

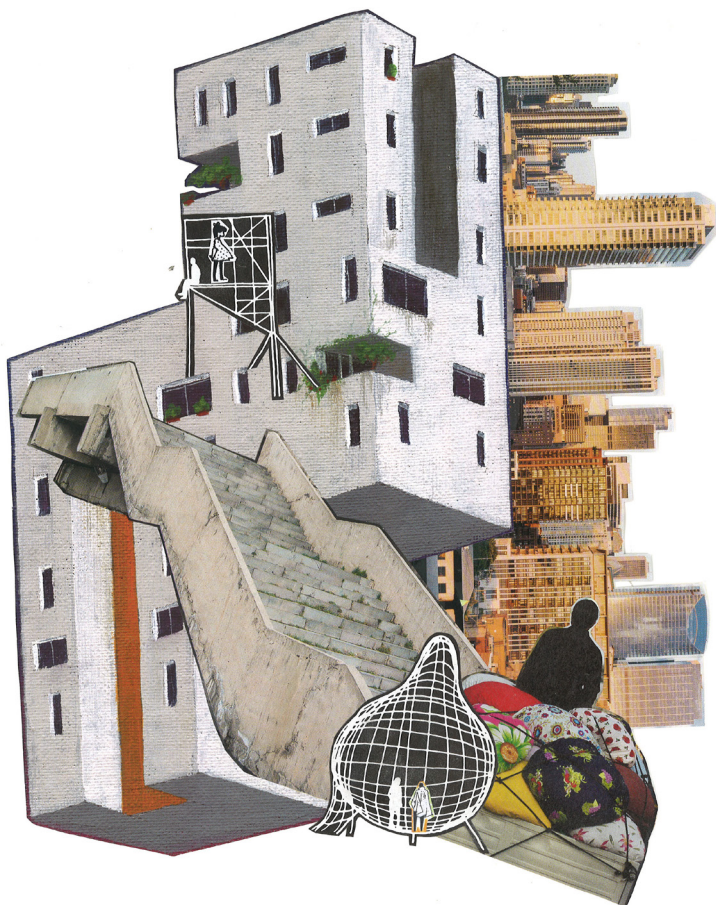
# Prospect'Us

A LYON TOWN PLANNING AGENCY DESIGN



## *Game rules booklet*

**There's no impossible future  
It's up to you!**



# Prospect'Us

## PRINT & PLAY INSTRUCTIONS

### Material:

- A game rules booklet
- A game board
- 16 collective persona cards
- 15 individual persona cards
- 15 land use / functions cards
- 8 locations blank cards
- 63 drivers cards: population (9), ressources (13), lifestyles (13), governance (13) and economy (15)
- + for each type of cards, one page of blank cards to be fulfilled freely

### Make your own Prospect'Us game copy:

Please find here below in the next pages all the elements to be printed and cut to make your own game copy.

#### 1- Rules game - p1 to p8

Print the A4 size pages on both sides

#### 2- Board game - p9-10

Print the A4 size page in front and landscape format

#### 3- Cards - from p11 to p48

Print the A4 size pages on both sides «turning on the long edges». Cut out the cards and round off the corners.

...Your own game is ready, you only have to play it!

# Prospect'Us

## GAME RULES



From 3 to 5 players on each table  
& a master of the game  
Possibility to play several tables at  
the same time



From 14 years old



60 minutes

## Game goal

**Prospect'Us** is a **playful medium for reflections, exchanges and collective expressions** (or «serious game») inviting participants to project themselves in the year 2050, for the coming generation, by shifting their point of view, to imagine and describe all together possible futures in a given territory.

This is a **cooperative game** in which players contribute, in teams, throughout the game. No one wins or loses, the objective being to **be as contributory as possible** in order to properly describe and credibilise the imagined futures.

The goal of the game is for each team to build a **Prospect'Us 2050 to promote an emblematic event or action of the imagined future for your territory in 2050.**

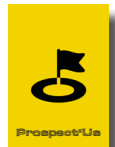
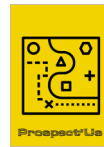
**Your Prospect'Us 2050 will consist of a slogan, an illustration and a description of the foresight context in which it will be distributed in 2050.**

You will have in your possession various cards (Persona, Locations and Drivers). They will lead you to develop your Prospect'Us 2050.

## Game content



- Copies of the Prospect'Us board - 1 by team
- Individual and collective Persona cards
- Territory cards - Locations and Land use / Functions
- Drivers cards - five topics: Population, Governance, Economy, Lifestyles and Ressources



## Supply to be provided to the players

- Pens
- Computer + printer (optional)
- Scissors
- Glue
- Markers
- Tape
- Magazines ...

# The Prospect'Us

The Prospect'Us 2050 embodies the future you envisioned for your territory by promoting an iconic event or action supported by the team's collective profile.

It consists of a front and a back:

- **On the front**, you must enter your slogan and illustrate the event, as well as the action or actions it promotes.
- **On the back**, you must describe, with a short descriptive text written in the present, the context of your Prospect'Us release in 2050. You should also mention the key dates and highlights of your Prospect'Us.



