

CityDepot

A 4 player strategy game

Game Materials:

- 100 resource cards
- 40 green resource cards
- 4 game boards

Rules:

Win condition: You and three others are working to create a settlement on an unfamiliar land using basic building resources. There are 4 types of buildings, and the game ends when the 4 types of buildings are created by one of the players.

The green resource cards indicate which resource you will produce. Pick out 5 unique green resource cards and shuffle. Each person will draw a card and that card will indicate which resource you will produce. Place 3 of your produced resource near the top left of your game board.

Each player starts with 3 produced resource. After every 2 rounds, each player creates one more green resource card. At the end of every 2 rounds, draw an additional produced green resource card and place it in your stack of produced resources.

The game is turn based, players will go one by one and the oldest player starts.

Players can place up to 2 cards in their hand on their game board on their turn. In addition, on your turn, you also have the option of trading with other players. You can trade one of your cards in your hand or the resource you produce with another player. However, the other player can only trade you the resource they produce (You can only get a green card from another player from a trade and you can give them any one of your cards). Trading does not count as an action. You may also pass as an action.

After you complete your turn, redraw up to 3 resource cards after your turn ends if you have less than 3 cards in your hand. If you have greater than three cards when it is your turn, no need to redraw.

You may not show your cards to other players, but you can talk, lie and negotiate with one other.

Debrief Activity - Read this when you complete the game:

The goal of our game was to address **social desirability bias** as well as **collectivist vs. individualist** decision making.

Very briefly, **social desirability bias** is the idea that people want to present themselves in ways that are socially acceptable to others.

Collectivist vs. Individualist decision making is the difference between group-orientation, altruism, and empathy and orientation towards the self and thinking on behalf of oneself.

The game does not explicitly illustrate the biases so we would like to address self-reflection through the after game debrief session.

1. In the beginning stage of the game, why or why not you choose to exchange your own special resource to others?
2. In the latter stage of the game, why or why not you choose to exchange your own special resource to others?
3. Do you realize there is a resource that no one could produce? What is your thoughts and strategy for that resource?
4. Since (XXX) wins the game, could other people talks about his thoughts on him?
5. *Quick!* On a count to three, point to the player who who think is the most individualist. Discuss.
6. *Quick!* On a count to three, point to the player who who think is the most willing to team up (collectivist). Discuss.