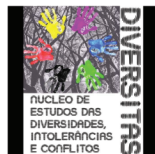
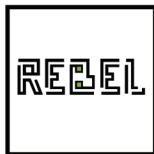


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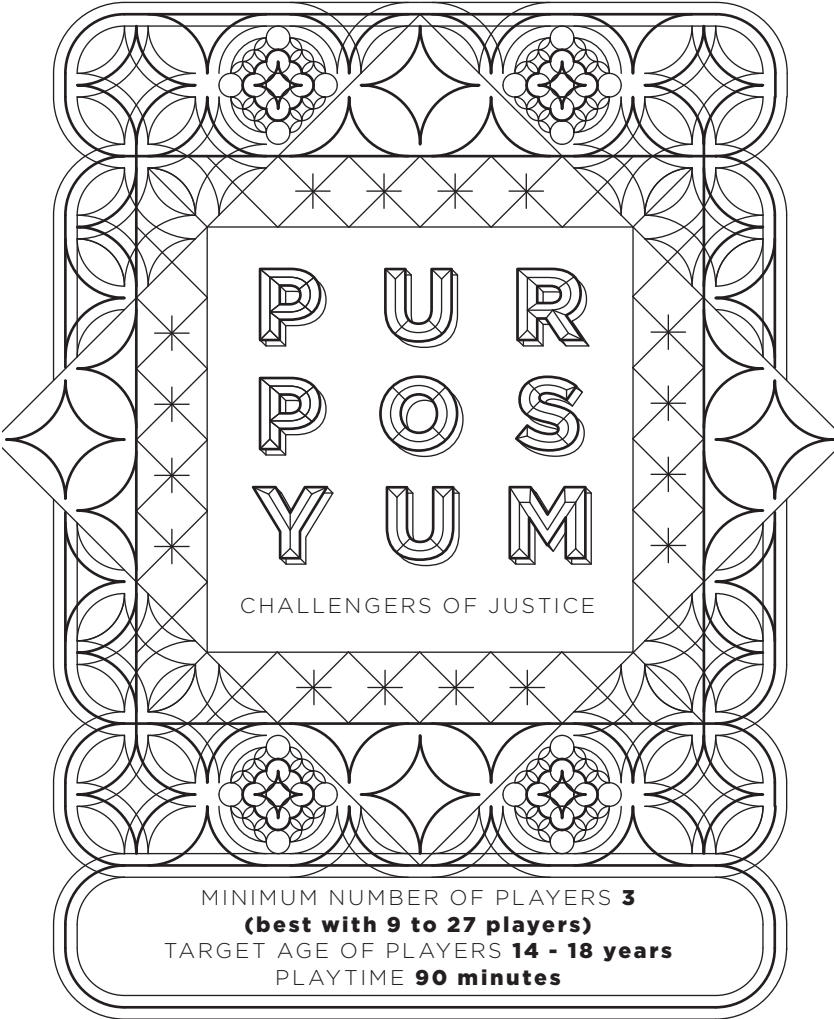
P U R  
P O S  
Y U M

CHALLENGERS OF JUSTICE



The Doha Declaration:  
PROMOTING A CULTURE  
OF LAWFULNESS





P U R  
P O S  
Y U M

CHALLENGERS OF JUSTICE

MINIMUM NUMBER OF PLAYERS **3**  
**(best with 9 to 27 players)**  
TARGET AGE OF PLAYERS **14 - 18 years**  
PLAYTIME **90 minutes**

## **SYNOPSIS**

“Purposyom - Challengers of Justice” is a collaborative game that stimulates narratives guided by the objectives, initiatives and problem-solving strategies identified in the United Nations Office on Drugs and Crime (UNODC) Justice for Education (E4J) project.

Participants in tri-planetary teams seek to develop civilization on a cosmic scale, starting with the Solar System. Each team will propose and negotiate, through planning and cooperation, initiatives and solutions to overcome thorny challenges to Justice.