# Game installation

## **Approximately 5-20'**

- 3 to 5 people per game table
- 1 Game Master (Non player facilitator) for several tables (4 maximum)
- The game master presents the purpose of the game, its content and its unfolding.

## **Cards draw**

Reminder of the cards to be drawn:

- 1 individual Persona card per player
- 1 team collective Persona card per team
- 1 Location card
- 1 Function card
- 5 Drivers card

At first, the Persona cards are drawn at random: as many Individual Persona cards as players and one Collective Persona card assigned to the team.

**After five minutes of appropriation of the Team Personas, the Functions and Locations cards are drawn.**

**Previsouly, the Locations cards which are blank need to be fulfilled, knowing that the game takes place in a metropolitan area or region.** They can be fulfilled rather together by all the teams or by each team.

Finally, the Drivers cards are drawn (5, one card by topic).

## **Caution**

*If the number of players requires the installation of more than 5 game tables, it is necessary to use a second set of cards.*

## SHORT GAME GUIDELINE

- 3 to 5 people per game table
- 1 Game Master (Non Player Facilitator)  
for 3 to 4 tables maximum
- The game master presents the goal of the game, its content and its unfolding.

Draw and selection of Persona cards, then Location and Functions, and finally Drivers.

### Three game steps

#### **Step 1: Discussion about the cards – approx 20'**

- Appropriation of individual and collective Persona cards
- Association and combination of Location, Function and Drivers cards

#### **Step 2: Making the Prospect'Us – approx 20'**

- Making the Prospect'Us: flyer or leaflet that must boast emblematic an event or action of the imagined future, illustrated in a free way (section front of the game board).
- Construction of the release context:  
a story conceived in the present that would take place in 2050 and that describes the distribution context of the Prospect'Us (section back of the game board).

#### **Step 3 : Restitution – 2' per game table**

Prospect'Us catchwords/ Subtitles, dates and key events/ Explanation or reading of the context

# Prospect'Us

A LYON TOWN PLANNING AGENCY DESIGN



v4 - May 2022  
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PROSPECT'US **2050**  
EVENTS, ACTIONS, CATCHWORDS, ILLUSTRATIONS

DIFFUSION CONTEXT

En 2050, your Prospect'Us is distributed by whom? for whom? how?

TO REMEMBER

Key dates and events from today until 2050

Prospect'Us



Economy



Economy



Economy



Economy

**Fiscal metropolitan  
autonomy**

**Spare time +++**

**Relocation  
of the production**

**Collaborative  
economy**  
(Airbn'b,  
Blablacar, crowdfunding)

Prospect'Us

Prospect'Us

Prospect'Us

Prospect'Us



Economy



Economy



Economy



Economy

**Circular economy**  
(optimized supply,  
waste control, etc.)

**Teleworking  
Co-working**

**Robotization**

**Universal income**

Prospect'Us

Prospect'Us

Prospect'Us

Prospect'Us



Prospect'Us



Prospect'Us



Prospect'Us



Prospect'Us



Prospect'Us



Prospect'Us



Prospect'Us



Prospect'Us



Economy



Economy



Economy



Economy

### Ultraliberal economy

(generalized financialization  
and rising of inequality)

