



Summit
2030

#INOURHANDS

The logo for Summit 2030 is a white speech bubble with a blue outline, containing the text "Summit 2030" in orange. Below it is the hashtag "#INOVRHANDS" in blue. The background features a sunburst pattern of colorful rays in shades of blue, teal, orange, pink, and brown.

Summit
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#INOVRHANDS

Summit 2030 is a board game where players reflect, discuss and vote to bring the issues of the 2030 Agenda for Sustainable Development to global attention.

The 17 Sustainable Development Goals (SDGs) of the 2030 Agenda, together with their 169 goals, address the issue of sustainability from different points of view taking into account, for example, education, health, gender equality, job opportunities, climate change, environmental protection. Adopted by the General Assembly of the United Nations on September 25, 2015, the 2030 Agenda is the result of over two years of public consultations and discussions with various stakeholders of civil society, which have paid particular attention to the voice of the poorest and the most vulnerable. By playing Summit 2030, participants will be able to identify with some of the stakeholders involved in the Agenda implementation process. The main purpose of the game is to bring the SDG of one's chosen role (stakeholder) to the highest level of discussion, that is global attention.

During the game, players will be able to deal with different action plans (local, regional, national, European and global), reflecting on how closely they are all connected, without forgetting that one of the main challenges is actually to achieve the objectives of the Agenda at local level, translating general and shared commitments into practical actions close to citizens. Summit 2030 addresses the complexity of the contemporary world, taking into account the different roles of the stakeholders involved in the implementation of the Agenda and the challenges associated with achieving the goals. The game promotes a reflection on the contribution that each can make to achieve, in a balanced, interconnected way and in the interest of people, a full sustainable development in its three dimensions: economic, social and environmental. Summit 2030 is recommended to all age groups; for younger players the game may also feature a "debate master" who will encourage and guide a discussion on the 2030 Agenda. The game is designed for up to 6 players, either single or in teams.

4 5 Yes.

Game materials

- A** 1 game board;
- B** 18 voting cards: 6 “Yes” cards, 6 colours, 12 “No” cards, neutral colour;
- C** 2 sets of tiles depicting the 17 SDG (34 total tiles): a set of square tiles (C1) and a set of round tiles (C2);
- D** 20 role cards, with associated SDGs;
- E** 1 “migrations” die;
- F** 1 deck with 90 action cards, divided into: theme cards depicting an orange symbol (cross, triangle, circle and square); “migration” cards, depicting a dice on a rainbow background;
- G** 1 game rulebook.



PREPARATION

- 1 Place the game board in the centre of the table.
- 2 Place the two sets of SDG cards alongside the board. The round tiles will be arranged in the **4 thematic areas** on the left side of the board during the preliminary discussion phase.
- 3 The square tiles will be used later (see paragraph “Start of round”).

PURPOSE OF THE GAME

The aim of the game is to bring the SDGs indicated in their role card to the highest level in the debate, i.e. at the top of the **priority scale** shown on the right side of the board, and then submit them to the collective discussion.

The final score is determined by the position that the SDGs indicated on their role card reached, at the end of the round, in the priority scale. Each round ends when, upon reaching the highest level in the priority scale, a SDG becomes the subject of global debate and is voted “yes” by all players. The game ends at the end of the third round and the score is counted.

You can decide to play a shorter game by playing only one or two rounds.

PRELIMINARY DISCUSSION STAGE

This stage takes place only once at the beginning of the game.

The players, possibly with the help of the debate master, must divide the 17 SDGs of the set of round tiles into the 4 thematic areas represented on the left side of the board, each of which is identified by a symbol: cross, circle, square and triangle. Each thematic area must host at **least three but no more than five** SDGs.

The players shall decide the criterion to divide the SDGs; each area can be associated, for example, with a topic (“Energy”, “People”, “Economic activity” and “Rights”), or with a category (“my neighbourhood”, “my city”, “my region”, “my nation”), or a feeling (“Worrying”, “Important”, “Difficult”, “Essential”).