Phenomena such as violent extremism, genocide, large-scale “fake news” in all walks of life (not only politics), unrestricted access and carrying of weapons of all kinds, global warming and the most varied behavioral dependencies have become epidemic, threatening nature and cultures, humanity and its evolution in the Cosmos.

## **INTRODUCTION**

The year is 3020, humanity has already colonized all the planets in the Solar System. An expedition is expected to take humans to a new stage in their evolution: a project of cosmic colonization.

Besides technological advances, violence, hate speech, large-scale misinformation, as well as difficulties in controlling anxieties and other behavioral disorders, continue to exist in worrying proportions.

That is a time when new challenges arise, challenges which must be overcome by means of new regulation and new organization. Humans will be unable to launch colonization

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projects if they fail to connect to other living beings and living worlds, revolving around the sun. It is necessary to activate, confront and overcome the Challenges of Justice in order to evolve.

## **CONCEPTUALIZATION**

The power of technology ignores all boundaries. Over thousands of years, humans developed knowledge of nature and a diversity of cultures, a capacity for technological control and a perception that there are common, shared experiences.

How do you use these resources to raise awareness in each individual of the experiences and challenges of others? In “Purposyem”, recognition of rights is an individual and collective experience in each of the Challenges of Justice.

In activating the Challenges, one must face the problem and raise collective awareness of this problem so that it can be solved only by overcoming selfishness.

To overcome the obstacles, resistance and prejudice each participant must develop positive attitudes towards all the Challenges of Justice. It is important that all individuals experience, through dialogue, narratives and individual and collective decisions, this confidence in the necessary time to reach an authentic and sustainable situation. However, there is only a limited duration for all conversations to become a collaborative decision-making process. The Challenges of Justice are threatening all species, cultures and our relationship with natural resources in the Solar System.

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## **JUSTICE AS A MISSION: CARDS, MAPS AND NARRATIVES AS ORACLES**

In 3020, technology allowed the colonization of all the planets of the Solar System. A new leap for humanity is at stake. From resources found and exploited on all the planets, it will be possible to define new paths for a sustainable occupation of the Cosmos.

In “Purposyum,” the script of that journey is revealed. In order to achieve a new, expanded stage of colonization and technological development, we must become Challengers of Justice.

The cards generate codes of access to this expansion of consciousness of cosmic justice. They allow us to draw maps, paths and narratives that are projects for a future cosmic order, integrating all forms of life.

“Purposyum” is an Oracle, a system where imagination and knowledge unite to open paths using keywords to access ideas, actions and Icons of Justice that become visible, help the group generate consensus and respect for diversity throughout the solar system and beyond.

There are 9 recognized planets in the solar system (Pluto is part of the list). The representatives of each planet form groups that can combine their resources to win Challenges.

For participants in the “Purposyum” universe, there is no chance, accident or coincidence. Everything in the Cosmos reflects a purpose. In every challenge there is an invitation, common to all: to pursue Justice.

The Mission: to find, among the resources of the solar system, the powers to face the challenges. These are not infinite, but they can be renewable when the Mission is part of a shared

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narrative. Cooperation for justice requires collaboration in the use of resources for common purposes.

The decoding of “purposeful” messages from the “Purposyum” card deck involves cooperation in understanding the resources of each planet in the Solar System and also in its application to each Challenge. There is no magic, no luck or recipe, only the search for consensus.

Perhaps the inspiration comes from leading the fight for justice throughout history or even examples that the memory of every individual, group or community brings to the group. Some humans have achieved this level of awareness and shared intentions, they have become famous not only in the times in which they lived, but have served as inspiration for religions, political ideologies, social, technological and inventive practices in the arts and culture. They are our Icons of Justice.

However, throughout the 20th century and especially in the 21st century, after the internet was invented and all humans became slaves in purposeless games, civilization entered a kind of short circuit, with accelerated and apparently irreversible increase of ignorance, discourses of hatred, prejudice, and an appetite for destruction.

Phenomena such as violent extremism, genocide, large-scale “fake news” in all walks of life (not only politics), unrestricted access and carrying of weapons of all kinds, the most varied behavioral dependencies have become epidemic, threatening nature and cultures, humanity and its evolution in the Cosmos.

