. Why is your character so worried? After you have told this part of the story, collect a story stone .
8 ♣	Travel problems. You need to travel across Kampala. Your journey requires several different means. What difficulties do you encounter? Where do you find yourself stranded?
9 ♣	Zibbs. Something on the map has a negative consequence that endangers your character. What is it?
10 ♣	Today started out well, until—what?— big big problems! CHOOSE ONE: Riots, war, escaped science experiment, toxic spillage, heatwave, pandemic, kidnapping, land eviction, cyber attack, economic crash.
Jack ♣	Someone is up to some villainy . Choose someone on the map, or add someone new. What is their evil plan? After you have told this part of the story, collect a story stone .

Queen ♣	A democratic process is under threat. What is it—an election, a referendum, a citizens’ assembly, a stakeholder engagement forum, a workers’ council? What danger looms?
King ♣	Troubled pasts. Your great jjajja tells a troubling tale of exploitation . What happened—did an investor test their dangerous technology here? Did foreign governments lend money to Kampala with harsh conditions attached? Did ordinary Kampalans get evicted from the city? Describe what happened, and how the effects are still being felt. After you have told this part of the story, collect a story stone .

Storytelling tip: You don’t have to completely resolve the situation on your turn. You can leave things on a cliffhanger, and maybe a spades card will help later on.

◆ DIAMONDS QUESTIONS ◆

The answers are on the next page.

The player who answers correctly gets a story stone.

Ace ♦	ASK THE PERSON ON YOUR RIGHT: Kampala has adapted to the climate of the future. But what is the difference between ‘ weather ’ and ‘ climate ’?
2 ♦	ASK THE PERSON ON YOUR RIGHT: In the year 2060, almost all farming is polyculture. What is the difference between ‘ monoculture ’ and ‘ polyculture ’?
3 ♦	ASK THE PERSON ON YOUR RIGHT: Back in the 2020s, the climate was in crisis. Which countries were the chief culprits? Name up to five you think were the highest emitters. You must get at least three right.
4 ♦	ASK THE PERSON ON YOUR RIGHT: Back in the 2020s, some people believed that everyone would get UBI in the future. What does UBI stand for?
5 ♦	ASK THE PERSON ON YOUR RIGHT: Kampala Yénkya’s history has been shaped by controversy related to destruction of forests and wetlands by foreign investors. How do forests and wetlands help with climate change?
6 ♦	ASK THE PERSON ON YOUR RIGHT: In the future, Uganda has over forty official languages. How many official languages did Uganda have back in the 2020s?
7 ♦	ASK THE PERSON ON YOUR RIGHT: Back in the 2020s, people used fossil fuels around the world. How many types of fossil fuel can you name?
8 ♦	ASK THE PERSON ON YOUR RIGHT: Back in the 2020s, fossil fuels were still heavily used worldwide. Can you name three different ways that fossil fuels were used?
9 ♦	ASK THE PERSON ON YOUR RIGHT: Sadly, in the future, three species of fish in Lake Victoria have gone extinct. Guess three fish, and you must get at least two out of three.

10 ♦	ASK THE PERSON ON YOUR RIGHT: During very hot weather, is it better for a building's roof to have black or white iron-sheets?
Jack ♦	ASK THE PERSON ON YOUR RIGHT: Back in the 2020s, there was a biodiversity crisis . Many species were threatened with extinction. What was one of the major causes?
Queen ♦	ASK THE PERSON ON YOUR RIGHT: Back in the 2020s, we knew we needed to plant many trees to help slow climate change. But nothing is ever straightforward! Can you think of one or two ways planting trees can also cause trouble?
King ♦	ASK THE PERSON ON YOUR RIGHT: Back in the 2020s, people were starting to use more environmentally sustainable methods of cooking. How can an efficient cook-stove help with climate change?

Facilitator tip: If a player did not get it exactly right, but they were very close, let them get a story stone anyway. Let's be generous!

♦ DIAMONDS ANSWERS ♦

Ace ♦	ANSWER: Weather refers to short term conditions (for example, "it is raining today") while climate is the weather of a region over a long period of time (for example, "annual precipitation has increased").
2 ♦	ANSWER: Monoculture means growing only one kind of crop. Polyculture means growing several crops together.
3 ♦	ANSWER: Give the player a story stone if they said three of these: USA, China, Russia, Brazil, Indonesia, UK, or Germany.
4 ♦	ANSWER: UBI stands for Universal Basic Income. It is a proposal to pay everyone enough money for essential needs, without requiring anything in return.
5 ♦	ANSWER: Forests and wetlands store carbon. When a tree grows, for example, it takes carbon out of the atmosphere. So long as the carbon is in the wood, that means it is not causing climate change.
6 ♦	ANSWER: Only one official language: English. This dates back to colonial times.
7 ♦	ANSWER: Coal, oil (also called petroleum), and gas (also called natural gas or fossil gas). You could also say methane (since gas contains methane). If the player named at least one, they get a story stone. (Charcoal and wood burning also causes climate change, but these are not fossil fuels).

