



**Q O O L CITY**

# **RULEBOOK**





# GAME OVERVIEW AND GOAL

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**QooL CITY** - ID-GAMING QoL training game takes place in a city where you have just arrived, that you want to explore and enjoy.

You also got a new house, that you have to fill in with new objects to make it functional and nice.

In this game, you will be able to choose a character that will move around the city, and when going into a building, you will be asked to perform a challenge that will give you a reward for your house.

Try to collect as many rewards as you can to complete your house!

You can choose to play the game following 2 versions, the first one is easier and the second one is more advanced.



**PLAYERS: 2-6**

# ELEMENTS

## 1 BOARD

One **city board**. You have a path with different areas and colored icons



Lifelong education

Commercial

# ELEMENTS

The board doesn't contain pictures of the buildings in this city, so that players can select pictures of their own town to add to the board.

*See example:*



Leisure















Public services

# ELEMENTS

## 2

### ICONS

Here you will find all the icons present in the board explained

Image	Activity	Image	Activity
	Special card		Library
	Shops		Office
	Pharmacy		School
	Supermarket		Police station
	Gym		Bank
	Cinema		Train station
	Swimming pool		Start

# ELEMENTS

3

## 18 CITIZENS PAWNS



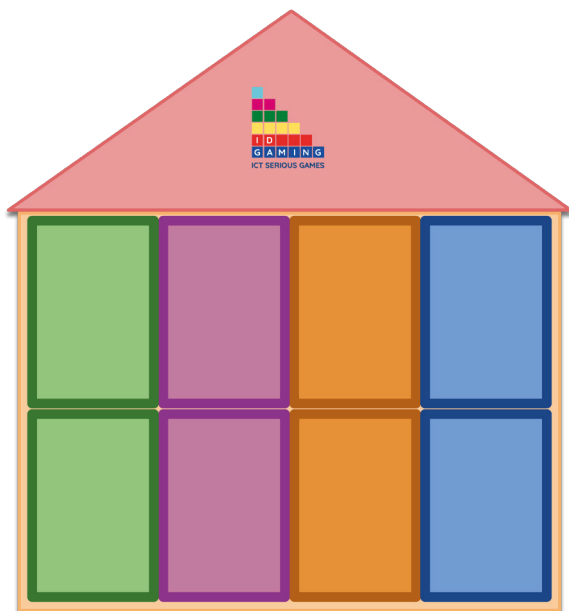
# ELEMENTS



**4** 1 DICE (NOT PROVIDED)



**5** 6 HOUSE CARDS





# ELEMENTS

6

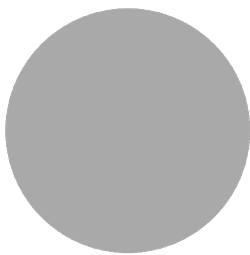
## 48 CHALLENGE CARDS DIVIDED FOR THE DIFFERENT AREAS.

Each card has two sides:

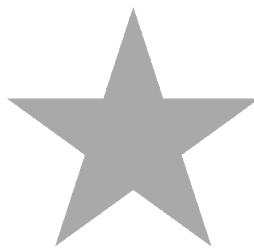
On the front side, you will find the description of the challenge you have to achieve.

On the back side you will find information about Quality-of-Life dimensions and Cognitive Functions trained in that specific challenge. You will also find points acquired, which can go from 1 to 3.

Quality of Life and Cognitive functions points correspond to two different shapes:



1 point of quality of life



1 point of cognitive function

CONT.

# ELEMENTS



12 Public services cards (blue)



12 Lifelong education cards (green)



12 commercial cards (orange)



12 Leisure cards (purple)

# ELEMENTS

7

48 REWARD MINI-CARDS REPRESENTING REAL OBJECTS DIVIDED FOR THE DIFFERENT AREAS



12 Public services cards (blue)

12 Public services cards (blue)



12 Public services cards (blue)

12 Public services cards (blue)

# ELEMENTS

8

## 16 SPECIAL CARDS



**Go to  
the Pharmacy**

9

## ADDITIONAL MATERIALS

In order to be able to overcome the different challenges, you need

- a tablet/pc/smartphone with an internet connection
- white sheets
- pens/pencils
- a set of colored markers
- a calculator

# GAME SET UP

1. Place the board at the center of the table and dispose challenge cards next to their corresponding colors outside the board and the special card on the center of the board, in a downward facing stack.