“Purposyum” is an oracle whose decoding requires coping with 9 challenges, representing the time humans have to use all the resources available in the solar system to face the Challenges of Justice. The expected result at the end of four rounds is to strengthen the collaborative and team working capacity of each participant when it comes to overcoming conflict and hate.

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Disregard for the lives of individuals, the unjustified bearing of weapons, misinformation, prejudice and hatred toward natural differences among human beings, all this has not only found no solution in technological advances as it has worsened over several generations.

“Purposyum” is a tool for humanity to face the injustices created by humans themselves, injustices that prevent the humanization of the Cosmos.

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## GAME MECHANICS

### GAME OVERVIEW

Teams and players must collaborate to score, in 4 rounds, 9 Points of Justice. A Point of Justice is earned when a Justice Challenge Card is resolved. If players reach the end of round 4 and do not accumulate 9 Justice Points, everyone loses and the game is over.

### CLASSROOM TIPS

This configuration aims at optimizing the use of time (with efficiency, the group concentrates the 4 rounds in 80 minutes of play). The match can last much longer if there is more time for discussion or the group identifies other challenges in their life, territory or social memories.

Therefore, the number of rounds can be altered by each group of participants, supported by teachers, mentors or game masters. The nine-point goal in four rounds provides for a challenging match, with real risk of failure, but a reasonable chance of success.

One team represents a set of 3 planets (cards marked with cosmic resources). With each round, the teams work simultaneously on their projects (in very short duration debates).

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## GAME COMPONENTS

### Purposyum cards

These are Planet Cards and other supporting cards. Over the centuries, Pluto has once again been considered a planet, so there are altogether 9 Planet Cards and their respective Resources:

#### Planets

- Mercury - Communication and Connectivity
- Venus - Technology and Science
- Earth - Nature and Plenty
- Mars - Activism and Strength
- Jupiter - Intelligence and Philosophy
- Saturn - Rule of Law and Surveillance
- Uranus - Economics and Planning
- Neptune - Art and Sensitivity
- Pluto - Work and Opportunities

#### Other Purposyum cards

- 3 Triplanetary Team Bases
- Crown of Justice
- Justice Points Counter
- Cosmic Cycles Counter

#### TIPS

Justice Icon Cards feature keywords or icons that represent the necessary concepts, attitudes, or practices (prerequisites) in order to solve challenges related to Education, Housing, Scientific Research and many others.

## Challenge of Justice Cards

Each card represents a challenge we face.

- Excessive Use of Force
- Firearms Trafficking
- Terrorism
- Hate Speech
- Racism and Xenophobia
- Homophobia
- Technological Dependencies
- Unsustainable Consumption
- Unsustainable and Unethical Production
- Endangered Species
- Chemical and Electronic Pollution
- Corruption
- Human Trafficking
- Cybercrime
- Audiovisual Pollution
- Water pollution
- Fake News
- Inefficient Schooling and Education
- 5 blank Challenge of Justice cards

## Icon of Justice Cards

The cards depict the means for proposing solutions to the challenges.

- Formal Education x2
- Informal Education x2
- Access to Information x2
- Transparency and Accountability x2
- Independence and Integrity of the Judiciary x2
- Education for Justice x2
- Human Rights Education x2
- Public Participation in Decision-Making x2
- Quality Food x2
- Sustainable Urban Settlements x2
- Investment in Mental Health x2
- Scientific Research, Technology and Innovation x2
- Freedom of religion x2
- Workers' Unions x2
- Global Warming Education x2
- Cultural Centers and Recreational Activities x2
- Social Networks x2
- Public Awareness-Raising Campaigns x2
- 10 blank Icon of Justice cards

## GAME COMPONENTS OVERVIEW

**Triplanetary Team Bases:** Each team has a base in order to show which are the team's 3 Planet Cards. The team keeps the three Planet Cards next to the base so that everyone can see their powers.