8 ♦	ANSWER: Fossil fuels get burned to generate energy. For example, some power plants burn fossil fuels to create electricity. Electricity is used for lots of things, such as lighting. Oil is used to make plastics and fertiliser. Some cars and planes use oil in the form of petrol. Has the player named three uses? Use your judgement to award this story stone!
9 ♦	ANSWER: Nile Perch, Mukene, and Nile Tilapia. If the player guessed at least two, give them a story stone. Kampala used to depend on these fish for the economic livelihood of its people in Gaba and Luzira. In 2060, pollution and overfishing has led to their extinction.
10 ♦	ANSWER: White. Painting a roof white will help to keep it a bit cooler inside. Green roofs with living plants are another alternative. Or solar panels.
Jack ♦	ANSWER: If the player answered habitat destruction (such as deforestation) or overexploitation (such as too much hunting and fishing), they get a story stone. Climate change is also an acceptable answer.
Queen ♦	ANSWER: Planting trees is good for climate change, but it must be done fairly. Problems can include loss of land that could be used for grazing, agriculture, housing, infrastructure, or other purposes; labour and expense of planting the trees; snakes and birds of prey causing trouble; tree-planting used as an excuse to move tenants from their lands; risk of trees catching diseases or burning down; money that is meant to support reforestation being diverted and lost through corruption; labour and expense of maintaining trees, and other things. If you think the player has answered well, give them a story stone.
King ♦	ANSWER: Lower carbon emissions, or health benefits (from not breathing in smoke), are very good answers. More efficient and cheap use of fuel is also a good answer.

TIPS FOR STORYTELLERS and MAP-MAKERS

- Just sketch and doodle, it doesn't have to be perfect!
- Try to make connections between your characters. Try to make the city feel "real" and cohesive, no matter how strange it is.
- Listen generously to the other players. Sometimes you may not like another player's idea, but be generous. Find ways to make it work.

TIPS for FACILITATORS

- Learn the rules beforehand.
- As Facilitator, you can join in as a player (drawing cards and responding to prompts). Or you can just facilitate for others.
- It can be helpful to give each player a copy of the rules, so that they can look up the cards themselves. But if there is only one copy, it may be easier for the Facilitator to look up the cards and read out the prompts.
- If the Facilitator is reading out the prompts, and is not playing themselves, then you may either play with the cards face-up or face-down, as you prefer.
- If none of you have ever played a tabletop roleplaying game before, you may want to prepare beforehand by finding a podcast or video. For example, you could go online and look up “Quiet Year actual play podcast.” Or you can just dive in and see what happens.
- It is okay to make up your own rules and conventions to make the game run more smoothly. For example, when we playtested it, one group preferred to put one person in charge of all the drawing (“the Cartographer”).
- “Safety tools” such as the “X-Card,” “Lines And Veils,” or “Roses and Thorns” can empower more responsible and sensitive storytelling. The “X-Card,” for example, is a piece of paper with a big X written on it, placed somewhere where all players can easily get to it. If a player feels uncomfortable with what has just been suggested for the story, they hold up the X-Card, and the content is removed — they don’t need to explain why. For more information about safety tools, look up “TTRPG safety tools” online and decide if they are right for your group.
- If you are playing with an Inspiration Deck, be careful to keep it separate from the main deck. Ideally use two decks with different backs, so the cards can’t get mixed up.

HACKING the GAME

- Kampala Yénkya is a tabletop roleplaying game (TTRPG), inspired by the fiction of Dilman Dila, and Avery Alder’s game *The Quiet Year*. It is easy to make many different versions of this game, to adapt it for different audiences and purposes, or to make it replayable. You simply need to replace the prompts.
- For example, if you are an educator, you could replace the **diamonds** ♦ questions and answers with new ones that are relevant to your subject.
- Or if you want to make a version of the game about somewhere else (such as the future of another city, or a completely imaginary city), you could replace the **hearts** ♥ deck prompts with more localised prompts.
- You could create a version with no winners and losers.
Or adjust the points that each card is worth.
- You could also create a version of the game with a Game Master (or whatever you wish to call them, e.g. ‘Stonespeaker’).
- Or you could play a slower version of the game. Instead of inventing the future in just 60 or 90 minutes, play the game overall several weeks—or even months. You could hang the growing map on the wall, and draw one new card every day.
- The Inspiration Deck could also be used as the basis to invent new storytelling games.
- Or do anything you like with it! The game is released under a noncommercial [Creative Commons licence](#), so you don’t need any permissions to create, play, and share your own versions. If you’d like to make a commercial version, get in touch with us and we can discuss.

FURTHER INFORMATION

The **diamonds ♦** cards explore some complicated themes. In this section, there is more information about these themes. You don't need this to play the game, but if you wish you can choose several topics of interest, to read and inspire further discussions afterwards.