### Massive unemployment

### End of wage labor

### Unaffordable real estate market

Prospect'Us

Prospect'Us

Prospect'Us

Prospect'Us



Economy



Economy



Economy



Economy

### Generalized e-shopping

### Dematerialized change

### Public finances decline

Prospect'Us

Prospect'Us

Prospect'Us

Prospect'Us



Prospect'Us



Prospect'Us



Prospect'Us



Prospect'Us



Prospect'Us



Prospect'Us



Prospect'Us



Prospect'Us



Governance

**War**

Prospect'Us



Governance

**Insecurity**

Prospect'Us



Governance

**Disappearance  
of the municipal level**

Prospect'Us



Governance

**A participatory  
metropolitan budget**

Prospect'Us



Governance

**Private operators  
in the executives**

Prospect'Us



Governance

**Strengthening  
of the role of the State  
in the governance**

Prospect'Us



Governance

**Voting rights  
for the foreigners**

Prospect'Us



Governance

**A “metropolitan  
area” governance**

Prospect'Us



Prospect'Us



Prospect'Us



Prospect'Us



Prospect'Us



Prospect'Us



Prospect'Us



Prospect'Us



Prospect'Us





Governance

**Prioritization  
given to health**

Prospect'Us



Governance

**Enlarged Metropolis**  
(scope extension)

Prospect'Us



Governance

**Extremes at the head  
of the power**

Prospect'Us



Governance

Prospect'Us



Governance

**The  
“United States”  
of Europe  
(strengthened  
federalism)**

Prospect'Us



Governance

Prospect'Us



Governance

**Citizen  
governance**

Prospect'Us



Governance

Prospect'Us



Prospect'Us



Prospect'Us



Prospect'Us



Prospect'Us



Prospect'Us



Prospect'Us



Prospect'Us



Prospect'Us



**Lifestyles**

**« Big Hack »  
Digital blackout**

Prospect'Us



**Lifestyles**

**In-between  
Communitarianism**

Prospect'Us



**Lifestyles**

**Cosmopolitism**

Prospect'Us



**Lifestyles**

**New jobs  
(jobs evolution)**

Prospect'Us



**Lifestyles**

**Techno-skepticism  
(choice of disconnection)**

Prospect'Us



**Lifestyles**

**Ware city  
and consumerism**

Prospect'Us



**Lifestyles**

**Event  
and festive city**

Prospect'Us



**Lifestyles**

**End of the car  
in the city**

Prospect'Us



Prospect'Us



Prospect'Us



Prospect'Us



Prospect'Us



Prospect'Us



Prospect'Us



Prospect'Us



Prospect'Us



**Lifestyles**

**Hyper digital  
monitoring  
in the daily life**

Prospect'Us



**Lifestyles**

**Digital and health:  
new hopes**

Prospect'Us



**Lifestyles**

**Uses conflicts  
and rise of incivilities**

Prospect'Us



**Lifestyles**

Prospect'Us



**Lifestyles**

**Terrorist attacks**

Prospect'Us



**Lifestyles**

Prospect'Us



**Lifestyles**

**Riots**

Prospect'Us



**Lifestyles**

Prospect'Us





**Demographic  
growth**

Prospect'Us



**Metropolitan  
urban growth**

Prospect'Us



**Rise  
of immigration**

Prospect'Us



**Aging  
of the population**

Prospect'Us



**Strengthening  
of solidarity**

Prospect'Us



**Urban exodus**

Prospect'Us



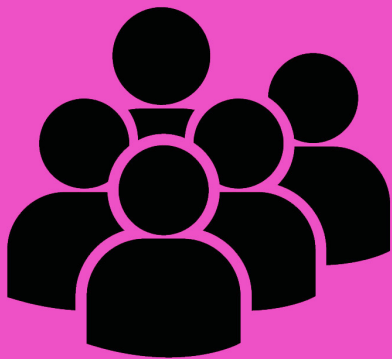
**Demographic  
decline**

Prospect'Us

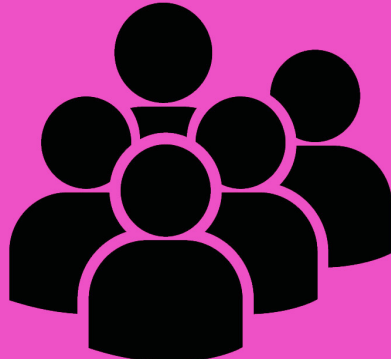


**Gentrification**

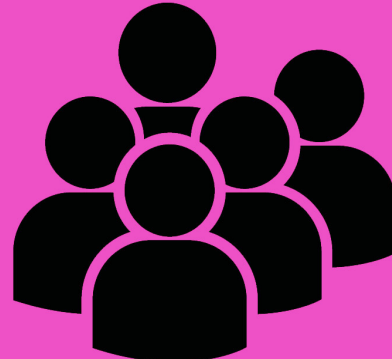
Prospect'Us



Prospect'Us



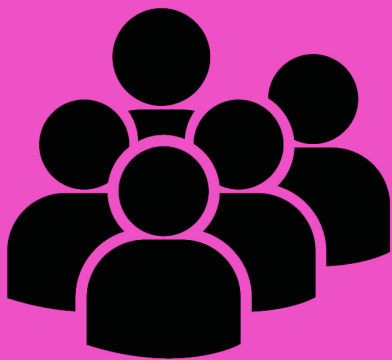
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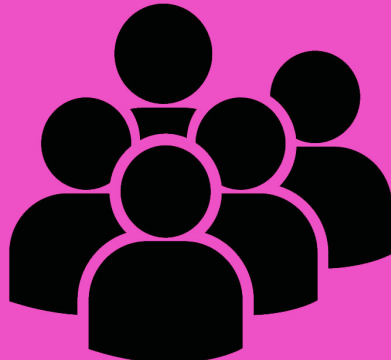
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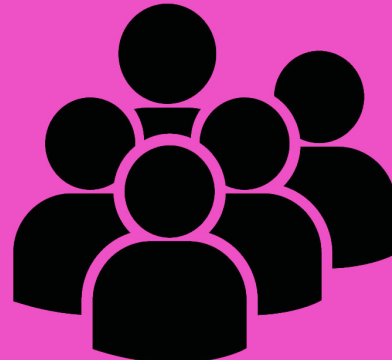
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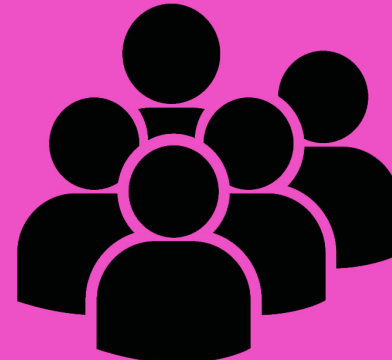
Prospect'Us