2. Players decide if want to play as singles and/or in teams. In case decide to play in teams, players divide in different teams. It is also possible to play with single users and teams at the same time.

# GAME SET UP

3. Each player or team receives a house card.
4. Pawns are placed on the table next to the board and provide a till 6 paper clips corresponding to the number of players/teams.



# GAME RULES

- The player who most recently visited a different city takes the starting player marker.
- Each player/team to choose a pawn, fix the pawn on the paper clip and place them on the start.
- Each player/team throw the dice and move his pawn following the direction in the start sign and counting the number of spaces indicated by the dice.



- Two or more pawns may be on the same box at the same time. When this happens, the players should greet each other.
- When getting the number 6 on the dice, you can throw the dice again.

# GAME RULES

Moving across the board, you may fall into different types of boxes, such as:

## 1. Boxes with colored icons:



### TAKE ON A CHALLENGE

When you fall into a box with an icon, you have been challenged! Please take a challenge card from the corresponding color deck.

Each challenge is different and it might be done alone or with the support of other players. You might need additional materials to complete the challenge.

After performing the challenge the other players and/or the support decide if you overcome the challenge or not. If you succeed, you can pick a reward mini-card of the same color to put in one of the corresponding boxes of your house, while you keep the challenge card in your own deck.



# GAME RULES

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If you don't succeed, you stay on the box without picking the reward-mini card and put the challenge card under all the others on the corresponding deck next to the board.

If you have already filled all the squares in your house with cards of the color you are in, you can choose to overcome a challenge from another area color.

## 2. Boxes with a yellow star icon:



### **SPECIAL CARDS**

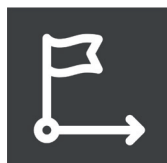
When you land on a box with a star icon, take the top card from the deck of the special cards, and follow the instructions on the card.

Return the card face down to the bottom of the deck.

If you are redirected to a building, you should pick the corresponding challenge card.

# GAME RULES

## 3. Start box:



When you complete one round and fall back into this box, you have the right to choose an additional challenge card of any area color.

## END OF THE GAME

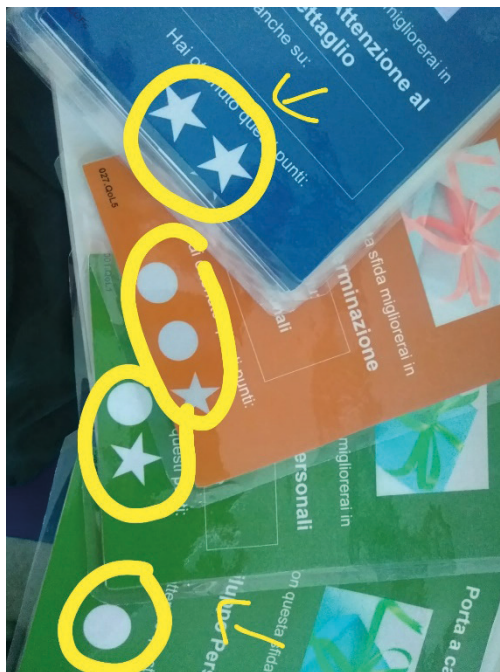
The game ends when a player/team completes the house card with 8 objects. 8 rewards mini-cards must be collected, 2 cards from each of the 4 areas in the city.



# GAME RULES



Quality of Life and Cognitive Functions review: as an additional activity, you can ask each player/team to count how many dots and stars they have on their challenge cards and reflect all together on the areas each one trained during the game.



# VARIANT PLAY

## ADVANCED

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The main feature of the advanced version is the possibility to have a more complex scenario and additional features that complexify the game.

We suggest trying the “advanced version”, only after the “baseline version” of the game.

The following rule adjustments allow to play an advanced version of the game, with more options regarding the goal of the game. In addition to the standard game materials, you’ll need specific additional components.