<p>Weather & Climate</p>	<p>Weather refers to short term conditions (for example, “it is raining today”) while climate is the weather of a region over a long period of time (for example, “annual precipitation has increased.”)</p> <p>The climate is growing hotter because of greenhouse gas emissions (including carbon emissions). Major causes include burning fossil fuels (oil, coal, and gas), burning wood or charcoal, cutting down trees and draining wetlands. But global warming does not make the weather hotter all the time. It makes the weather more unpredictable and extreme. So climate change contributes to droughts, heatwaves, storms, floods, and landslides.</p>
<p>Growing Plants</p>	<p>Monoculture means growing only one kind of crop. Polyculture means growing several crops together.</p> <p>Growing different kinds of plants together can have many benefits. It can improve carbon sequestration, and make the plants more resistant to pests and diseases. It can also improve biodiversity and soil quality.</p>
<p>Top Polluters</p>	<p>Which countries have emitted the most greenhouse gases so far? Based on emissions from fossil fuels and land use, the top five are the USA, China, Russia, Brazil, and Indonesia. Based on fossil fuel emissions alone, the top five are the USA, China, Russia, Germany, and the UK. Other big emitters include India, Japan, and Canada. No matter how you calculate it, Uganda is not a major contributor to climate change.</p> <p>What does “land use” mean? It includes cutting down trees and draining wetlands. When trees are cut down and burned, this releases the carbon stored in the wood. Cutting down trees also releases carbon stored in the soil.</p> <p>It is not straightforward to compare the emissions of different countries. For example, different countries have different population sizes. Also, sometimes carbon is emitted in one country, in order to produce goods and services for another country. However, when we look at history, the USA is definitely the biggest cumulative emitter.</p> <p>One reason that country-by-country comparisons are important is that many decisions are made during intergovernmental negotiations, for example through the United Nations. In 2015, countries around the world signed the Paris Agreement. This agreement aims to limit average global temperature rises to well below 2°C, and preferably below 1.5 °C. Global emissions should be reduced as soon as possible, cut by 50% by about 2030, and reach Net Zero by about 2050. But different countries can contribute to these goals at different rates, depending on factors such as wealth, historic responsibility, and current needs. To coordinate this effort, each country implements its own Nationally Determined Contribution (NDC for short), which includes its emissions reduction targets.</p>
<p>Future Economics</p>	<p>UBI stands for Universal Basic Income. It is a proposal to pay everyone enough money for essential needs, without requiring anything in return.</p> <p>UBI is controversial. Critics say that it will be too expensive, or that it will make people lazy, or that it will increase the power of government and the dangers of corruption. Supporters say that it can alleviate poverty and inspire innovation, but that it must be supplemented by basic services such as healthcare and education, so that people don't rely on UBI for everything. UBI proposals have many variations, and some pilot schemes have been run. Many other kinds of economic innovation have been proposed or are being tested, and the economies of the future will probably not be like the economies of today.</p>

	<p>Has Kampala Yénkya addressed problems of inequality? Did Uganda decide to have UBI? Did Uganda decide to have UBI? If so, were there conditions attached, and did people find ways around them? How is the economy of the future different? What are your own opinions about UBI?</p>
Forests and Wetlands	<p>How can forests and wetlands help with climate change?</p> <p>Mitigation: They can help by storing carbon. When a tree grows, for example, it takes carbon out of the atmosphere. So long as the carbon is in the wood, that means it is not in the atmosphere. So it does not trap the sun's heat and does not contribute to global warming. Another term for carbon storage is carbon sequestration. Carbon can be sequestered in many ways: living vegetation such as trees, peat, soil, sediment, etc.</p> <p>Adaptation: Restoring forests and wetlands can also help to build resilience. They can help with floods and heatwaves, which are getting more intense because of climate change. For example, wetlands and forests near rivers can act like a sponge to slow the rate at which rainfall enters the river. On farms, trees can provide useful shade for plants when it is hot, and in the rainy season can be pruned to let light fall on the crops below. The trees also enhance the soil with their fallen leaves and debris, and draw water up through their deep root network.</p>
Languages	<p>In the 2020s, Uganda had only one official language, English. Why was this so, even though so many different languages are spoken in Uganda?</p> <p>In the late 1800s, the British Empire invaded and colonised this part of Africa, initially through the Imperial British East Africa Company. During the colonial era, the imperial rulers declared English the official language of government and of education. Later, when Uganda became independent in 1962, there were some debates about Luganda, Swahili, or other languages becoming official languages. However, this did not happen, so in the early 2020s, English remains the only official language.</p> <p>What do you imagine the situation is like in 2060? How have languages been preserved and encouraged to flourish? Has language changed? Is AI translation more common? Does Kampala Yénkya have new words that we don't have today?</p>
Coal, oil, gas, charcoal, wood	<p>Coal, oil (also called petroleum) and gas (also called natural gas or fossil gas) are the three major types of fossil fuels. You could also say methane (since methane is a component of gas). Coal, oil and gas are called fossil fuels because they are made up of fossilised remains of plants and animals that lived millions of years ago.</p> <p>In the 2020s, Uganda uses a lot of biomass to generate energy. This includes charcoal and wood. These also emit carbon and cause climate change, but not as much as fossil fuels. If well-managed, the biomass cycle can even be carbon neutral—if enough new trees are planted to balance out the emissions caused by harvesting, transporting, and burning the old ones.</p>
Uses of fossil fuels	<p>In the 2020s, fossil fuels are used for many things around the world. Some power plants burn fossil fuels to generate electricity, which powers lighting and electrical devices.</p> <p>Fossil fuels are also used to create fertilisers, cement, and plastics, which also produce emissions. Luckily, new sustainable alternatives are being developed, for example carbon-negative cement.</p> <p>There are other more sustainable ways of generating energy, for example solar, wind, hydroelectric power, geothermal power. Nuclear power is also sometimes mentioned, although this is a complicated and controversial issue.</p> <p>In the 2020s, new energy technologies are being explored that remove rather than add carbon to the atmosphere for example burning biomass but capturing the carbon to store safely.</p>

