OGCC

TEAM HAMLET

HAMLET - A GAME ON GENERAL MUNICIPAL ISSUES

Players visit various ***Locations*** and navigate through a multitude of ***Community Event Cards***, ***Scenario Cards*** and ***Item Cards*** that pose social dilemmas. The actions they take throughout the game affect their ***Social Reputation*** and ***Happiness Points***. Inconsiderate actions would also result in the spawning of ***Pest*** and ***Animal Nuisance*** tokens at the ***Location***, making the ***Location*** less desirable and players losing ***Happiness Points*** each time they enter that ***Location***. To win, one must accumulate the most ***Happiness Points*** at the end of the game.



Team Hamlet working on its prototype during OGCC Stage 1.



Team Hamlet pitching to the judges during OGCC Stage 1.

Recommended Age:
13 and above

Number of Players:
2 to 4

Key Game Components of Hamlet



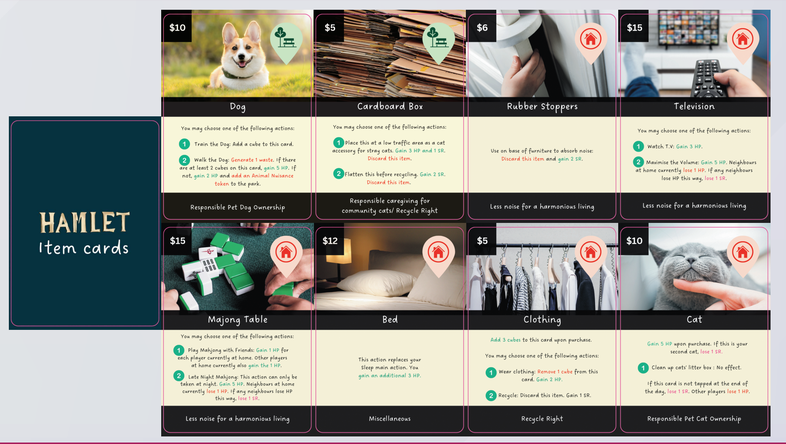
Game board that indicates 6 ***Locations*** and the corresponding actions that players can take at that ***Location***, as well as the ***Social Reputation Track*** and ***Happiness Points Track***.

Scenario Cards that present actions for the player to choose from, when faced with various municipal issues.





Community Event Cards that present situations that affect all players in a round.





Money tokens that allow players to buy the ***Item Cards.***

Pest and ***Animal Nuisance*** tokens which affect the amount of ***Happiness Points*** that are deducted each time players enter a ***Location*** with such tokens.



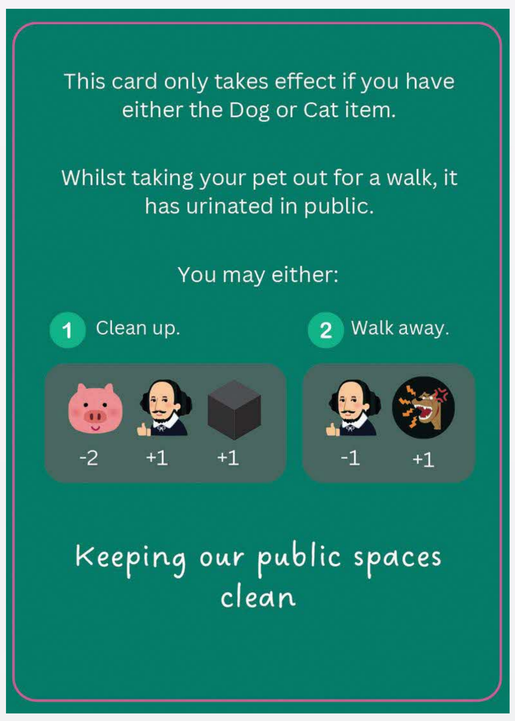


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OneService Game Changers Challenge 2024

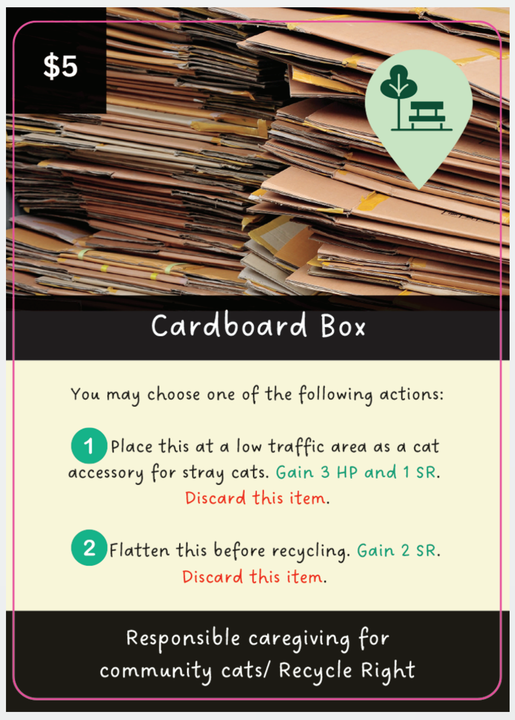
How Hamlet Promotes Pro-Social Norms





There are 2 types of ***Scenario Cards - Food for Thought*** and ***Park Tales Cards***. Each card presents 2 actions for the player to choose from, with each action imposing a bonus, a penalty, or both. These cards reflect the social dilemmas that players themselves may face in real life, and the consequences of their actions. Actions that pose both a bonus and a penalty also teach players that being considerate is not easy, but over time, their actions may leave a good impression on others (e.g. if the player decides to clean up his dog's urine while out on a walk, he loses 2 ***Happiness Points*** but gains 1 ***Social Reputation Point***).





Item Cards that are purchased with ***Money*** tokens allow players to take additional actions. Similar to the ***Scenario Cards***, ***Item Cards*** present 2 actions for the player to choose from, with each action imposing a bonus, a penalty, or both. By requiring players to purchase the ***Item Cards*** to have more available actions, it raises players' awareness that the items or pets that they chose to bring into their homes can affect their neighbours.





Each ***Pest*** and ***Animal Nuisance*** token results in players losing 1 ***Happiness Point*** each time they enter a ***Location*** with such tokens. This highlights to players that their inconsiderate behaviours adversely affect not only the place, but also the experience of other residents who visited that place.

For detailed instructions on how to play Hamlet, visit **https://go.gov.sg/ogcc-hamlet** or scan the QR code.