

CREDITS

GAME CONCEPT AND DESIGN

Wouter Moraal

Wouter Moraal is a Dutch-Danish artist, designer and activist interested in power dynamics, technology and society. woutermoraal.nl

GAME DESIGN CONSULTANT

Willy Dumaz • bürofürsinnundunsinn.de

ILLUSTRATIONS

Justus Pfeifer • justuspfeifer.org

GRAPHIC DESIGN

Han Le • tnhanle.de

This game was realised within the framework of the European Media Art Platform's EMARE program at Werkleitz with support of Werkleitz and the Creative Europe Culture Programme of the European Union.

PRINT AND PLAY VERSION PRINT ON A4 PAPER, SINGLE-SIDED WWW.CATIVISM.ORG



Cativism (2020) by Wouter Moraal is licensed under a Creative Commons Attribution-NonCommercial-ShareAlike 4.0 International License. Eating your neighbour's cat food and scratching the sofa ... the good life. Until suddenly you find yourself locked inside and kicked off the sofa. Time to get together with your fellow cativists and create some change. But beware! Violence might cost you support, or get all cats put to sleep by the vet.

The goal of this game is to look through the playful eyes of cats together to uncover issues and to kick-start creative problem solving. In turn, one player is the Leading Cativist and introduces an issue. As a group of cativists you all help to solve this issue by suggesting a tactic. Every cativist explains their choice of tactic to the Leading Cativist. The Leading Cativist determines the winning tactic. Thereafter you discuss together how to plan the campaign. The cativist who earns the most points by choosing the best tactics wins the game and may be called "Leading Cativist of the Day". Shuffle the 17 pre-made Issue Cards and the 36 Tactic Cards, and place these two decks face down. Cut out the Leading Cativist token parts, then slide them together. To start the game each cativist draws four Tactic Cards from the tactics deck. Then follow the five steps below. Thereafter switch roles and start a new round.

4-7 players 12+ yrs 30-90 mins

DO YOU NEED MORE BLANK ISSUE CARDS OR WANT TO BUY CATIVISM? VISIT **CATIVISM.ORG** TO DOWNLOAD AND PRINT MORE FOR FREE. **#CATIVISM**

1. PICK AN ISSUE

The cativist who most recently used the litter box begins as the Leading Cativist and gets the Leading Cativist token. The Leading Cativist takes the top Issue Card from the deck and reads that issue out loud.

2. BRAINSTORM

First, you may refresh your hand by discarding one Tactic Card and taking the top card of the tactics deck instead. Then everyone – except for the Leading Cativist – decides how to solve the issue with one of their Tactic Cards, and places that card face down on the table.

3. EVALUATE

One by one, each cativist reads their chosen card out loud to the group. Explain how you would tackle the issue with your chosen tactic. Be specific. Your fellow cativists need to know for example what your protest song is called, or how many cats will be striking. The Leading Cativist then picks the best tactic. The player whose tactic is chosen gets the Issue Card as a trophy.

4. PLAN THE CAMPAIGN

After the Leading Cativist has chosen the best tactic, the group discusses together in which order all of the submitted tactics would best be performed. Discuss the order of the different tactics like you are planning the actual campaign. When playing with more than five cativists, include only the four most useful of the submitted Tactic Cards in the campaign planning.

5. SWITCH ROLES

After the campaign has been planned together, the winner of the Issue Card becomes the new Leading Cativist. The submitted Tactic Cards go on a discard pile next to the Tactics Deck. Everyone draws back up to four Tactic Cards.

RECOMMENDED

First play a few rounds with the ready-made Issue Cards. When you have fired up your creativity, you are ready to introduce what is on your mind. Each player thinks of an issue, translates it to the world of cats, and writes it down on a blank Issue Card. Then play some rounds with your self-made Issue Cards. You will find out what creative things cats would do if they were in your shoes!





$m \asymp$ cut on dashed lines!























ORDER CATIVISM

Did you like playing this Print & Play version of Cativism? You can order the actual game colourfully printed in a sturdy box! Enjoy it yourself or give it as a gift to your fellow changemakers. Check out how to order the game at **cativism.org**

SUPPORT US

Did Cativism inspire you to change the world? We rely on donations like yours to spark more change.

DONATE



cativism.org/#support

Thank you for playing!

SPECIAL THANKS

This game was made possible by the input and feedback of almost one hundred brave and committed experts, activists, designers and active citizens from Turkey, Azerbaijan, Serbia, India, Italy, Germany and The Netherlands. They include people from organisations such as the Friedenskreis, Extinction Rebellion, CANVAS, Free Press Unlimited, Bits of Freedom, Greenhost, and Code Rood.

The creative tactics in this game are used by real activists around the world and were adapted from the nice collection of Beautiful Trouble. Check them out at **beautifultrouble.org**