	How do you think Kampala will generate and distribute its energy in the future? Does it use some mixture of the technologies mentioned? Does it use entirely new energy sources?
Fish	In the 2020s, Uganda’s fish production is about 570 000 metric tonnes per year according to the Ministry of Agriculture. This is mainly from three species: Nile Perch, Tilapia, and the anchovy-like Mukene. Fish make up about 6% of Uganda’s exports. However, the quantity of most species in the Ugandan waters of Lake Victoria is declining, mostly due to overfishing and urbanisation. Most of the breeding areas on the shoreline are now inhabited by humans, who are involved in over-exploitation of fish and pollution of the waters by municipal garbage. The lake supports over one million individuals directly, most of whom are women. Nile Perch catches declined by 46% from 2011 to 2015, while Tilapia catches were lower by 38% during the same period. It is predicted that, at this rate, these fish populations could be extinct within the next 50 years.
Insulation	<p>Painting a roof white can also help to keep a building cool during heat waves. The colour white reflects heat, so less warmth is absorbed. Rooftop gardens or solar panels are other good options.</p> <p>Another option is insulation. If it is installed and maintained correctly, insulation can keep a building warmer in cold weather, and cooler in hot weather. Insulation forms a barrier to heat entering or leaving. Insulation can help with climate change in other ways. It can reduce reliance on artificial cooling, such as electric fans, and save energy. But if insulation is incorrectly installed, it can be dangerous. It can make a hot building even hotter. Ventilation and fire risks must also be carefully considered. Roof insulation is very often a high priority. External wall insulation is also often a high priority, especially for homes built from hollow concrete blocks.</p> <p>Insulation is an old but effective technology. Not everything in the future needs to be new. What do you think are some of the ancient materials, technologies, or techniques that will still be useful in Kampala in 2060?</p>
Bio-diversity	<p>Human activity is what has been causing biodiversity loss. Humans have been transforming the places where animals live, so they can’t live there any more. So if the player answered habitat destruction (e.g. deforestation) or overexploitation (e.g. too much hunting and fishing), they are definitely right.</p> <p>What if the player answered climate change? This is a bit more complicated. It is true that climate change can pose threats to many species. For example, climate change is causing ocean acidification which is harming krill populations, putting pressure on the penguins, seals and whales higher up the food chain. Furthermore, protecting and restoring forests, wetlands and other ecosystems helps to preserve biodiversity (by giving animals a place to live) and to fight climate change (by storing carbon).</p> <p>On the other hand, in the early 2020s, climate change has not yet impacted biodiversity as badly as habitat destruction and overexploitation have. Also, there are some things humans can do that are good for climate change but bad for biodiversity! For example, deforestation is linked to the mining of metals for solar panels. So the relationship between biodiversity loss and climate change is complicated. But should you give the player a story stone for saying “climate change”? Yes, why not be generous!</p>
Forests & Carbon removal	Forests are wonderful . There are many benefits to afforestation (planting new trees), reforestation (planting trees where old ones once stood), and preservation (protecting trees that are already there). Forests absorb carbon and slow climate change. But tree-planting must be done justly and wisely. It is important to choose the right species of trees . Different combinations of trees work better in different situations. Tree-planting can cause problems too. Land that is being used for forests cannot be used for other purposes. Uganda has plentiful forests and growing demand for land, timber, and energy—so if Uganda devotes its forests to store carbon for the world instead, then this must be fairly compensated. Also, when countries that developed a long time ago fund Ugandan forests through carbon offset schemes (see below), those countries could use Uganda’s flourishing forests as an