There are no right or wrong criteria: the purpose of this phase of the game is to stimulate a discussion on the SDGs and a critical reflection on the global problems that the 2030 Agenda wants to address. The 17 Sustainable Development Goals, and the related 169 goals, are interconnected, interdependent and indivisible: it is the task of the debate master, if there is one, to foster understanding. If there is no time for preliminary discussion, the 17 SDGs depicted in the

round tiles can be arranged as follows:
 Square: PLANET → SDG 12, 13, 14, 15
 Circle: PEOPLE → SDG 1, 3, 4, 5, 7
 Cross: PROSPERITY → SDG 2, 6, 8, 9
 Triangle PEACE → SDG 10, 11, 16, 17

START OF THE ROUND

Before each round:

Deal each player their **voting cards**, according to the following scheme:
 3 players: 1 YES and 4 NO;
 4 players: 1 YES and 3 NO;
 5 players: 1 YES and 2 NO (2 NO remain undistributed);
 6 players: 1 YES and 2 NO.

The number and type of voting cards that each player has during the round should remain secret. For a successful game it is important to keep the cards away from prying eyes and put the cards that have not been dealt back in the game box.

Shuffle the **role cards** and deal one per player, face down: each player will view their role and keep it secret throughout the round. The role card indicates the SDGs to be considered priorities for the round: the order in which they are listed on the role card does not matter for scoring purposes. Shuffle the deck of action cards. In the second and third rounds, first recover all discarded action cards, played by players or left unused.

Deal the **action cards** to each player, as follows:

3 players: 10 cards
 4 players: 9 cards
 5 players: 8 cards
 6 players: 7 cards

Undistributed cards must remain available in a separate deck, face down.



Secret SDG (optional rule)

Using this optional rule, each player will be able to secretly choose and annotate one of the SDG on their role card. At the end of the round, a number of points corresponding to the level reached by the secret SDG on the priority scale will be added to the player's score (see paragraph "End of the round and scoring").

THE GAME ROUND

Each player takes their turn, starting with the player with the lowest score and moving clockwise. In the first round or if one or more players share the same, lowest score, the youngest player starts.

Each round consists of three stages:

- 1 Placement of SDGs on the priority scale.
- 2 Rise of the SDGs to global attention.
- 3 Scoring count.

1. Placement of SDGs on the priority scale

On their turn, each player identifies the SDG they wish to place on the priority ladder. The player chooses the **action card** to play based on the identification symbol of the **thematic area** in which the SDG is located and places it in front of them, face up. At this point, the player takes the **square tile** corresponding to the chosen SDG and places it on the **priority scale**, in a level of his choice between 1 and 4.



Andrea plays a “circle” action card and places SDG # 3 - Good health and well-being (associated with the circle thematic area) on level 4 of the priority scale.

All action cards played shall be piled face up in front of the player. Each level of the priority scale can never contain more than 5 square SDG cards, with the only exception of the “0” level, which can accommodate any number of SDG cards. It is therefore not possible to place or move an SDG tile on a level that already contains 5 tiles. In this phase it is possible to play a “migration” card to position any SDG, regardless of the thematic area of reference, on the “0” level. This phase ends when each player is left with exactly 5 action cards in his hand.

At this point, the following have been positioned:

- 15 SDG in a 3 player game, 5 each;
- 16 SDG in a 4 player game, 4 each;
- 15 SDG in a 3 player game, 5 each;
- 12 SDG in a 6 player game, 2 each.

Square SDG cards that have not been used must be placed at level “0” on the priority scale.

2. Rise of the SDGs to global attention

At the beginning of this phase, each player must have 5 action cards available. On their turn, moving clockwise, each player plays an action card and tries to advance one of their SDG on the priority scale. In this phase it is necessary to always have 5 action cards in hand: after playing, each player draws an action card from the face down deck.

Any player can play either:

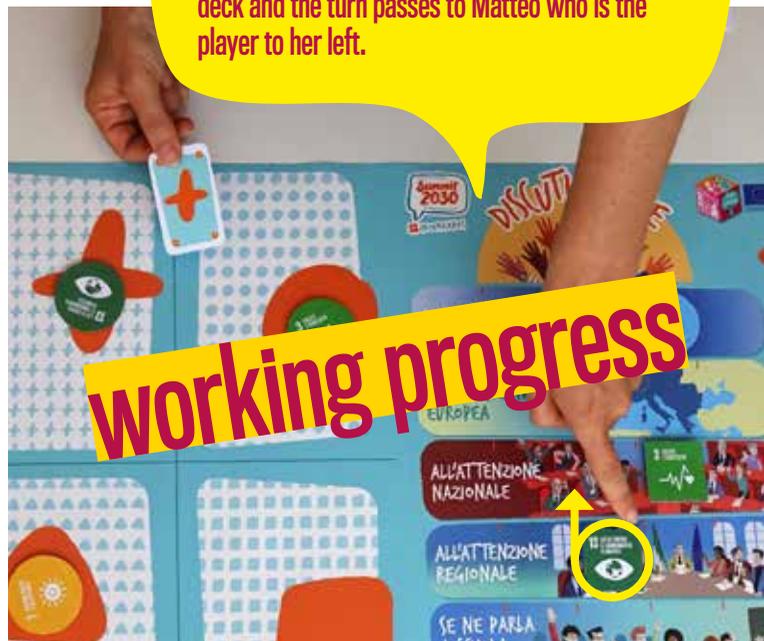
- A** **A thematic action card** depicting one of the 4 symbols that identify the areas on the left side of the board. In this case, the player chooses to move one of the SDGs belonging to the thematic area identified by the symbol of the played card one step forward on the priority scale. If, in doing so, an SDG reaches the highest level, discussion and voting are carried out. Otherwise the turn passes to the next player.
- B** **A “migration” card** By playing the “migration” card the “migrations” die must be rolled (see paragraph “MIGRATION DIE”).

All action cards played shall be piled face up in front of the player.

The SDGs can only move upwards. It is not possible to move an SDG card down on the priority scale or to advance it if the next level already contains 5 SDG.

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Rossella plays a “cross” action card and SDG #13 - Climate action - belongs to the thematic area identified with the cross symbol. Rossella takes the square SDG card #13, now on the second level of the priority scale, and brings it up one level, to the third. She then draws a new card from the deck and the turn passes to Matteo who is the player to her left.



working progress



working progress

Dado migrazioni

The die represents the effect that migration has on the different objectives of the Agenda. Whenever a player undertakes to manage migration flows correctly, that is, when he plays a “migrations” card, the player must roll the die.



advance an SDG associated with the “cross” symbol by 2 levels;



advance an SDG associated with the “triangle” symbol by 2 levels;



advance an SDG associated with the “circle” symbol by 2 levels;



advance an SDG associated with the “square” symbol by 2 levels;



each player must pass 2 of their action cards to the player on their left. After passing the action cards, all players must still have 5 cards in their hand (the player whose turn it is that will have 4 and will draw one normally at the end of his turn);



choose an SDG among those on the top step of the priority scale and immediately take it to the “Let’s discuss it!” space. The SDG is thus brought to global attention as a priority issue and a vote is immediately held (see paragraph “Voting”).

If, following a two-level move upwards, an SDG reaches the “Let’s discuss it!” Space,

the topic is brought to global attention and a vote is immediately held (see paragraph “Voting”). Otherwise, the turn is over: the player draws a new action card from the deck and the turn passes to the next player.

Voting

When an SDG reaches the space “Let’s discuss it!” a debate is proposed on a global scale. The player who brought the topic into discussion must briefly explain why the chosen SDG should be considered a priority and why he deserves the positive votes of the other players.

In games where the debate master is on, this phase could be the stimulus for a short discussion or study on the objective in question.

Each player secretly decides his vote and places a voting card (“YES” or “NO”) face down in front of him. The cards are then revealed at the same time:

- If everyone has voted Yes, the SDG under discussion is chosen as a priority theme and the round ends with the score count (see the “Score Phase” paragraph).
- If there is even just one No, the theme is deemed as unimportant and the SDG is returned to the lowest level (“0”) of the priority scale. At this point:



Whoever voted Yes, will take back his voting card in his hand. The “Yes” card can be played multiple times during a round.



Whoever voted No discards the card. Each “No” card can only be played once during the round. Discarded voting cards will be set aside face down: they can no longer be used in the current round, nor can they be counted: the number of voting cards that each player has in hand should remain secret! The game then resumes normally with the player to the left of the person who called the vote.

3. End of the round and score counting

When an SDG gets a “Yes” vote from ALL players, thus becoming a priority issue, the round is over.

