

WELCOME!

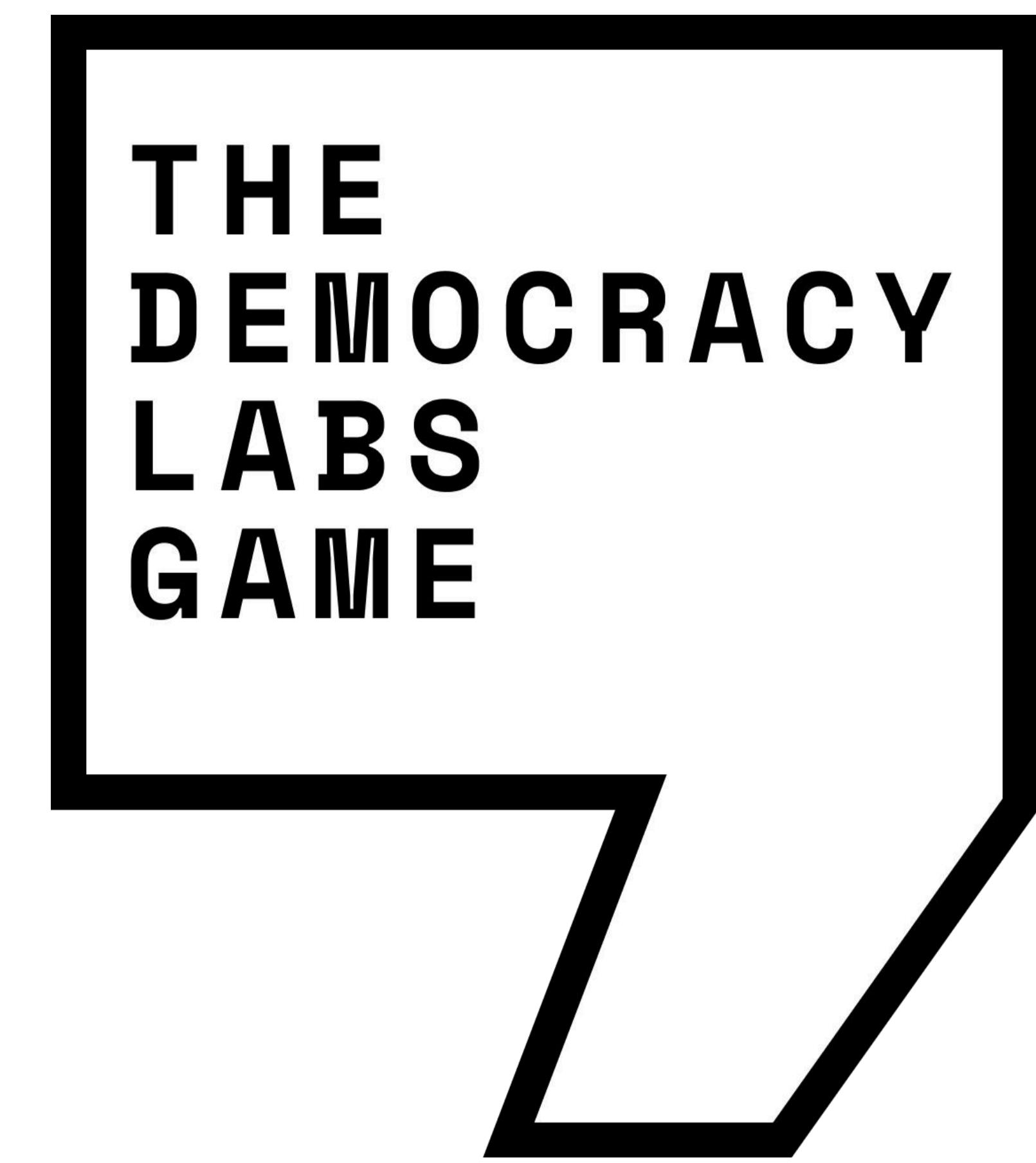
The **Democracy Labs Game** is a serious, collaborative future-making where you can play a role in tackling the democracy-related problems faced by our societies by providing innovative solutions that strengthen citizen participation in governance processes in the near future (5-10 years).

You play by creating **Democratic Innovations** which are either new or improved ways for people to participate, deliberate, or truly influence governance processes and decision making.

Use the cards to **explore** different scenarios and challenges, **discuss** what is on stake, what can be, **ideate** and **imagine** new possibilities and agree on **a solution**.

You all **win if you agree** on an innovative solution that strengthens democratic citizen participation; you lose if you can't agree.

Setup: Sort the cards into decks by their names.



HOW TO PLAY?

1. Each player draws a Role card, placing it face up and saying it out loud. During the game, you need to think and speak from your Role's perspective.
2. Draw a Problem card and read it aloud.
3. Draw a Scale card and read it aloud. Treat Scale as a lens that constrains the Problem (scope, audience, reach)
4. Draw Values cards and review them all. Explore the Problem: identify which values are at risk and which values you need to design for. Select around 3-5 priority Values (agree on the exact number as a group, you need to prioritize; do not pick them all) and keep the chosen Values visible on the table.
5. Each player draws 3 Implementation cards face down, privately chooses 1-2, then places them face up and gives a brief pitch explaining the choice to others. You may take one mulligan (discard 3 and draw 3 new) before revealing.
Note: An Implementation card is a building block, not the final solution. It can inspire further ideas and be modified.
6. Each player draws 1 Action card. Following its instructions, each player modifies the Implementation they chose in Step 5 toward a final solution from their Role's perspective. Use Blank cards to write new ideas. Give a short re-pitch of your modified proposal, and discuss the changes together.
7. At this stage, all players have candidate solutions. Use the Innovation-Feasibility quadrant matrix. Place each candidate solution on the grid. Discuss the solutions from Step 6. For each candidate, mark whether it is innovative / not innovative, feasible / not feasible, and whether it enhances democratic participation.
8. Re-introduce the priority Values: which are covered and which are not covered by this solution?
End the round when you agree on a solution that is innovative enough, feasible enough, and covers the priority Values.