	<p>excuse to keep polluting, delaying rapid decarbonisation, and delaying transition to post-growth or Beyond GDP models of prosperity.</p> <p>Forests do have other benefits besides removing and storing carbon. Trees can improve biodiversity, create shade, reduce soil erosion and risk of landslides, prevent desertification, stabilise soil with their roots, create employment opportunities, improve air quality, counteract the ‘heat island’ effect in cities, create natural beauty, create tranquil places for calm reflection, as well as other benefits.</p> <p>But besides forests, wetlands, and other nature-based solutions, how else can we remove carbon? Technology can be used, though there are many controversies. In the 2020s, new carbon removal industries are being developed to stop global warming from getting worse than 1.5C by the end of 2100. In particular, carbon capture and storage (or CCS for short) promises to remove carbon from the atmosphere and store it safely below the Earth’s surface. But there are issues with CCS. (1) Some CCS technologies are very new and not extensively tested. (2) Other CCS have been used successfully but only on a very small scale. Technology can work differently on a small versus a large scale. (3) CCS technologies are still very expensive. (4) It can take a long time to build new CCS plants. (5) It can be hard to find good places to store the carbon. There are also some fears it might escape, for example, because of accidents during transportation. (6) Some politicians want to wait and wait, hoping the technology will get better and cheaper in the future. (7) Some types of CCS need a lot of energy. (8) CCS can cause pollution. Other forms of climate technology, such as Direct Air Capture (DAC for short) are even more experimental and speculative.</p>
<p>Technology and Economics of Climate Change</p>	<p>Can a technology as simple as a cooking stove help with climate change? A cooking stove is more fuel-efficient compared to an open fire, because less heat is wasted. It also emits less carbon. Switching from open fires is also better for lungs. So yes, cooking stoves are a good idea!</p> <p>A “simple” technology can become more complicated the more you find out about it. For example, in Uganda and other countries, some carbon reductions have been funded by carbon offset schemes. Wealthy foreign companies fund the manufacture of affordable stoves (and many other kinds of initiatives) in Uganda, and then count the reduction in emissions as though the company had made these reductions themselves. This allows them to meet the expectations of their investors, customers, and regulators. It also means cooking stoves get to those who need them. However, the carbon reduction is not as great as if the companies had really cut their own emissions, and also funded the projects (for example the cooking stoves, or solar panels, or reforestation, or whatever it may be).</p> <p>When you imagine Kampala in 2060, what mix of technologies do you imagine? Old technologies and new ones, “simple” technologies and complicated ones? How were they developed and funded? In the long run, were carbon offset schemes more helpful to Uganda, or more harmful? Were carbon offsets a major form of funding for transitioning to a sustainable economy, or were other methods used? How did the world stop climate change?</p>

INSPIRATION DECK

Optional: If you are playing with two decks of cards, the second deck is the Inspiration Deck. At the start of the game, shuffle the whole deck and put it to one side. Any player may draw a card for inspiration at any time. Read it out loud. Decide if you want to include it in the story in some way. **Return the card to the bottom of the deck afterward** — it does not contribute to your point total!

Ace ♥	A rusty robot , rolling through the streets. The robot's voice box is broken, but it waves its arms a lot. You think it has something it wants to say.
2 ♥	Nsenene harvesting field . This is an old-fashioned nsenene harvesting field, which has remained unchanged for many years. Huge drums are arranged in a rectangle, with an iron sheet sticking out of each drum. Harvesters use bright lights to draw the nsenene, and smoke to daze them, so they slide into the drums. Your uncle has told you what the harvest was like in his younger days. At the end of the year, the grasshoppers used to fill the sky, and fall down like nuggets of green gold. The drums would be full to overflowing. Things are different nowadays. The shrill songs of the nsenene no longer fill the rain-washed evenings. The swarms have shrunk to almost nothing, and the barrels are mostly empty.
3 ♥	Not a bird . What bird is that? Is it a dove, a thrush, a little coot? It is a small drone, hardly bigger than your fist. Mum bought for you as a birthday gift, and you use your phone to steer. It flaps its wings, and from a distance, few can tell the difference.
4 ♥	3D printer . A red cube, attached to a computer on one end, and an ink tank on the other. When you turn it on, it sprouts six arms, and can make anything you want.
5 ♥	A neighbourhood on the water . Parts of Kampala are submerged as Lake Victoria has grown bigger and bigger. Many buildings are mounted on bamboo stilts, so the buildings appear to float. When there is wind, the waves rise and the buildings gently rock.
6 ♥	Garbage-berg . A tangled mess of plastic bags, plastic bottles, tubes, wires, and weeds floats in the lake. It is gross and maybe dangerous. But maybe it also contains things that can be used again?
7 ♥	Wildlife returning . As damaged ecosystems are restored, wildlife is returning. Many of them you have never seen before, and the elder generation believed they were gone forever. What plants, insects, or animals are returning?
8 ♥	This used to be a factory . Big factories, you have heard, once polluted the rivers and sky, and caused the climate to change. The factory shut down long ago, but the building and some of the machines are still there. The building is used for something very different nowadays.
9 ♥	The return of the stork . One day, you are on the edge of the forest, taking pictures with your camera, when a bird flies onto a branch. It's a big black bird, with a red beak and red rings around its eyes. You've never seen such a bird in the wild.
10 ♥	Synthetic timber . Timber is a popular building material, especially now that 3D printers can create synthetic timber in whatever shapes you want. Timber also stores carbon. When the carbon is locked away safely inside the wood, it means it is not in the atmosphere. What was made of concrete or steel in the old days, that now is made of timber?
Jack ♥	Nakairu Tree . It is the biggest tree in the forest, and the oldest, way older than even the kingdom. In fact it is about a thousand years old. Its roots and branches form many 'rooms.' There are many stories about the Nakairu Tree. Maybe one of these stories is relevant to you right now?
Queen ♥	Solar-powered bicycle . When you reach a steep hill, the motor will take you to the top. But if it is cloudy that day, you will have to pedal to the top yourself.
King ♥	Solar stone . In the old days, it was complicated to set up solar panels. Nowadays it is easy to print solar stone in any shape or form. It absorbs and safely stores the sun's energy, and any piece of solar stone can be plugged into a generator to make electricity.
Ace ♠	Nsenene farm . One day, you ride past huge cages of grasshoppers. They are covered with nets to prevent the insects from escaping. You stop and peer into one, and you notice the grasshoppers are slightly different from the ones you sometimes see in the wild. These ones have a paler green color, and there is a red spot on their heads, which gives the impression of a third eye.

