

This variant was produced for a training event with law centre volunteers with the aim of install campaigning as a key aim of the organisation. Voluntary sector organisations tend to get bogged down with providing a service rather than trying to affect change, and affecting change involves using your services and knowledge to support other campaign groups.

The first 3 pages were for the people running the game, and page 4 was copied several times for each group to have and hold for their reference

Teams of 4-6 people

Two MCs

**4 turns, lasting 10 minutes each, with each turn representing a period of 3 months
(Only do 3 turns if it takes longer)**

The setting

- The game environment is a major English city, somewhere similar in size to Leeds or Manchester. The local council is controlled by the Labour Party who hold an outright majority, while the national government is Conservative
- Each group considered to be **playing in their own city** with no connection to other groups playing the game. **No collaboration.**

Your aims:

- Raising the profile of the fight for legal aid and access to justice, with the public and/or with our elected representatives
- Educational outreach projects, informing people of their rights and engaging in conversations about access to justice
- Increasing funding for legal advice and representation services across the city
- Drawing in the next generation of social welfare lawyers and campaigners for access to justice
- Contributing what you can to local campaigns and groups, adding a legal aspect

Your law centre has:

- Widely followed social media channels
- Two full time solicitors with expertise in social welfare and housing law
- A team of roughly 15 volunteer caseworkers and 15 front of house volunteers
- A team of roughly 20 campaign volunteers who:
 - o Write articles
 - o Update the website
 - o Do legal and policy research
 - o Meet up with local groups
 - o Attend community events
 - o Organise fundraisers

The game

- **You** are a group of volunteers in your local law centre.
- **Resources** = other groups or contacts you can work with.

- The MC will introduce the situation in your city at the start of each turn. Each turn represents period of 3 months. In **each turn**, you can use **your own law centre, plus two resources** to organise **two tasks**.
 - A task can be anything that could be considered a single project, eg. organising a demonstration, running a series of workshops, producing a website, doing and publicising a survey...
 - Your groups can work together on tasks or do them separately.
- **After each turn**, MCs will describe what effects tasks have had on the city and the resources located within it, and add more information about what is going on in your city.
- Players will need to adapt to changing state of city as game progresses
- There are no correct answers! Groups whose tasks are well proposed and realistic are likely to have better results, but thinking big is encouraged.
- At end of fourth turn, the game ends, players will discover what has happened to their city after a year of interventions.

MC's role

- Keep time, clarify rules
- Don't push players down a path, open options instead of close them, reward unexpected and original approaches
- Determine the effects of every task the players give to their resources
- Can ask players to elaborate on specifics
- First task: create a scenario, prepare in advance. Select two of the events below. Forms initial situation
 - Come up with a description that sets the stage for the players, giving them a feel for how those events are interacting with each other and what general situation in the city is like
 - Any groups have a connection? How are people in the city reacting?
- Then, select additional event from list for three subsequent turns
 - Remember to be flexible as players will be shaping the city
- Remind people that they can choose which of their aims to focus on, and they don't need to use every new opportunity. They can also shift their focus from one campaign to another in between turns. Eg. if you build up support with a disability rights campaign, you can use those friends you have made in a housing campaign later on.

Resources

- A local Momentum-like group, with a diverse and large membership across city. Mixed relationship with politicians, backing some and conflict with others. Good at organising events.
- A newly-formed housing group based on a local council estate, made up of tenants angry about their conditions. Inexperienced when it comes to politics and organising but very motivated.
- A student society at nearby University made up of law students who want to be social welfare, legal aid and/or human rights lawyers.
- A small team of journalists who just started at the city newspaper. They have a community focus and want to tell the 'Real Story' of the city.
- A local West Indian community centre. Popular with local community; event venue space.

- Local Disability Rights Activist Group, run by disabled people, carrying out protests in the city for some time, including several well-publicised and effective stunts.
- A city centre venue run by politically engaged artists and musicians, including gig venue, art gallery and studio space.
- A local branch of a large national homeless charity with lots of volunteers and venue space.
- Your MP and two of your three local councillors, who met you at the law centre recently and agreed that access to justice is an important issue.