Prospect'Us



Prospect'Us



Prospect'Us





**Malthusianism**  
(birth control)

Prospect'Us

Prospect'Us

Prospect'Us

Prospect'Us

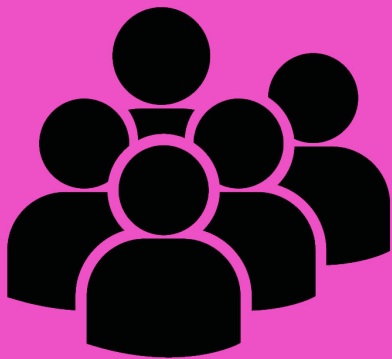


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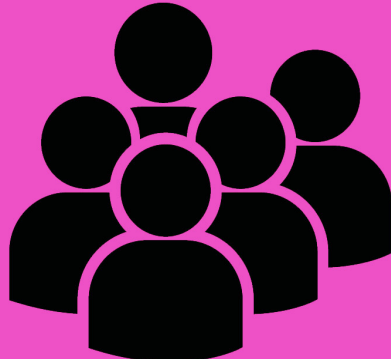
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Prospect'Us

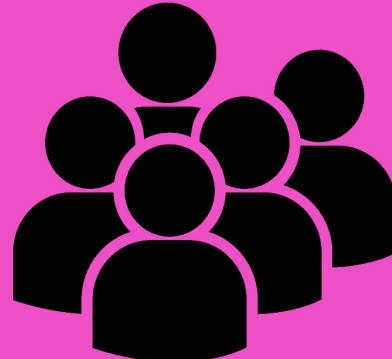
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Prospect'Us



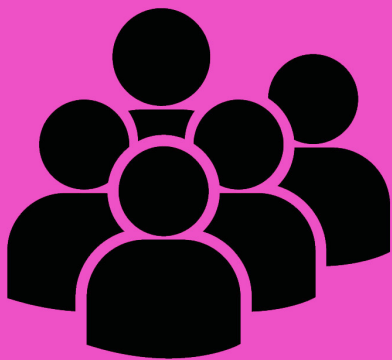
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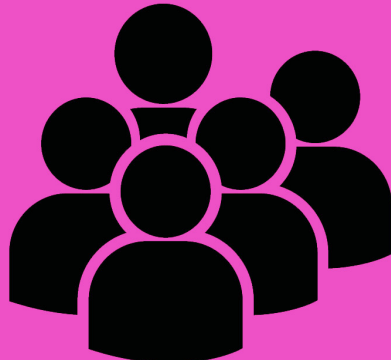
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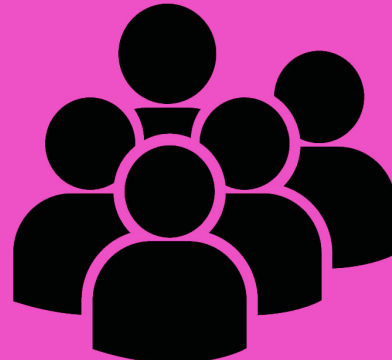
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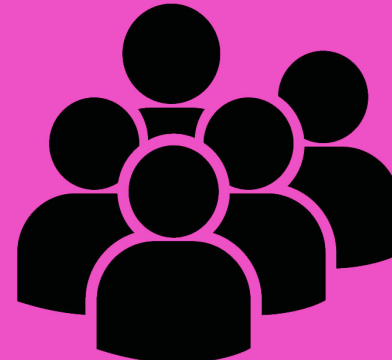
Prospect'Us



