

# Mayor's Table Game Manual



## Introduction

*“Congratulations, you’ve been elected Mayor! Now you need to sit at the Mayor’s Table and make decisions that will either lead your city to prosperity or ruin. Can you balance the variables and keep your stakeholders and citizens happy? Or will you have to step down as Mayor before your term ends?”*

*You’ll be presented with a number of different dilemmas regarding waste management. You decide which dilemmas to prioritize and what choices to make. But be careful – dilemmas can expire, and your choices can have great consequences. You have to balance your scores on four different areas: Environment, Technology, Social and Economics. Neglect one, and you may be forced to step down as Mayor.”*

This game is meant for citizens to gain an insight into the complexity of city and waste management. The player will experience how difficult it is to make everyone happy, and how there is rarely a simple and “right” solution to the issues a city is continuously faced with. In order to make progress in one area, you will usually have to give a lower priority to another area and make someone unhappy. By giving a greater understanding of these complexities, the game can change the player’s attitude and behavior with regards to changes made in their city

in real life, and thus make them more receptive and accepting towards new waste management initiatives and projects.

<b>Target group</b>	High school, policy makers, general public
<b>Learning Objectives</b>	Learn about key policy decisions in circular cities
<b>Players</b>	1
<b>Duration</b>	24 min per game session
<b>Context of use</b>	Home, classroom or public event
<b>Primary platform</b>	Smartphone
<b>Secondary platform</b>	Tablet and browser

Go to <https://w4t.seriousgames.net/mayors-table/> for up-to-date information about the game and app download links.

## Step-by-step guide

### 1. Welcome screen:

You can choose to create a new profile, or (if you already have a user) you can choose to start playing a new term with your existing profile.

From the menu (button in the top left corner) you can access the Profiles menu, where you can switch between profiles, if multiple have been created on the same device.

Here you can also change the Language, access Audio settings, and read the About page.

### 2. Create new profile:

The first time you play the game, you have to start by creating a new profile. Enter a username of your own choice (this will be your mayor name), and choose your

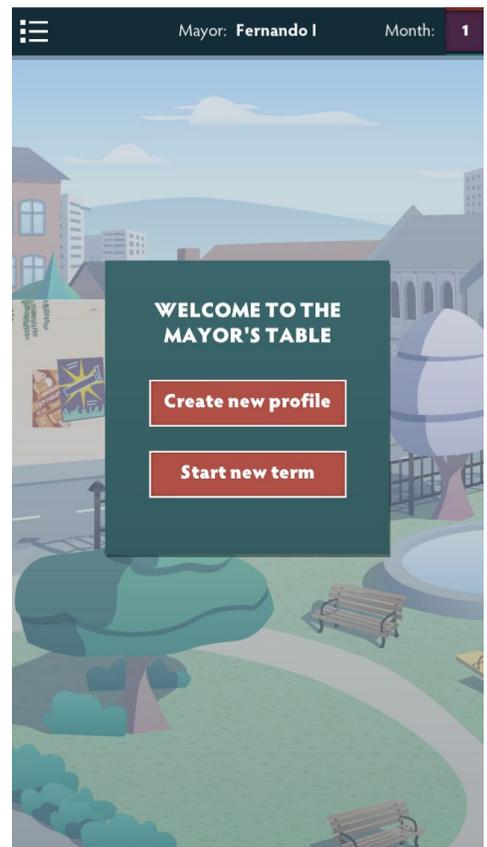


Fig. 1.1: Welcome screen

country and municipality.

You are also asked to enter your gender and age (optional, but recommended, as it will be useful for the data analysis and research performed as part of the Waste4Think project).

Press the Create button to continue.

### 3. Answer pre-game questionnaire:

Some questions are asked of the user before playing the game, to get a measure of the user's attitude towards sustainability and policies.

The answers will be very helpful for the Waste4Think research, so please make sure to answer if possible.

The questionnaire can be skipped by pressing the Skip button.

**NEW PROFILE:**

Mayor name:

Country:

Municipality:

Gender:  Age:

Fig. 2.1: Create new profile

**Questionnaire**

Before you continue, please answer a few questions.  
Thanks for your help!

Username / ID (optional)

How important is sustainable waste handling to you?  
Not at all  1  2  3  4  5  6 Very

How likely are you to follow new suggestions from the municipality to improve waste handling?  
Not likely  1  2  3  4  5  6 Very likely

In your opinion, how difficult is it for politicians to achieve sustainable waste handling?  
Not at all  1  2  3  4  5  6 Very

Fig. 3.1: Questionnaire

## 4. Starting a new term:

Once you have created your profile, you will start your new term as mayor.

The game starts off with a short tutorial, which introduces you to the main aspects of the game:

- You have four advisors/stakeholders who will present you with dilemmas in each of the categories they represent:
  - a. Environment
  - b. Technology and innovation
  - c. Social
  - d. Financial
  - e. Events (not an advisor, but dilemmas can appear which are related to events happening in your municipality)
- Each advisor starts off with a score of 50 (out of 100), indicated by the fill level inside their heads.
- When you click on a dilemma, a card will pop up with a description of the dilemma. You can move the card in the directions indicated by the arrows on the edges of the card to see the replies/actions you can choose from. Swipe the card all the way in the given direction to choose an action.