**Planet Cards:** Every planet has resources, material and immaterial, either objective or subjective, that must be used to face the Challenges of Justice. Those are shown in parenthesis in the cards.

**Justice Challenge Cards** present problems that exist on Planet Earth and the other planets in the Solar System in the field of education and the promotion of justice, the rule of law and a culture of lawfulness. The set of Justice Challenges is open; the game invites all participants interested in adding Challenges of Justice to the universe of "Purposyum" to send us their own Justice Challenge Cards.

**Justice Icon Cards** feature keywords or icons that represent the necessary concepts, attitudes, or practices (prerequisites) in order to solve Justice Challenges. This is an open set; the game invites all participants interested in adding Justice Icons to the universe of "Purposyum" to send us their own Justice Icon Cards.

**Crown of Justice:** a simple and rotating card designating the player responsible for: giving a Challenge Card for each team; evaluate, in the most fair way, if the proposed Resolution meets the Icons of Justice attached to the Justice Challenge Card; choose a Resolution Proposal in the case of a tie; choosing the next bearer to the crown.

**Hourglass (or Stopwatch):** an hourglass, a wristwatch, a cell phone, the important thing is to collectively check the times at each game phase. Not included in the game set.

**Justice Points Counter:** a card, numbered 0 to 9, to mark how many Justice Points the players have won.

**Cosmic Cycles Counter:** A card, numbered 1 to 5, to mark how many rounds are missing for the end of the game.

## SETTING UP THE GAME

Although a facilitator (usually a teacher) may control the set-up, this is an opportunity for players to organize themselves.

1. Shuffle and set aside each set separately: Planet cards, Challenge of Justice cards, and Icons of Justice cards.
2. Players form 3 teams (each has control over the resources of 3 planets) that are willing to dominate the solar system. For a better playing experience, each team should have at least 3 players. If there are fewer players, reducing the amount of “fronts” (see below) should suffice..
3. Set a space to place the cards and a stopwatch. It can be a table and an hourglass, or a circle in the sand and a watch, the important thing is to lay the cards without overlapping information and allow the players to control time collectively. Three Challenges of Justice are drawn at random, and set for everyone to see (each team draws its own card). For each challenge card, three Icons of Justice Cards are drawn, arranged (face down), connected to the Challenge card.
4. The Crown of Justice is assigned to the player who most recently had contact with news about justice in the world (or other criteria agreed to by the players).

## ROUND-UP - DYNAMICS

This section summarizes the game's steps. Each phase is detailed in the following section.

**Purpose Phase:** Each team assumes the mission of solving their Justice Challenge Cards. The team is divided into three fronts. The fronts, simultaneously, using their Planet Cards, create three Proposals for Resolution of the Challenge presented in their Challenge Card.

**Discussion and Resolution Phase:** A team presents its three Resolution Proposals for its Justice Challenge Cards to the other teams, whose members vote to choose the best proposal. The Icons of Justice for each Challenge Card are revealed: if at least two Icons have been resolved, then the Challenge Card is resolved and converted into 1 Point of Justice.

Otherwise, the Challenge remains open, with its Icons revealed, so that it will be resolved later. This process of proposal submission, proposal choice, and challenge resolution is repeated for each Justice Challenge card until all three revealed cards have been evaluated.

**Geopolitical Change Phase:** Advance 1 point on the Cosmic Cycles Counter. If the players reach the fifth space, they lose the game (this is the default rule; the groups are invited to seek new balances to the game). New Challenge cards are revealed for a total of three, with the respective new Icons of Justice. The Crown of Justice is passed on to another player.

### A. PURPOSE PHASE

The player with the Crown of Justice designates a Challenge Card for each team to create 3 Resolution Proposals for that Challenge. While teams may ask to resolve this or that challenge, the assignment is done exclusively by the bearer of the Crown.

Each team then divides itself into 3 fronts (as the team thinks best, only worth for this round).

Each front gets one of the Planet Cards and a Purposyym Plate.