Prospect'Us



Prospect'Us



Prospect'Us



Persona

**Retired**

Prospect'Us



Persona

**Foreign investor**

Prospect'Us



Persona

**Migrant**

Prospect'Us



Persona

**Mother  
of 4 children**

Prospect'Us



Persona

**Deliveroo  
delivery man**

Prospect'Us



Persona

**Doctor**

Prospect'Us



Persona

**Bus driver**

Prospect'Us



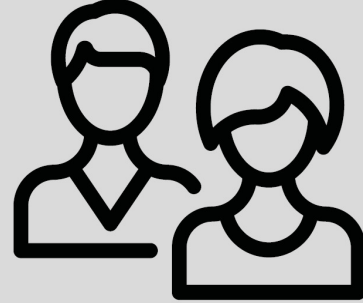
Persona

**Elected**

Prospect'Us



Prospect'Us



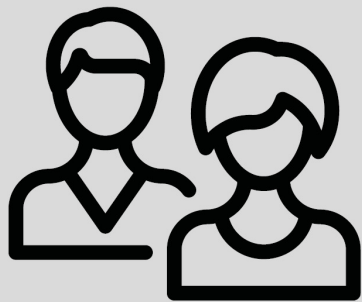
Prospect'Us



Prospect'Us



Prospect'Us



Prospect'Us



Prospect'Us



Prospect'Us



Prospect'Us



Persona

**Taxi driver**

Prospect'Us



Persona

**Yuppie**

Prospect'Us



Persona

**Divorced father  
with 2 children**

Prospect'Us



Persona

**Farmer**

Prospect'Us



Persona

**Craftsman**

Prospect'Us



Persona

**Local shop owner**

Prospect'Us



Persona

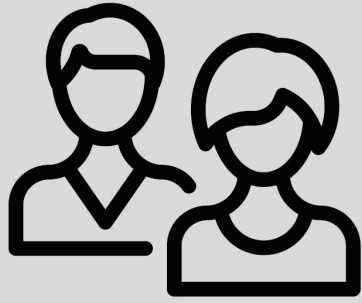
**Middle schooler**

Prospect'Us

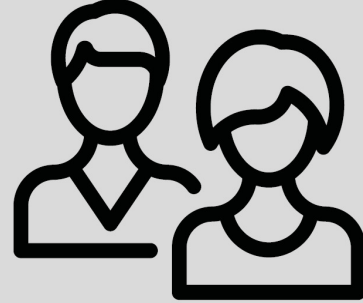


Persona

Prospect'Us



Prospect'Us



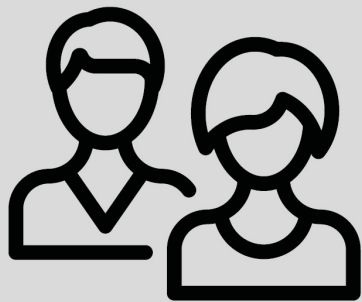
Prospect'Us



Prospect'Us



Prospect'Us



Prospect'Us



Prospect'Us



Prospect'Us



Prospect'Us



**Ressources**

**Massification  
of renewable  
energies**

**Prospect'Us**



**Ressources**

**Exposure  
to increased  
atmospheric  
pollution**

**Prospect'Us**



**Ressources**

**Widespread  
of local food  
production**

**Prospect'Us**



**Ressources**

**Industrial  
accident**

**Prospect'Us**



**Ressources**

**Natural  
disaster**

**Prospect'Us**



**Ressources**

**Biodiversity  
collapse**

**Prospect'Us**



**Ressources**

**Intensive exploitation  
of resources**

**Prospect'Us**



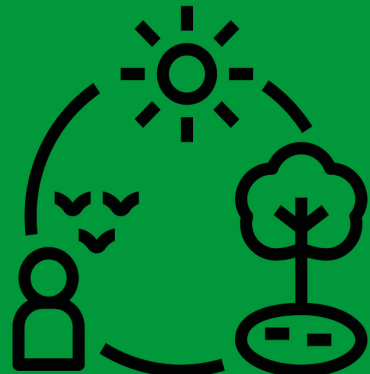
**Ressources**

**Climato-skepticism**

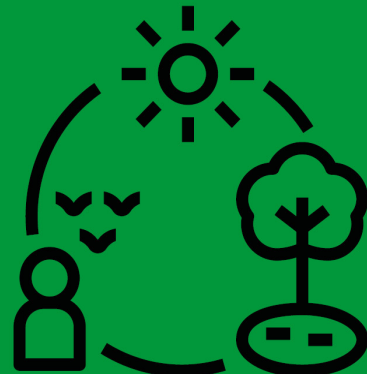
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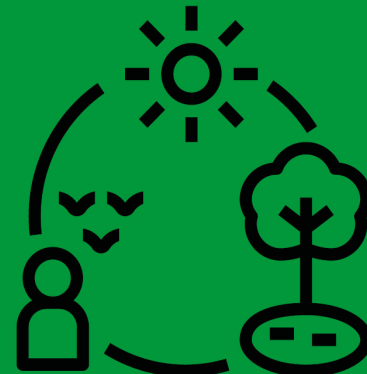
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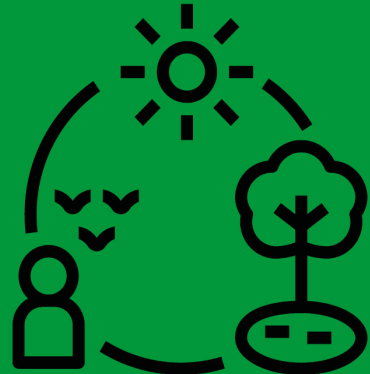
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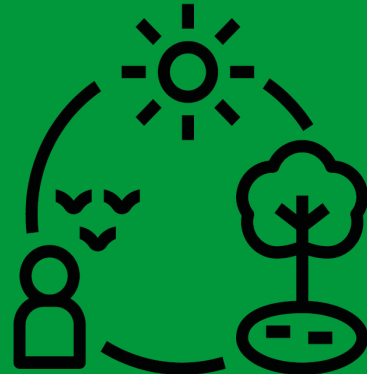
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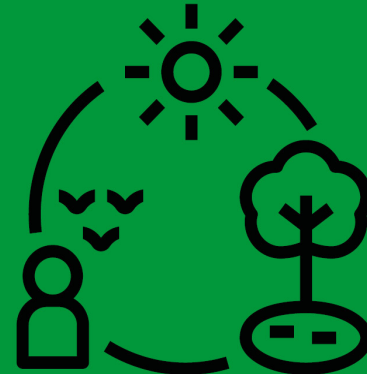
Prospect'Us