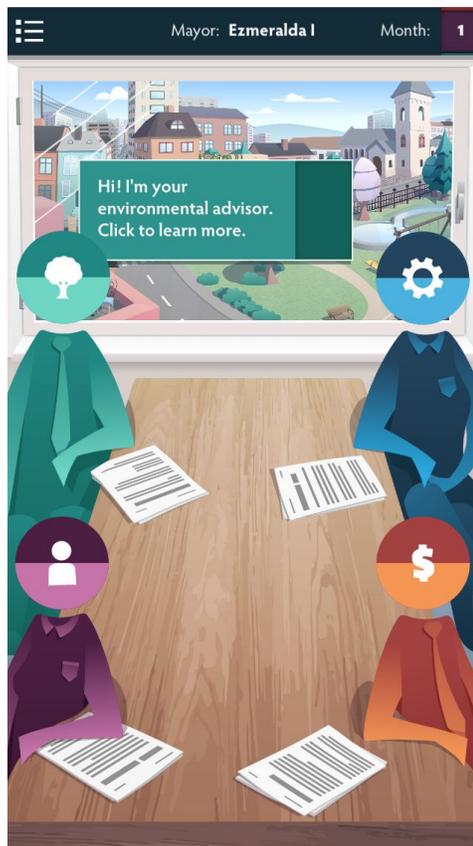


Fig. 4.1: Main game screen with the four advisors and a tutorial dilemma.

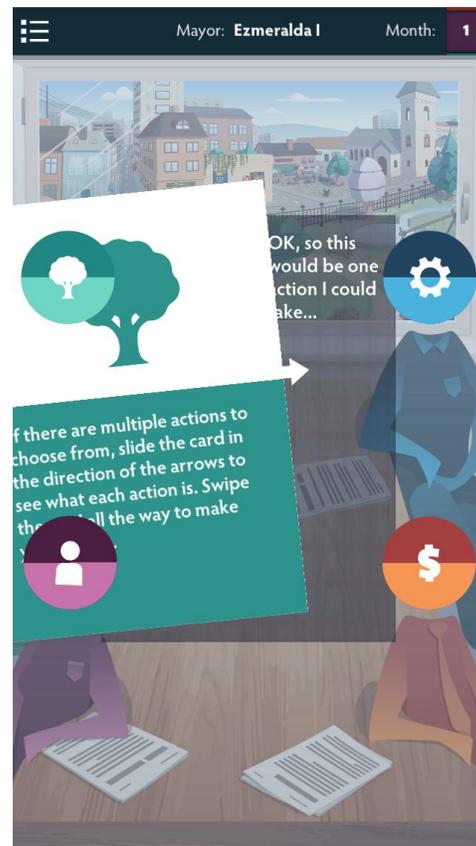


Fig. 4.2: Dilemma card. Drag left, right, up or down to see your possible actions.

- When reviewing your choices, your advisors will indicate whether they will be affected by that particular choice, by bobbing their heads up and down. You will not be able to see if they will be affected positively or negatively, only that they will be affected somehow. Once you make your choice, the affected advisors will either increase their score (showing a smiley face and increasing the fill level in their head) or decrease their score (showing a sad face and decreasing the fill level in their head).
- Advisors often have advice about the dilemmas you face. If they do, an exclamation mark will appear above their head. Click on the exclamation mark to read the advice. Once you've gone through all the tutorial cards, your scores will reset to 50 and the real game begins.

## 5. Gameplay:

- Dilemmas will appear randomly from the four advisor categories as well as the Events category. Each dilemma has a time limit, indicated by the hourglass. If the hourglass for a dilemma runs out before you've selected it, the dilemma will disappear and cannot be accessed again.
- Go through dilemmas and try to weigh your decisions to do what you think is right but at the same time balancing the scores of your advisors.



Fig. 5.2: Getting fired when a score reaches zero.

- The scenery in the window behind the advisors will change to reflect how you are performing in each of the four categories. You can keep an eye on the view to get a sense of how your city is doing.
- If the score in one of the four categories reaches zero, you will get fired as mayor. If this happens, you will have the option to quit or to continue from where you left off (now as Mayor the second of your name).
- A timer in the top right corner shows you the months of your term. Make it all the way to month 24 to complete the game.



Fig. 5.1: Selection of dilemmas.

## 6. End of term:

If you reach the end of your term, you will get to see a summary of how your city ended up under your administration in each of the four categories. Click Return To Start to finish and go back to the welcome screen.

## 7. Answer post-game questionnaire:

When you finish your term, a second questionnaire will pop up. Here you are asked some questions about your enjoyment of the game and whether you feel you've learned anything.

The answers are very important for the Waste4Think research.



Fig. 6.1: End-of-term summary.