

COMMUNITY



- Appears in the sector of the MAIN SQUARE.

SKILL

- Once per turn, grants an extra action to any character, including yourself.

You embody citizenship, a huge social force formed by all the people who inhabit a territory regardless of their origin, religion, sex, ...

A diverse crowd of people, who share rights and duties. Its role in promoting social and legal changes is indisputable.



COMMUNITY



VICTORY CARDS



+ ***Victims & Vuln. Groups.*** (MAIN SQUARE).

Recognition, support and solidarity.



+ ***Public Authorities.*** (CITY HALL).

Citizen participation / Social mobilization / Accountability.



+ ***Experts.*** (SCHOOL).

Sensitization and development of critical thinking / Social mobilization.



+ ***Enforcement and Judicial Bodies.*** (DISTRICT B).

Citizen collaboration / Better relationship with the community.

EXPERTS



- Appears in any of the sectors of the city.

SKILL

- Select one of these before playing a turn:
1) Once per turn, Experts can move to the nearest square of a sector adjacent to the one that they occupy.
OR 2) Once per turn, Experts can cross or allow others to cross a blocked square.

You represent the various social agents that are in contact with reality and work in institutions (Schools, hospitals ...) and social organizations (NGOs). You have a great commitment to make Human Rights effective and report crime, as well as to support and help victims and vulnerable groups.



EXPERTS



VICTORY CARDS



+ **Community.** (SCHOOL). - Sensitization and development of critical thinking / Social mobilization.



+ **Victims & Vuln. Groups.** (SOCIAL CENTRE).
Empowerment & social, legal support, etc.



+ **Public Authorities.** (DISTRICT A).
More investment in social protection and awareness programs / Social support



+ **Enforcement and Judicial Bodies.** (POLICE STATION).
More training and awareness.



PUBLIC AUTHORITIES

- Appears in CITY HALL sector.

SKILL

- Once per turn, when a card is taken from the Infection Cards deck, you can request an additional card and choose between the two. Only the effects of the selected card will be applied. The other card and its effects will be discarded.

You represent all persons from government institutions that promote legal, social, educational and economic changes that consolidate Human Rights and Sustainable Development, as well as the protection of all citizens faced with injustice and crime.



PUBLIC AUTHORITIES



VICTORY CARDS



+ **Community.** (CITY HALL).

Citizen participation / Social mobilization / Accountability.



+ **Victims & Vuln. Groups.** (OUTSKIRTS).

Improvement of protection and assistance / Direct interlocution with victims.



+ **Enforcement and Judicial Bodies.** (POLICE STATION).

Strategies / Legislative changes / International cooperation.



+ **Experts.** (DISTRICT A).

More investment in social protection and awareness programs / Social support.



ENFORCEMENT AND JUDICIAL BODIES

- Appears in the POLICE STATION or the COURTS.

SKILL

- Once per turn, unlocks a street or recovers an infected sector.

You represent all the security and judicial bodies responsible for protecting and ensuring that citizens can freely exercise their rights and freedoms, as well as guaranteeing their safety in the face of crime.



ENFORCEMENT AND JUDICIAL BODIES



VICTORY CARDS



+ **Community.** (DISTRICT B).

Citizen collaboratoin / Better relationship with the community.



+ **Victims & Vuln, Groups.** (COURTS).

Better protection of victims / Closer relationship with vulnerable groups.



+ **Public Authorities.** (POLICE STATION).

Political strategies - Legislative changes / International cooperation.



+ **Experts.** (POLICE STATION).

More training and awareness.



VICTIMS AND VULNERABLE GROUPS

- Appears in DISTRICT B or the OUTSKIRTS.

SKILL

- Once per turn, you can grant up to 2 movement points to any player, including yourself.

All those people who suffer the effects of crime or who are in a vulnerable position and can be targeted by criminals. Their profile is very varied, from women, to children, migrants, etc, but what unites them is their strength in facing difficulty and suffering. Their voice and testimony are essential to fight against crime.



VICTIMS AND VULNERABLE GROUPS



VICTORY CARDS



+ **Community.** (MAIN SQUARE).
Recognition, support and solidarity.



+ **Enforcement and Judicial Bodies.** (COURTS).
Better protection of victims / Closer relationship with vulnerable groups.



+ **Public Authorities.** (OUTSKIRTS).
Improvement of protection and assistance / Direct interlocution with victims.



+ **Experts.** (SOCIAL CENTRE).
Empowerment & social, legal support, etc.