Prospect'Us



Prospect'Us



Prospect'Us





**Ressources**

**Urban agriculture  
generalization**

**Prospect'Us**



**Ressources**

**Groundwater  
pollution**

**Prospect'Us**



**Ressources**

**Heatwaves**

**Prospect'Us**



**Ressources**

**Nature in the city  
accessible to all**

**Prospect'Us**



**Ressources**

**Rationed  
drinking water**

**Prospect'Us**



**Ressources**

**Mass exploitation  
of fossil fuels  
(coal, oil)**

**Prospect'Us**



**Ressources**

**Global warming  
accelerated  
and sustained**

**Prospect'Us**



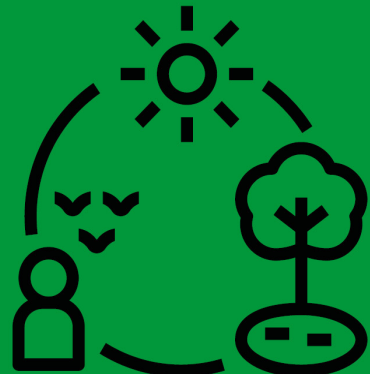
**Ressources**

**The «great climate  
crisis»  
a common cause**

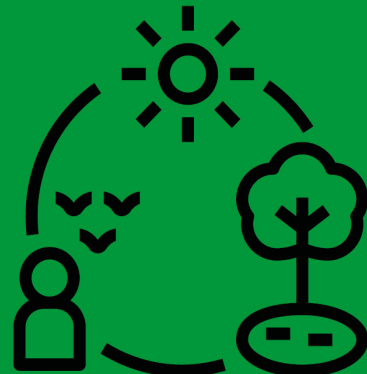
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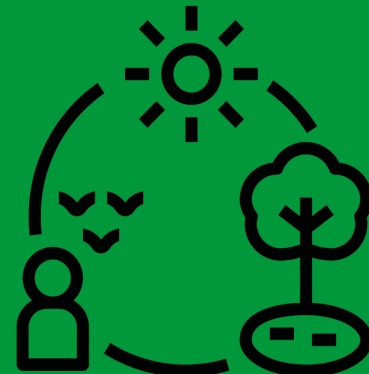
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Prospect'Us



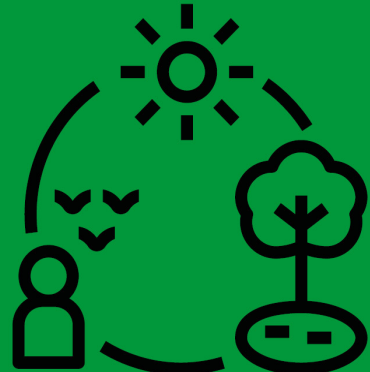
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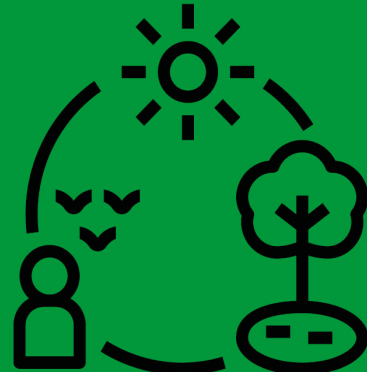
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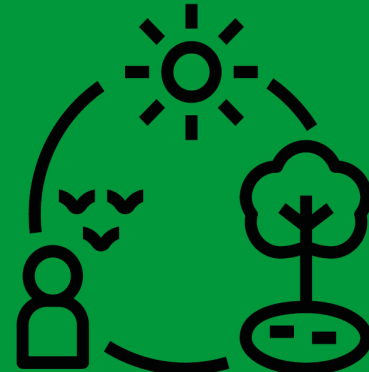
Prospect'Us



