

# KOINÉ

*A game about citizenship  
and participation.*



1-4 players (or teams)



15-20 minutes



8 + years

It's not easy to find all what you need for your cause: especially because every cause needs something different.

In this game players compete in bids to gain the best cards for their unique goal.



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**#shareEU**

GRAPING OF THE EUROPEAN CITIZENSHIP  
IN THE POST-TOTALITARIAN SOCIETIES.  
REFLECTIONS AFTER 15 YEARS OF ENLARGEMENT

Co-funded by the  
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## GOAL OF THE GAME

Be the first to collect all the symbols required by your **Cause card**.

The game can be played by single players or in teams: in these game rules we will always use the term "player" for easiness.

## GAME SETTING



Shuffle the deck of **Koinè cards** and give each player three of them (secret), then place the deck face down on the table.



Each player chooses a color and takes the **4 auction cards** of the same color.



Each player chooses a secret **Cause card**.



Put in the center of the table the **Position cards** in order 1-2-3-4.

## ***GAME TURN***

Every turn takes place in three phases:

### **Phase 1 - Create four auction decks**

Put on the table four different decks of face up **Koinè cards**. On the first **Position card** put 4 cards, on the second 0, on the third 2 and on the last just 1 **Koinè card**.



### **Phase 2 - Players bid**

Every player uses his/her set of **Auction cards** and puts under them how many cards he/she wants from the hand for a total of four bids (you can bet zero).

Number and type of cards are secret.

### Phase 3 - Assigning auctioned cards

Auctions are resolved in order, from the first to the fourth. To decide who wins a deck, all players must reveal their cards under the corresponding bid. The player who put a bid with the highest number of cards, wins the auction; if two (or more) players have the same number of cards, the player with the highest sum of values on the card wins the auction; in case of a tie, the card with the highest single value wins; if the tie persists, cards should be evenly divided among the players who still are in a tie (if there is an odd number of cards, the odd card is added to the next bid).

**EXEMPLE:** Phil and Nico both put a bid of two cards on the first deck.



Phil



Nico

The sum of Phil's bet is 9, and this is still a tie with Nico. They consider eventually the highest value in the played cards, and Nico wins the auction with a 5, the single highest value.

All the cards used on bids are added to the subsequent auction deck, that will be now resolved with the same criteria.

**NOTE:** The previous case ended with 4 cards used in bids by Philippe and Nico: the cards they betted, together with all the cards betted on the first deck, are now added to the deck on position 2, bringing the number of cards auctioned to (at least) 4 cards!

All the decks are resolved one after the other, finishing with the fourth deck. Cards bid on the fourth deck are divided among players that had no chance to take cards during the turn. If no one put a bid on a specific deck, the auction deck is left on the table and added to the next turn auction.

**If any player reaches his/her goal, he/she wins immediately.**

**If there is no winner, a new turn begins.**

**Strategic tip:**

The point of the game is to bet cards that are not needed to your goal, keeping an eye on what other players are looking for.

## Briefing hints

This game can be used to discuss values and attitudes to citizenship and participation. A good debriefing should be done after the end of one (or more) match, and should be run around these questions:

- Did you find a good strategy to win the game?
- How your strategy depends to others' moves?
- In the game, it's crucial to exchange cards and participate: how can you make this in the real world, in a democracy?
- How happens all the different goals have different values?  
How would you do to describe a political goal in the real world?

### **VALUES**



Communication



Technology



People



Money



Ideas

## GOALS

### ENVIRONMENTALISTS



Their goal is to collect at least 15 Communication points, at least 10 Ideas but a maximum of 10 points in Technology.

### GLOBALISTS



Their goal is to collect at least 15 Ideas and 10 Technology, but a maximum of 10 Money.

### ANIMAL RIGHTS ACTIVISTS



Their goal is to collect at maximum of 15 Communication points, at least 10 People and 15 Money.

### HACKERS



Their goal is to collect at least 15 Technology points, 10 Money but a maximum of 10 People.

### HUMAN RIGHTS ACTIVISTS



Their goal is to collect at least 10 Communication points, 10 People, 10 Ideas and 10 Money.

### PACIFISTS



Their goal is to collect at least 10 Communication points, 10 People but a maximum of 10 Ideas.

## Credits:

Game design: **Beniamino Sidoti**

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Illustrations: **vecteezy.com**

Shaping of the European citizenship in the post – totalitarian societies. Reflections after 15 years of EU enlargement

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