Events

- To start us off, *note that teams can choose to ignore one of these events:*
 - **[Useful event]** A culture festival is coming to your city, on the theme of 'Community Spirit'. Local groups are encouraged to organise events. This can include free public displays or expensive ticketed shows.
 - **[Housing crisis]** Of the 500 residential high rises in your city, 70 have failed cladding safety tests. Residents are confused by the regulations and scared about the safety of their homes. Local politicians have expressed concerns but it is not clear what will be done. Members of the housing action group live on the same estate as this tower block.
- *After the group explains what they did with their resources, go through the consequences:*
 - *Did the groups grow in size or get burned out??*
 - *Did the groups gain power, eg. position on a committee?*
 - *Change the mood in the city: describe the general feeling, what will or will not have popular support*
 - *Strengthen/destroy a connection between resources, shared energy and motivation*
 - *Remove a problem: give a reward, remove a red herring*
 - *Change the mood for the worse – local opinion takes against you, what do you do?*
 - *Destroy/weaken a connection, or throw in tension that needs to be resolved*
 - *Did the media pick up on it?*
 - *Did local politicians take any notice?*
- *Further events, pick depending on what the groups say:*
 - **[Political opportunity, benefits]** Your city didn't have a mayor. A new system of local government is being introduced including a Mayor, along with much greater local control over transport, healthcare and housing, The Mayor will be elected in two months' time. The current leader in the polls is the prospective Labour candidate, a former MP who wants to focus on the rights of disabled people in your city. She says that welfare benefits was the most common reason for people coming to see her in her local constituency.
 - **[Report published: legal aid and young lawyers]** A report is published showing that we are about to have a crisis: so few Universities offer social welfare or housing law that we are not going to have any new lawyers in these areas. The report is very highly regarded and well publicised, and some University Law Schools have issued statements saying that they are troubled by the findings, but they haven't committed to making any changes. Universities in your city have so far been silent.
 - **[Immigration crisis]** The Windrush scandal has only just hit the headlines. The papers are now full of stories of immigrants and their children being targeted by the

government's "hostile environment" policies. People are coming to the law centre for advice and out of outrage at the injustice. Local meetings are being organised and the media are calling you repeatedly for comment.

- **[Housing campaign]** Squatters have occupied a large building near the town hall. They have a banner outside saying "housing is a human right", and they organise dinners for the homeless. Community support has been favourable because of the state of rough sleeping, and the press have been expressing sympathy. The group don't look like they're going to be evicted immediately and they're calling for other groups in the city to call for more to be done to change housing policy which leads to homelessness.
- **[Political opportunity, benefits]** The government launches a review into flaws in the specific areas of disability benefits you work on. They have asked organisations to submit their views and experiences.
- **[Political context, legal aid]** Due to disastrous Brexit negotiations causing a massive drop in inward investment and the economy looking likely to fall into recession, the government has announced plans to scrap legal aid for everything except criminal cases, on the basis that lawyers will do this work pro bono.
- **[Political context, benefits and immigration]** A shock snap election resulted in a Labour minority government, relying on the support of the SNP, the Liberal Democrats and the Greens to pass legislation. Their programme is broadly social democratic, promising renationalisation of the railways, improvements in workers' and tenants' rights, and greater environmental protections. They have also promised to keep welfare benefits at low levels and are offering no changes to the current asylum and immigration systems.

Examples of consequences for players

- Expand a resource: tell players one of their resources has grown significantly in number, eg. housing action group could swell in size to number vast majority of estate's residents. Avoids players spending too many tasks on recruitment
- Give a resource more power: eg. Momentum group takes decisive control of city council after a snap election
- Change the mood in the city: describe the general feeling in the local area. Eg. say that a majority of the populace are now firmly in favour of a particular tactic or resource, eg. after a successful task by BLM, road blockades will now be supported by a majority of drivers who encounter them
- Strengthen a connection between resources or resources and other groups. Useful for players who need more direction
- Remove a problem – give a reward, remove a red herring
- Reduce a resource – inactivity, burnout, losing focus. Useful to get players to stop using one resource and try something new
- Destroy a resource – take it out of the game. Momentum breaks up due to conflict if it gets too ambitious
- Change the mood for the worse – local opinion takes against you, what do you do?
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