Prospect'Us



Prospect'Us



Prospect'Us



**Ressources**

**Less waste**  
(streamlined waste  
management)

**Prospect'Us**



**Ressources**

**Fight against  
the nuisances**

**Prospect'Us**



**Ressources**

**Emergence  
of the vegetable city**

**Prospect'Us**



**Ressources**

**Understanding  
and conscience  
of the energy bill**

**Prospect'Us**



**Ressources**

**Economy  
and preservation  
of resources**

**Prospect'Us**



**Ressources**

**Prospect'Us**



**Ressources**

**Prospect'Us**



**Ressources**

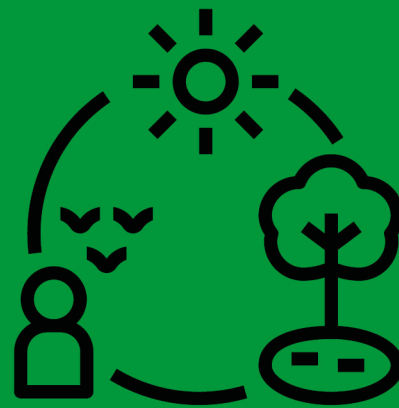
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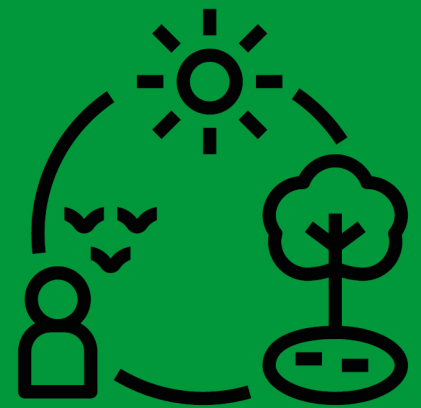
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Prospect'Us



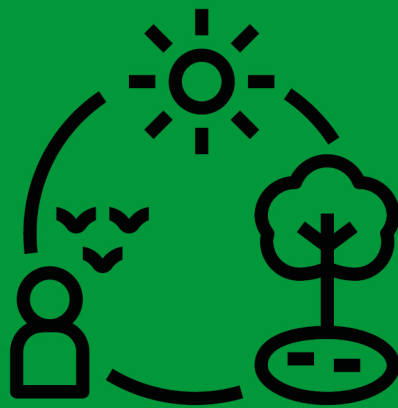
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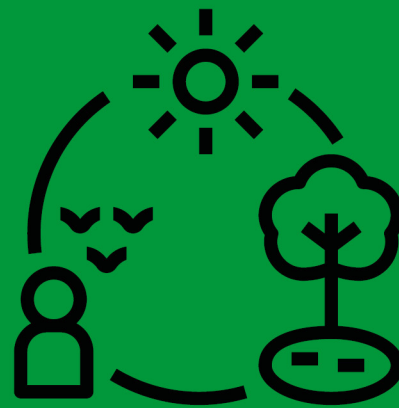
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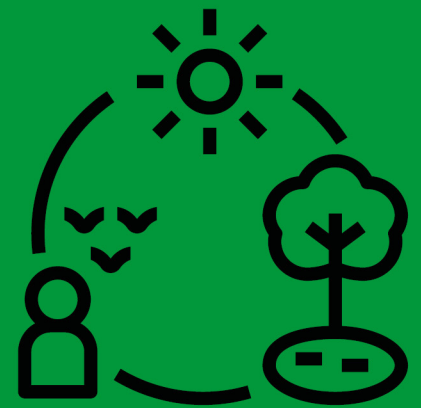
Prospect'Us



