The current capitalistic world especially views everything, including land and people, as commodities. It thrives on the destruction of the community. Gentrification is one way capitalism works. Gentrification is essentially the appropriation of a place. It becomes commoditized and sold to a middle-class market that has no previous Relationship with the place and merely sees it as another choice they can shop for. On the other hand, the people who created the 'space' into a 'place' are vilified. So they're no longer necessary, thrown out.

In conclusion, gentrification distances people and property from a certain context, or a web of Relationships that is the local community. This game's core lies in building these Relationships, and using imagination to the maximum how complex and unexpected such Relationships can be in order to fight against gentrification and following destruction of community. Explaining different kinds of Relationship properties can have to each other is the point of the game, as it is essentially a step forward imagining 'properties' not as 'properties' of a certain monetary value, but as a building block of a community.

This board game consists of a hexagonal board, a dice (1 to 6), and a deck of prompt cards. Players should also prepare some blank sheets of paper. The game is ideal for 4-5 people, one of them being a game master, facilitating discussions and asking questions when necessary.
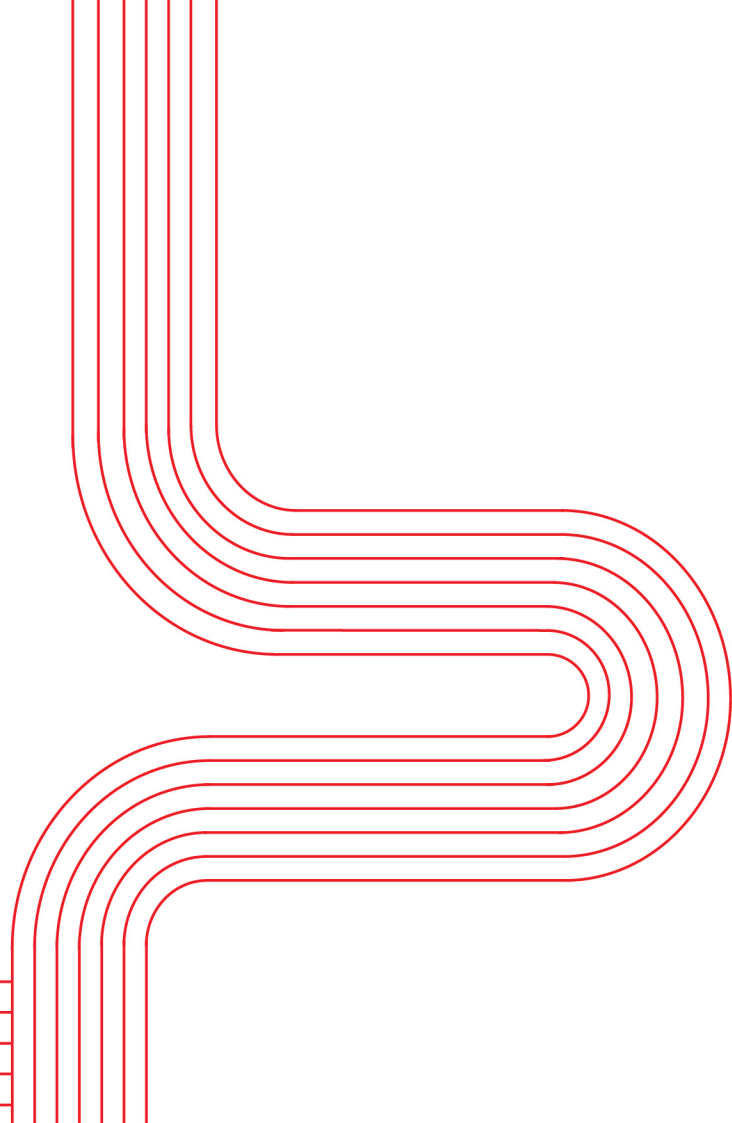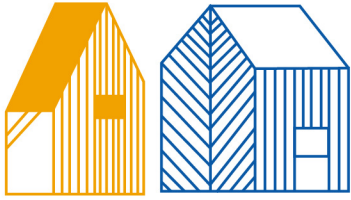
Phase 1: Naming the neighborhood

The players will collaboratively imagine a neighbourhood they want to create. What kind of neighbourhood is it? Is it futuristic? Is it bright? Is it loud? Or is it ruthless? Narrow? Eerie? Decide on three adjectives, vague or specific, to describe this neighbourhood. At the end of this phase, collectively decide on the neighbourhood's name.

Phase 2: Wandering the neighborhood

Step 1: Each player takes turns 'wandering the neighbourhood.' While they wander the neighbourhood, they'll encounter 1 Landmark each. The player should describe what kind of Landmark this is and what it does (appearance, residents/customers/employees/employers, function). Then, they roll the dice which determines how many Relationships this Landmark has with other Landmarks.

Step 2: When every player has taken their turn describing a Landmark and rolled the dice to determine the number of Relationships it has, now they take another turn distributing the number of Relationships and rationalising them. For instance, if a property has a Relationship of 6, it needs to be connected to in total 6 properties. Decide on the Landmark's name as well.

The Relationship always has to be two-way beneficial. Players should use their creativity and imagination to the fullest in finding these Relationships, as the number of Relationships is the key for this neighbourhood's survival. The game master should listen to the player's discussion and determine if they make sense or not.

Phase 3: Under Attack

After the Landmarks and Relationships are established, the game master pulls out one card from the deck of prompt cards. There are three different prompts that threaten the neighborhood: Franchise or Sabotage. The Franchise card will build a chain that offers the same primary function as one local property. The Sabotage card will make the original owner incapable of taking care of the property, due to illness, legal issues, death, immobility, etc. The players roll a dice in order to determine which property is going to be affected.
A franchise property will take one Relationship away from a property of similar function. A sabotaged property will lose one Relationship. At the end of each round, the property with the least amount of Relationships will go out of business.

Phase 4: Fighting Back

In order to combat this, the players need to find some way to either build new Relationships or Landmarks. Because Landmarks are more difficult to build, the players will need to pool their turns in order to build a Landmark.

Def ne the concept of a new neighborhood

Decide three adjectives about this neighborhood

Decide the neighborhood's name

Roll the dice to wander on the map

Encounter one landmark

Describe this landmark (name, appearance, Person involved, function)

Determine the relationship number with other landmark

Allocate relationships to dif erent landmark

Game master pulls out a card

Franchise card

Build a chain that of er the same primary function as one property

Take one relationship away from a property of similar function

roll a dice to determine the af ected property

Allocate relationships to dif erent landmark

Make the original owner incapable of taking care of this property (due to illness, legal issues, death, immobility)

Lose one relationship

Players pool their turns

Find some ways to build new relationship or landmark