### 1

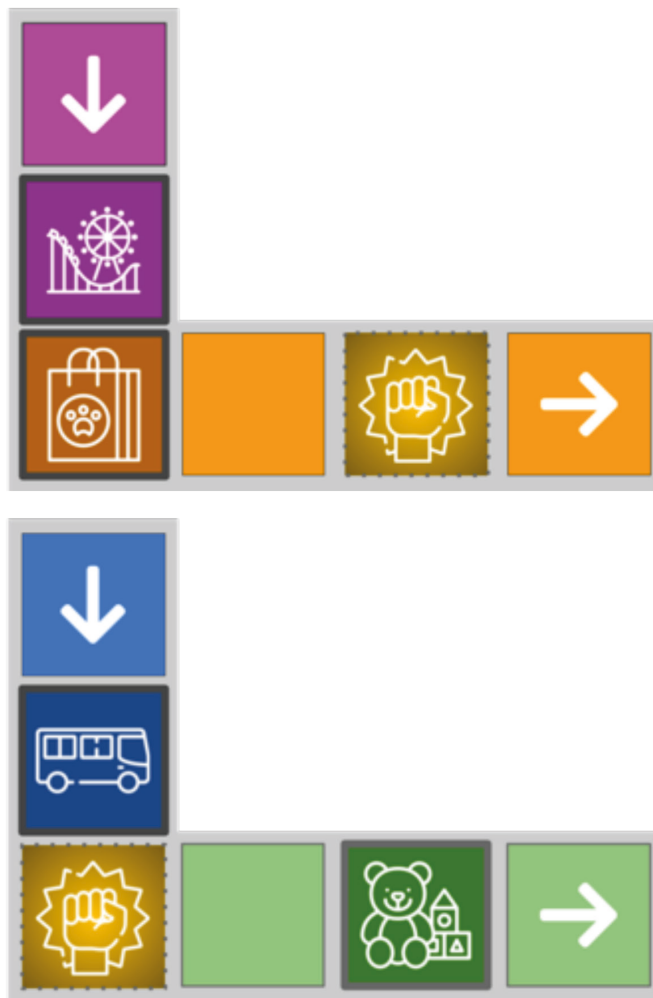
#### COMPONENTS

- Baseline version materials
- 4 add-on boards with extra challenges. These add-on boards can be placed on the city board, creating additional paths. They are independent from each other, so you can decide how many to use, from 1 till 4, depending on the level of complexity you want to explore.

# VARIANT PLAY ADVANCED



# VARIANT PLAY ADVANCED



Leisure

Public services

Lifelong education










Commercial



# VARIANT PLAY ADVANCED

2

## ADDITIONAL ICONS

Image	Activity	Image	Activity
	Special power		Park
	Media library		Amusement park
	Kindergarten		Animal store
	Fire station		Hair dresser
	Bus station		

3

## 8 SPECIAL POWER CARDS







# VARIANT PLAY ADVANCED | GAME RULES



The game proceeds the same way as in the basic version. The difference is in some additional rules:

## **SUPER POWER CARDS**

If you gain a super power, you may use it right away or keep it for later, when you most need it. At the same time, you can't collect more than 3 super power cards. When you have used your power, put it back to the deck.

## **HOUSE CARDS**

If you decide to continue the game after having completed one house card (see "end of the game" below), you will have some extra house cards ready to use near the board. When a player/team finish a house, they can pick another one.

## **EXCHANGE REWARD CARDS**

In this version of the game, you will use "trade" to complete the house faster with your objects.

Every time you fall into a box with a challenge, you will perform the challenge of that color, even if you have already completed the same color boxes on the house.



# VARIANT PLAY

## ADVANCED | GAME RULES



In this case, you will keep the extra reward card next to the house and you will look for another player/team who could possibly exchange the extra reward card with another one which is more useful for you.

Pay attention to the other players and what they may need for their houses, so that you can find the best partner for an exchange!

If you can't find a partner to exchange your card with, keep it next to your house and wait for your next turn to try again. Or you could be lucky and someone else may ask you for a good exchange in the meantime!



# END OF THE GAME



The game ends when one of the possible game goals is reached.

- when a player/team completes the house card with 8 objects. 8 rewards mini-cards must be collected, 2 cards from each of the 4 areas in the city.
- when a player/team completes 2 or more houses card with 8 objects. 8 rewards mini-cards must be collected, 2 cards from each of the 4 areas in the city.
- when all the challenges cards have finished. In this case, the player with more objects in the house card is the winner.



# VARIANT PLAY

## ADVANCED | COOPERATIVE



You may choose to try this game in a cooperative version. In this version, all players contribute to complete the house cards, helping each other in overcoming each challenge.

### **GAME SET UP**

The game set up is the same as in the baseline version, with some exceptions considering you will have a single team:

Pawns: you have a single pawn which moves across the board

House cards: you take a house card for the team

### **GAME RULES**

The rules are the same as in the baseline version.

### **END OF THE GAME**

The game ends when the team completes two or more (you can set your own goal) house cards with 8 objects.







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