2 ♠	Archipelago of the rooftops. This part of Kampala is flooded. But a few rooftops of the tallest buildings still rise above the water, making small islands.
3 ♠	In the hot springs. A strange crocodile-fish has been spotted in the hot springs. It has blue-tinted scales, with stripes of red, and its eyes are a bright yellow. Is it a swamp spirit? A genetically modified organism? Maybe neither, maybe both?
4 ♠	Tech repair shop. This used to be a retail shop selling petty goods like sugar and soap and matchboxes. In fact, you can still see part of the old shop's name, where the new owner has failed to scrape away the paint. But inside is filled a junk of electronics, broken robot parts, phones, computers, and Virtual Reality headsets, all in need of repair. In the back, a 3D printer is always busy, printing new parts to make repairs.
5 ♠	Fisherman's drone. It's a small robot, about the size of your hand, that goes in deep and searches for fish, and then tells you where to cast your nets. But the garbage in the lake confuses it, and it makes a lot of mistakes.
6 ♠	Prototype electronic net. This is a net which is supposed to swim around under the lake, and only catch the fish that it is programmed to catch. It will not be confused by garbage. When a fish stock falls too low, it won't catch any. But it has not yet been tested. Will it work the way it is supposed to? Or will there be unexpected effects?
7 ♠	The Sub-County Chief lives in a big floating house, tethered in Lake Victoria. He's an old man with grey hair and a wrinkled face, who can often be found lounging on his front porch, drinking beer and watching the lights of boats in the water.
8 ♠	New strains of crops, like tea, sugarcane, corn, beans, cassava, plantains, sweet potatoes, that can survive floods, droughts, and salty soil. They were not genetically modified, but were bred to be nourishing, delicious, and strong, by farmers advised by Artificial Intelligence.
9 ♠	3D printer ink. A 3D printer can create almost any object you can think of. You only need to input the design, and make sure the tank is filled with "nk." What is the ink made of? Maybe there are different kinds?
10 ♠	A rooftop garden. Kampala in 2060 is filled with rooftop gardens. They provide vegetables and other useful produce, as well as insulation to keep you cool during heat waves.
Jack ♠	3D object design. One day you find a sealed waterproof bag. Inside is a memory stick, labelled with a mysterious symbol on it, like the three-eyed grasshopper. You scan it and determine there are no viruses. It only holds one file, which seems to be the design for some 3D object. Do you plug it into a 3D printer? If so, what object appears?
Queen ♠	Not a termite. Look a little closer, that 'termite' is actually a tiny robot. It travels wherever there are crops growing, and collects data about the moisture and acidity of the soil. It is a bit of a mystery who built them. Sometimes they malfunction.
King ♠	Biorefinery. People bring biomass such as wood, plants, manure, and agricultural waste to the biorefinery. It is turned into many useful things, including 'ink' for 3D printers, bio-oil for energy, and biochar which can be mixed into the soil to help store carbon.
Ace ♣	Karoli. Your father says that in his childhood, the marabou stork, which he calls karoli, lived in the city and fed off the uncollected garbage and landfills. It became the unofficial mascot of the city. When Kampala introduced technology to turn garbage into fuel, waste collection improved and the karoli, having nothing to eat, thinned out. But now there is a program to lure them back, by creating special feeding zones for the birds.
2 ♣	Governance and direct democracy. A super-algorithm has replaced the central government. Your mother is one of the 'joint presidents' of the country, and she attends sessions on her phone. She says