Prospect'Us



Prospect'Us



Prospect'Us



Persona

**Group  
of municipalities**

Prospect'Us



Persona

**Neighborhoods  
council**

Prospect'Us



Persona

**Public urban services  
organization**  
(water, waste,  
transportation...)

Prospect'Us



Persona

**Condominium  
union**

Prospect'Us



Persona

**Board  
of a major company**

Prospect'Us



Persona

**Municipal  
city council**

Prospect'Us



Persona

**Association  
of users**

Prospect'Us



Persona

**Social housing  
operator**

Prospect'Us



Prospect'Us



Prospect'Us



Prospect'Us



Prospect'Us



Prospect'Us



Prospect'Us



Prospect'Us



Prospect'Us



**Persona**

**Trade unions  
or employers  
organization**

**Prospect'Us**



**Persona**

**Non  
Governemental  
Organization**

**Prospect'Us**



**Persona**

**Private urban  
services suppliers**  
(water, waste,  
transportation...)

**Prospect'Us**



**Persona**

**Chamber  
of Commerce  
and Industry**

**Prospect'Us**



**Persona**

**Lobbys**

**Prospect'Us**



**Persona**

**Agricultural  
cooperative**

**Prospect'Us**



**Persona**

**Association  
of parents**

**Prospect'Us**



**Persona**

**Sports club**

**Prospect'Us**



Prospect'Us



Prospect'Us



Prospect'Us



Prospect'Us



Prospect'Us



Prospect'Us



Prospect'Us



Prospect'Us





**Persona**



**Persona**



**Persona**



**Persona**

**Prospect'Us**

**Prospect'Us**

**Prospect'Us**

**Prospect'Us**



**Persona**



**Persona**



**Persona**



**Persona**

**Prospect'Us**

**Prospect'Us**

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Prospect'Us



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**Land use /  
Functions**

**Natural  
and agricultural  
areas**

Prospect'Us



**Land use /  
Functions**

**Parks  
and green spaces**

Prospect'Us



**Land use /  
Functions**

**Collective housing**

Prospect'Us



**Land use /  
Functions**

**Villages**

Prospect'Us



**Land use /  
Functions**

**Residential areas  
(individual housing)**

Prospect'Us



**Land use /  
Functions**

**Heritage and  
historical  
neighbourhoods**

Prospect'Us



**Land use /  
Functions**

**Economic activities  
and commercial  
areas**

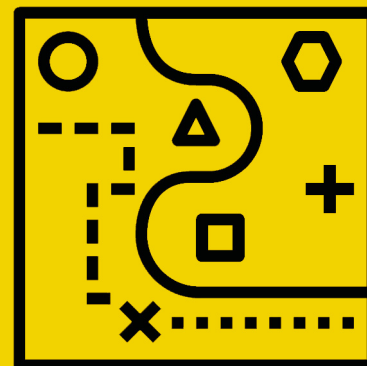
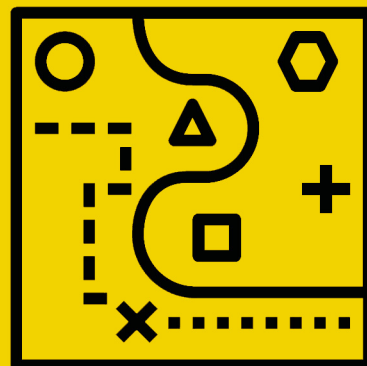
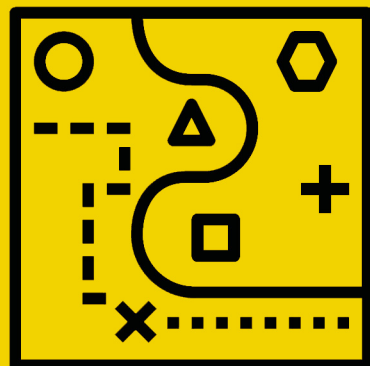
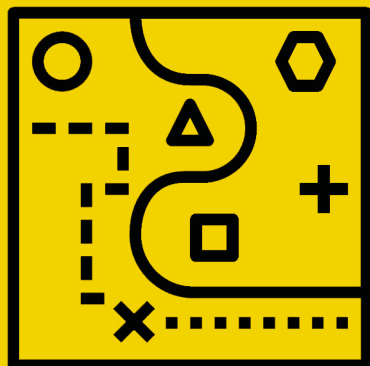
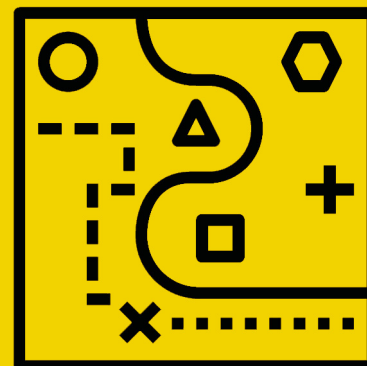
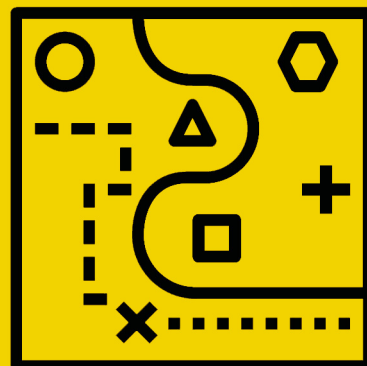
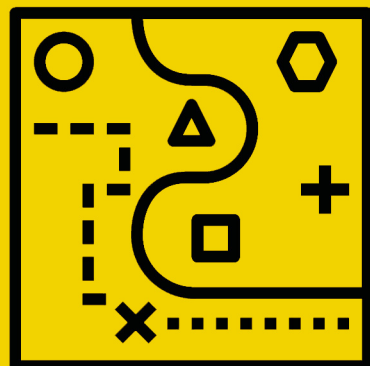
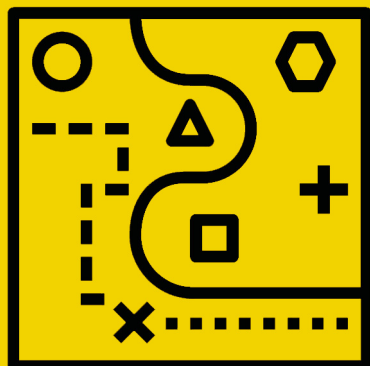
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**Land use /  
Functions**

**Urban renewal**

Prospect'Us





**Land use /  
Functions**



**Land use /  
Functions**



**Land use /  
Functions**



**Land use /  
Functions**

**Urban sprawl**

**Shops and crafts**

**Transport  
infrastructures**

**Public spaces**

**Prospect'Us**

**Prospect'Us**

**Prospect'Us**

**Prospect'Us**



**Land use /  
Functions**



**Land use /  
Functions**



**Land use /  
Functions**



**Land use /  
Functions**

**Public facilities**

**Events  
and congresses**

**Wasteland  
(brown fields, ...)**

**Prospect'Us**

**Prospect'Us**

**Prospect'Us**

**Prospect'Us**