The stopwatch is triggered: the nine fronts work separately and simultaneously, and they get 3 minutes to discuss their Challenge Cards and prepare their Resolution Proposals. In the case of one-player, discussion is replaced by individual analysis. A Motion for a Resolution is formulated orally for a solution that uses the powers of the Planet Card on that front. In addition, it has a simple syntax, made explicit in gaps in the Purposyym Plates:

What is the Resolution Proposal (the proposed action)?

For whom (what is the target audience of the proposal)?

Why (how does the proposal matter)?

## **EXAMPLES OF RESOLUTION PROPOSALS:**

“In order to resolve the Challenge Card: Environmental Crimes (what?), we propose to boost the most forested areas of the planets and to bring consumers (for whom?) in contact with nature, educating them to avoid products harmful to health, environment and cities (why?); (Planet Uranus - Nature and Life) “

“To resolve the Challenge Card: Fake News, we intend to create a collaborative technology for verifying the veracity of information for users of social networks, since their circulation is free and public, to avoid the presence of fake news of the most diverse forms . (Planet: Venus - Communication and Connectivity) “

## **B. DISCUSSION AND RESOLUTION PHASE**

Once the minutes of the Purpose Phase have passed, each of the teams must undergo the process of presentation, voting and resolution under the supervision of the player with the Crown of Justice.

Each of the three fronts of a tri-planet team has 20 seconds to present its Resolution Proposal to the Challenge Card.

The players on the other teams, individually (and therefore free from the opinion of their teammates), vote on the Resolution Proposal that they believe is most appropriate to address the Justice Challenge in question. If there is a tie, the holder of the Crown of Justice has the deciding vote. This motion for a resolution will be tested next.

The Icons of Justice Cards attached to that Challenge are revealed, if they are not already known.

Each Icon of Justice Card contains a condition that the Proposed Resolution should address. Together, players check if each of these conditions is met by the Resolution Proposal. If there is no consensus on the appropriateness of a proposal, the holder of the Crown of Justice must decide on the basis of ethical principles, which can be stated briefly if necessary.

When an Icon of Justice is resolved, that is, the requisite is considered addressed by the Resolution Proposal, it is marked as resolved by the players (either turning in another direction or separating from the Icons that have not yet been resolved).

If at least two Icons have been met by the Proposal, then the Justice Challenge Card is resolved, removed from the game and converted into 1 Justice Point (this is scored on the Justice Points Counter). If the challenge has not been resolved, the Icon of Justice

remains revealed and the Justice Challenge Card remains on the table, preventing a new Justice Challenge Card from entering the game. In the later round, players will make new Resolution Proposals for Icons of Justice not yet invoked for that challenge.

## **EXAMPLES: USE OF JUSTICE ICONS**

The teams chose the motion for a resolution to “proliferate the most forested areas of the planets and bring consumers in touch with nature, educating them to avoid products harmful to health, the environment and cities” to solve the Challenge Card: Environmental Crime.

No Justice Icon Card related to this challenge had been revealed, so the three are revealed: School Education, Social Welfare, Legislative Power.

The player with the Crown of Justice acknowledges the Social Welfare element in the Resolution Proposal, but not School Education nor Legislative Power, then that Justice Challenge remains unresolved and still on the table to be resolved.

The Icon of Justice “Social Welfare” card, though, is marked as resolved, while the others remain on the table to be prerequisites of the forthcoming Proposals for Resolution for that Challenge.

In the next round, a team proposes and selects the Resolution Proposal “to promote Harm Reduction Education in public and private schools throughout the Solar System for young people from 14 to 18 years of age, a watershed age for political attitudes” and the Icon of Justice “School Education” Card is resolved, consequently solving the Challenge Card and rewarding players with 1 Point of Justice.



## C. GEOPOLITICAL CHANGES

At this stage, important updates are made in preparation for the next Cosmic Cycle.

Check that the accumulated Justice Points give the group victory (9 points); in this case, mankind was successful in the Purposyumu!

If the game is not over, advance 1 point in the interplanetary calendar. By default, players lose the game if they hit space 5 without reaching 9 Justice Points.