	that when she was still a child, the country was ruled by a single president and a few politicians, who were corrupt and made decisions based on their greed, contributing to the climate catastrophes. But people rebelled against such governance, and now instead of only a few individuals ruling, any citizen can have a say on issues of national governance through an app on their phone.
3 ♣	Solar bus 'kayoola'. This afternoon, your school bus is late, yet you want to go back home early. The last three days have been very cloudy, and yet the bus took your class on a field trip to Mount Elgon, draining all its batteries. Now, they have to wait for it to charge before it can take you home.
4 ♣	Divination. When your mother was young, traditional African science was not taken seriously by Western science. Nowadays things have changed, and African science and Western science have learned much from each other. Healers and diviners enhance their traditional methods using computers and drones.
5 ♣	Herbal medicine. Back in the days before the climate changed, all medicines came from a few pharmaceutical companies, and the drug companies were charging patients an exorbitant amount, until the leaders realised it is better to invest in local medicinal knowledge. Nowadays, every hospital has a herbal garden from which they process medicines for the most common sicknesses, and this makes health care free of costs.
6 ♣	School curriculum. You like school a lot, because you get to learn practical skills that enable you to live successfully in the changed environment. Your teacher says that when he was still a student, they learned a lot of theoretical stuff that was not helpful to daily survival, but now every subject, even hard ones like physics and chemistry, teach you a lot about life, living, and the pursuit of happiness.
7 ♣	Food dehydrators. As food production became a bit complicated due to vagaries in weather, fresh food dehydrators were introduced to keep food for long. Every home has one. It is a special box with a glass top, and when you put food in the box and put it in the sun, the food dries, making it easier to store for longer periods of time. These are foods like fruits, vegetables, tomatoes, fresh meat, sweet potatoes; they are all dried and thus reduce wastage. It relies on sun energy and uses special glass that converts the sunlight into energy to dry the food. Apart from the sun, it does not need any energy to run.
8 ♣	Village food banks. The problem of hunger is not left to individuals, but is now a communal effort. Every village has an underground food bank. After harvest, every family keeps a portion of their food in this bank, which is refrigerated and iced, and thus fresh foods, fruits and vegetables, can be eaten even when not in season. Every fruit that falls off every tree is taken to the bank for storage.
9 ♣	The bicycle-cars. With the banning of oil and petrochemicals for the harm they do to the environment, and with electric batteries being expensive and causing more environmental damage in areas where they are mined, cars that rely on pedalling to drive the engine are now much more popular.
10 ♣	High speed trains. Though the capital Kampala is the centre of economics and government, people no longer need to live in Kampala in order to work there. There are fast trains that take about an hour from the furthest point of the country, Arua, to Kampala, and thus many people live up-country and work in Kampala because the trains are daily and reliable.
Jack ♣	Free basic services. Every village is tasked with ensuring their residents have access to all basic services, food, water, accommodation, electricity, and health care. There is a center in every village, or zone in towns, that ensures this. While those who can afford to pay a social service tax to ensure they access every service for free, those who can't afford for whatever reason are exempted. Decentralisation puts governance and service provision at the village level, and makes it easier to ensure every citizen access to all the services.
Queen ♣	Volunteer social services workers. Nowadays more people have time to volunteer. The service sector relies on volunteers, who drive ambulances and other emergency vehicles, and fight fires, among other things. Every village has a social service center where volunteers sign up and train for the services they want to offer. This keeps the wage bills small, and still ensures an equitable distribution of resources.

