

THE URBAN CALCULUS

Print'n'Play Instructions

v250425

- A number of small objects/counters (~0.5-1cm), and optionally some slightly larger/different counters to represent multiple of 5 basic counters. The table below gives an idea of how many are required. The game looks better if you can make them different colours (the table is only a suggestion), but since only one counter type is used per space they can all be the same colour if necessary.

Role	Suggested Colour	x1 Counters	x5 Counters*
Attacker	Red	40	5
Defender	Blue	40	5
Collateral	Grey	10	10
Opinion	Yellow	10	10
Total		100	30

1. INTRODUCTION

This document provides the instructions to set up a game of The Urban Calculus (TUC) using the print'n'play files which can be downloaded from <http://www.taunoyen.com/games/tuc>.

2. DOWNLOAD FILES

The files which you need to download (and which are also available as a zip) are:

- TUC Print'n'Play Instructions (this document)
- TUC Rules (in print friendly and with coloured covers formats)
- TUC QRS
- TUC PAC
- TUC Counters
- TUC Game Map
- TUC Scenarios
- TUC Playable Powerpoint (optional)
- TUC Strategic Action Cards – Red*
- TUC Strategic Action Cards – Blue*

Items marked * are only required for the advanced TUC Evolved game.

Files will have a version number in the format vYYMMDD. Only the latest version of each should be downloaded (and hopefully that's all that's on the website!).

The zip file will also include some files which are used in the optional game evaluation for my PhD, and these are also available as separate files on the website – see later in this document.

3. PLAYER PROVIDED RESOURCES

In order to play TUC you will also need to provide the following:

- 2 packs of ordinary playing cards, one deck per player. Note that only cards 1-10 are used, see the rules. (You can alternatively provide 2 decks per player if you want to reduce the amount of shuffling and make it harder to count cards). For solo games use a single deck or 1 or 2 packs.

If not using the x5 counters then add extra x1 counters to five times the given number of x5 counters (i.e. about 150 extra!). These numbers are worst cases and you can probably get away with half this number. There are also counters on the counter sheet that you can use for x5.

We use 0.5cm wooden blocks for x1 counters and 1cm wooden discs for x5 counters from game suppliers, but alternatives are:

- Coins
- Tiddlywinks
- Game pawns
- Game gems
- Anything else you can think of!

There should be enough printable counters in the right colours, and with x5 counters for a basic game.

4. PRINTING AND PREPARATION

The downloaded files should be printed and prepared as shown below.

4.1 A4 Documents

All files (except the map) are scaled to A4. If you are using Imperial paper sizes then you may need to scale to fit. Any big issues let me know and I can see about making Imperial sized PDFs available.

Document	Printing & Preparation
TUC Rules	Plain paper. 1 copy.
TUC QRS	Plain paper or thin card. 2 copies – one per side.
TUC PAC	Plain paper or thin card. 1 Copy (single sheet)
TUC Counters	Thin card preferable. Cut out the counters. (Quite honestly you could just use any markers for these).
TUC Strategic Cards – Red*	Thin card preferable. Cut out the 27 cards.

Document	Printing & Preparation
TUC Strategic Cards – Blue*	Thin card preferable. Cut out the 27 cards.
TUC Designers Notes	Plain paper

*used for the advanced TUC Evolved game only.

4.2 The Map

The map is sized to print to A2. You can print this from sheets of A4 using the Poster function in Adobe Acrobat. Acrobat often uses far more than 4 sheets of A4 to print A2, so if you change the scaling function you may be able to get it to print at something like 95% on 4 sheets of paper, which will be fine. Thin card is probably preferable if you are expecting a lot of re-use.

Trim the edges of the sheets and Sellotape together.

A key feature of TUC is the ability to change the target numbers on the game map both for each scenario and even mid game. To save you printing out a new map every time we recommend doing one of the following:

- Cover the whole map in Fablon.
- Place the map under a sheet of Perspex (possibly in an A2 picture frame)
- Stick clear adhesive circular labels (2cm – available from Amazon and similar) over each of the circled letters, in the Max boxes and the two small boxes in Collateral Damage and Civilian Harm.
- Stick a piece of Sellotape over the same areas.

5. READY TO PLAY

That's it, you should now be ready to play The Urban Calculus. Start reading the Rules and continue from there.

6. EVALUATION

As you may be aware this game has been developed as part of my PhD in Wargaming Urban Conflict at Bath Spa University in the UK.

I am keen to capture information about how people have found the game, but to do so and to use it in my PhD I need to follow the correct ethical process.

6.1 If You Would Like to Help Me Collect Data

If you would like to help me collect data then please can you do the following.

For each PLAYER, once only:

- Read the [Participant Information Sheet](#).
- Complete the [Participant Consent Form](#).
- Complete the [Player Demographics Questionnaire](#).

- Email me to let me know you've done that at david.burden21@bathspa.ac.uk.

After each game session, or set of sessions, each player should complete the [TUC Player Questionnaire](#), and again ideally let me know by email.

If you need hard or soft copies of the forms then just email me.

Needless to say I don't expect people to report on every game they play, but the more you can send the more it will help my research, and all input is much appreciated.

6.2 If Don't Want to Help Me Collect Data

No problem at all, just enjoy the game. Feel free to drop me any informal comments, review it online etc (and let me know if you do!).

Any questions on this document or on TUC in general should be sent to david@burden.name.