Giorgina plays a migration card and rolls the die. She obtains a “circle” and then moves an SDG which belongs to the thematic area identified by the circle up by two levels. Giorgina chooses to move SDG #5 - Gender Equality - which was at level 4. By climbing up two levels “Gender Equality” arrives on top step of the priority scale and thus begins the “Voting” phase. Giorgina immediately draws a new action card from the deck to have 5 in her hand again.

working progress



All players reveal their role card and the points are calculated based on the position that the SDG occupies on the priority scale:

- 10 points for the SDG that has reached global attention and occupies the space “Let’s discuss it!”
- 5 points for each SDG that is in the “Global attention” space
- 4 points for each SDG that is in the “European attention” space
- 3 points for each SDG that is in the “National attention” space
- 2 points for each SDG that is in the “regional attention” space
- 1 point for each SDG that is in the “Local (school and the city) attention” space
- 0 points for each SDG that is in the “No attention at all” space

DANIELA HAS THE ROLE CARD “MAYOR”, WHICH HAS THE FOLLOWING SDGS:

- 8 - DECENT WORK AND ECONOMIC GROWTH
- 9 - INDUSTRY, INNOVATION AND INFRASTRUCTURES
- 11 - SUSTAINABLE CITIES AND COMMUNITIES
- 13 - CLIMATE ACTION
- 16 - PEACE, JUSTICE AND STRONG INSTITUTIONS
- 17 - PARTNERSHIPS FOR THE GOALS



DANIELA'S SCORE IS AS FOLLOWS:

- 10 points (5 points each) because SDGs 13 and 17 are in the “Global attention” space;
- 4 points for SDG 11 which is in the “European attention” space”;
- 2 points for SDG 8 which is in the “regional attention” space”;
- SDG 9 and 16 get no points, being on the lowest space.

DANIELA'S SCORE IS 16 POINTS.

MATTEO, WHO PLAYED THE ROLE OF “INTERNATIONAL ENVIRONMENTAL ORGANISATIONS”, HAD THE FOLLOWING SDGS:

- 6 - CLEAN WATER AND SANITATION
- 7 - AFFORDABLE AND CLEAN ENERGY
- 11 - SUSTAINABLE CITIES AND COMMUNITIES
- 13 - CLIMATE ACTION
- 14 - LIFE BELOW WATER
- 15 - LIFE ON LAND.



MATTEO GETS:

- 10 points for SDG 6, which was voted unanimously as a priority goal;
- 5 points SDG 13 that is in the “Global attention” space;
- 2 points for SDGs 14 and 15 that are in the “Local (school and the city) attention” space;
- No points for SDGs 11 and 7 that are in the “Little or no attention at all” space.

MATTEO GETS 17 POINTS AND WINS THE ROUND

If the optional secret SDG rule is being used, each player now reveals their secret SDG. The points obtained based on the position of the secret SDG on the priority scale are added to the score already calculated.

The player(s) with the highest number of migration cards in hand lose(s) 7 points. This penalty represents the effects of disinterest or inability to manage migration dynamics.

END OF THE GAME AND VICTORY CONDITIONS

The game ends after completing the third round, or at the end of any round chosen as the last one. The player with the highest score is the winner. In the event of a tie, the players share the win.



This game was created by the Municipality of Modena - European Projects Office, international relations and coordination of complex projects within the framework of the Shaping Fair Cities project. The project is funded by the European Commission under the Development Education and Awareness Raising (DEAR) Programme, which supports projects that involve EU citizens in social, economic and environmental issues of global significance.

The Shaping Fair Cities project recognizes, enhances and promotes the role that cities and local governments must play in achieving the 17 United Nations Agenda 2030 Sustainable Development Goals, officially adopted in 2015.

Thanks to a pan-European and multi-stakeholder partnership, the project intends to raise awareness on the issue and actively involve local administrators, decision makers, public officials, civil society organizations and citizens in the so-called. "Localization" of the SDGs, promoting the crucial role of local governments in the implementation of the 17 objectives and paving the way for a local 2030 Agenda in 8 European countries and 2 EU partner countries.

This "Summit 2030" game is a product of the project and cannot be marketed. Its reproduction and use are governed by the Grant Contract CSO-LA/2017/388-138 and related annexes.

The game was conceived by the Municipality of Modena and developed in collaboration with

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*Summit 2030 is freely inspired by Stefano Luperto's "King Up"
For further information*

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Reference websites

ONU - Agenda 2030

www.unric.org/it/agenda-2030

ASVIS - Alleanza italiana per lo sviluppo sostenibile

asvis.it

Shaping Fair Cities

www.shapingfaircities.eu