King ♣	Farm tools for small acre farms. The hoe grew outdated years ago, and was replaced with another cheap, but more efficient alternative: the mechanized-hoe. The mechanized-hoe is a cross between a hand-hoe, a plough, and a tractor. It is handheld, with a small engine that makes it dig like a tractor, but it doesn't cost as much. This makes it easy for every small-holder farmer to have one.
Ace ♦	The party. Your dad works in Dar and your mom in Delhi, but they rarely have to travel to work. This weekend they are both away — time to throw a party!
2 ♦	The play. You take part in a multilingual theatre production. It includes robots and holograms, alongside human actors. It is a historical play about how countries around the world worked together, to avert the worst of climate change.
3 ♦	Elder amusements. There are lots of older people around and they like to live near each other. You visit your great aunt, she is with a group of her friends playing a classic storytelling game called Kampala Yénkya, or something like that. They ask you if you want to join in. You are not sure ...
4 ♦	The park. A big part of Kampala is now a wetland park. It swells up when it rains hard, so that other parts of the city don't get flooded. The park closes early, but you prefer it when it is empty. You have a secret place where you can hide, so you can stay in the park past closing time.
5 ♦	Not milk. Precision fermentation replaces all dairy milk production. You go to a birthday party, and the cake tastes strange - it is made with dairy milk, just like in the old days. Some like it, some don't!
6 ♦	Peace and quiet. In a city of 20 million, it is hard to find somewhere quiet. You know a few good spots, and sometimes you take the train upcountry, and stay on till the final stop.
7 ♦	The finals. This year's World Cup is in Uganda ... and the Ugandan team are in the finals! You manage to get a ticket to see the game. Your seat is quite far away, but the giant holograms make it easy to see the action.
8 ♦	A global city. The majority of your friends were born in Uganda, but their parents were born everywhere you can imagine. Some of them first came here as climate refugees, before settling permanently. Occasionally refugees still arrive, but not so much as in the old days.
9 ♦	Roommate. Most of your friends are only children, without any siblings. But you share a room with your baby brother. When he wakes in the night, what song do you sing him, to put him back to sleep?
10 ♦	The lunar eclipse. The city has so many lights, it is no longer possible to see the stars. Luckily the air is now clean because no one burns anything. Tonight is the lunar eclipse, but all the viewing roofs are booked. Luckily, you know a secret place.
Jack ♦	Restless. You had an argument with a friend and feel restless. You go on your favourite night walk – the city is calmer, cooler and safer at night. You notice something which was not there before ...
Queen ♦	Translator. You go to a new school, in a new district, where they don't speak your language, and you don't know their language. But you have a Translator App on your phone, which translates everything the teacher says, and everything other children say to you, in real time, and when you reply, a small speaker on your phone translates to them what you are saying. That way, you easily settle in.
King ♦	The Robot Teachers. Well, they are not exactly robots, but every village has an information centre where you can go and ask to study anything you want, and a 'robot' or an artificial intelligence in the computer will give you a tutorial. These lessons are for practical activities, like how to make a chair, how to cook beef stew, how to sew a cloth, and so whenever you want to learn such a thing, you have a dedicated teacher to you.



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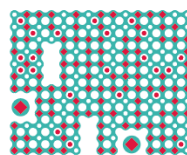
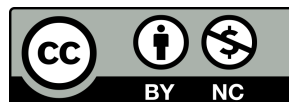
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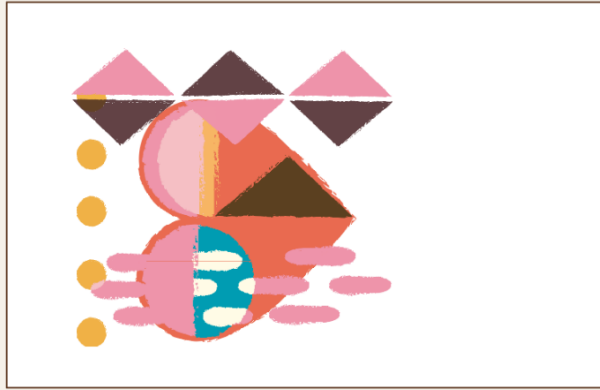


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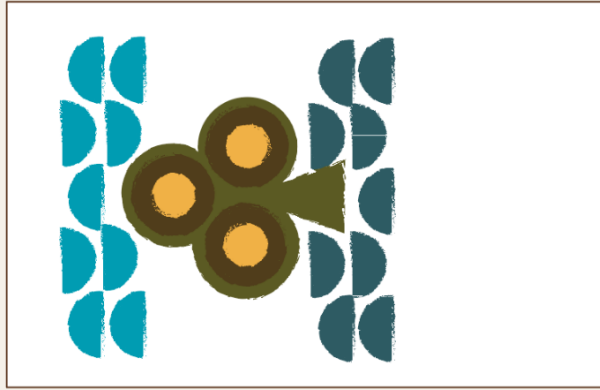
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Story stones and ♥ cards are worth 0 points.

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BAD THINGS HAPPEN

♣ cards are worth 1 point. But there is a chance to get a story stone!

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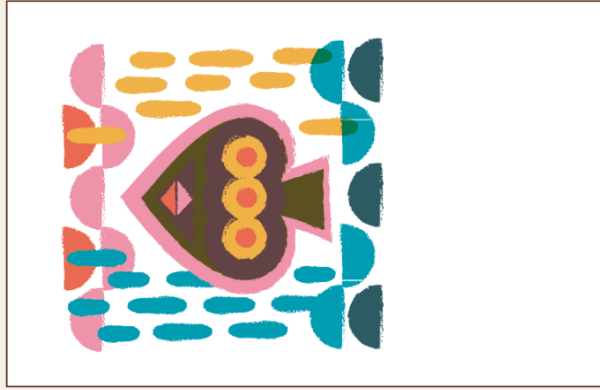


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KNOWLEDGE INCREASES

♦ cards are worth 3 points. But another player might get a story stone!

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GOOD THINGS HAPPEN

♠ cards are worth 5 points.