If the game is not over yet, the Challenges cards must be set, to a total of 3. Attached to each new card, 3 Unrevealed Justice Icons (cards facing down) come into play.

The Crown of Justice will be rotated between the teams. The player chooses, among the players in one of the other tri-planetary teams, the fairest who has not yet used the crown during the game. Pass the Crown of Justice to this new bearer.

### TIPS

The Justice Panel is a thematic map and a guide to the game cards. During the game, it is convenient to check the Justice icons that have already been revealed in the panel, thus identifying the remaining cards in the game. In this way, knowledge is built that will support new and more efficient Proposals of Resolution.

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## GAMEPLAY: TIPS

It is suggested that at the end of the game an individual and collective memory for each team is recorded (in writing or other forms of expression). We propose a fundamental question: "What is the purpose of increasing justice in the world?"

The cards and decisions taken throughout the game serve as an initial roadmap for narratives associated to promoting justice, the rule of law and a culture of lawfulness in the world. This individual and collective memories can be written as the players prefer, either a paragraph with text, a song or a work of art.

Purposyumu plates work in a more dynamic way with chalk or small whiteboards with markers. The "Purposyumu - Challengers of Justice" is a PDF document that can be printed anywhere in the world. Coloring, modifying your pieces, drawing your own counters, creativity is welcome!

In addition to increasing the Challenges and Icons cards, we want to collect and disseminate all forms of expression created after the "Purposyumu" gameplay as messages to earthlings that will exist a thousand years from now, recording the decisions that will allow the existence of these memories and a future of freedom, justice and emancipation for all the inhabitants of the Cosmos. So send us your creations!

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## JUSTICE PANEL

|  |   |  |
|--|---|--|
| ACCESS TO INFORMATION                        | HUMAN RIGHTS EDUCATION                      | QUALITY FOOD                                   |
| ACCESS TO INFORMATION                        | HUMAN RIGHTS EDUCATION                      | QUALITY FOOD                                   |
| CULTURAL CENTERS AND RECREATIONAL ACTIVITIES | INDEPENDENCE AND INTEGRITY OF THE JUDICIARY | SCIENTIFIC RESEARCH, TECHNOLOGY AND INNOVATION |
| CULTURAL CENTERS AND RECREATIONAL ACTIVITIES | INDEPENDENCE AND INTEGRITY OF THE JUDICIARY | SCIENTIFIC RESEARCH, TECHNOLOGY AND INNOVATION |
| EDUCATION FOR JUSTICE                        | INFORMAL EDUCATION                          | SOCIAL NETWORKS                                |
| EDUCATION FOR JUSTICE                        | INFORMAL EDUCATION                          | SOCIAL NETWORKS                                |

|                                 |  |   |
|---------------------------------|--|---|
| <b>FORMAL EDUCATION</b>         | <b>INVESTMENT IN MENTAL HEALTH</b>             | <b>SUSTAINABLE URBAN SETTLEMENTS</b>    |
| <b>FORMAL EDUCATION</b>         | <b>INVESTMENT IN MENTAL HEALTH</b>             | <b>SUSTAINABLE URBAN SETTLEMENTS</b>    |
| <b>FREEDOM OF RELIGION</b>      | <b>PUBLIC AWARENESS-RAISING CAMPAIGNS</b>      | <b>TRANSPARENCY AND AC-COUNTABILITY</b> |
| <b>FREEDOM OF RELIGION</b>      | <b>PUBLIC AWARENESS-RAISING CAMPAIGNS</b>      | <b>TRANSPARENCY AND AC-COUNTABILITY</b> |
| <b>GLOBAL WARMING EDUCATION</b> | <b>PUBLIC PARTICIPATION IN DECISION-MAKING</b> | <b>WORKERS' UNIONS</b>                  |
| <b>GLOBAL WARMING EDUCATION</b> | <b>PUBLIC PARTICIPATION IN DECISION-MAKING</b> | <b>WORKERS' UNIONS</b>                  |

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