



*Eat for Free*

**PLAY4FOOD**  
**(Eat for Free)**  
The Rules

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## THE RULES

### INTRODUCTION

**Play4Food** is a game without age, ethnic group or skill limits.

For the **Food Pool** area only, a 16 year old and a 140 cm height are required.

The game can be played with a maximum of 50 players in the Macro version and 25 players in the Micro version.

In the whole installation a Braille and tactile route are also installed to guide the blind in the game.

[www.play4food.it](http://www.play4food.it)  
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### GENERAL RULES

#### SPIRIT OF THE GAME

Share experiences and confront oneself with people of different nationality, age, skills.

#### AIM OF THE GAME

Complete actions to gain **Tokens** that allow you to obtain whatever you desire inside the **Play4Food**'s installation.

#### BEGINNING THE GAME

Before beginning, each participant has to go to the **Reception** where he/she will receive, from the assigned staff, the complete instructions to take a part in the game, in the way preferred by the player.

After declaring the kind of action that he wants to accomplish, the player will get a **Token** that he can spend when he completes his action.

#### TOKEN

The **Token** is a counter that allows you to get, in exchange for it, whatever actions the other participants do, among which tasting one of the cooked meals.

The **Reception** staff will be able to decide to supply more **Tokens** than the standard (1), based on the kind and the complexity of the selected action.

No more than three Tokens can be supplied for each action.

#### ACTIONS

There are three kinds of actions that you can do to get a **Token**:

##### COOK

With the present ingredients in the **Food Pool**, you can choose to cook a meal optionally for a minimum of four people. After declaring your action in the **Reception**, you go to the **Food Pool**, book one of the free positions, write on the board what you are preparing and begin to cook.

In any moment you choose, before or after finishing cooking, you have to transcribe your recipe on the **PlayList**, underlining the name of the meal, author's name or nickname, meal and author's nationality, ingredients, way and time of preparing.

##### SHARE

There are two kinds of sharing something inside Play 4 Food.

One is leaving your own written thought in the **Message Garden**.

The thought should not be less than 15 lines and must have a specific selected argument, but never influenced by the staff of the game.

It isn't necessary to write something original, on the condition that you know the paternity or authorship.

After leaving your own message, you must write next to it name, nickname, age and nationality of the person who left it.

Otherwise, it is possible to share your own music leaving in custody in the **Music Farm** your own player or playing live music.

In the **Music Farm** an assigned staff will take care to select random pieces from each player that they will play to all of the **Play4Food** people.

The name and the author of the piece will appear on the **Game View** as it is playing, with the name or the nickname, the nationality and age of the owner on the music player.

But to have a **Token** with that action, you have to leave your own music for at least for 20' minutes or play at least three live pieces.

## TEACH

Going into the **Speaker Corner**, you can hold a lesson on an argument for as long as you like.

The lesson should not be less than 10 mins or longer than 30 mins.

The **Token** is not tied up from getting listeners, but from the length of the same lesson.

You cannot make more than three actions in the same play turn, so as to leave the possibility for everyone to participate.

## SUPPLEMENTARY TOKEN

You can get the supplementary **Token** by putting your action to vote.

The action put to the opinion of other players, will be announced on the **Game View**'s screens and will be on vote for 7 minutes.

The Staff will go to the other participants asking them if they want to take part on this vote.

If they want to, they will receive a **True Stone** that they have to insert in the **Win Pouch** or in the **Defeat Pouch**.

## VOTING RESULTS

When time expires, you can control on the **Game View**, the pouches will be weighed on the **Right Weight** and in the case of the heaviest, the Winner will be assigned with a supplementary **Token** that he will spend however he likes inside the structure of **Play4Food**.

## GAME END

Unlike other games, in **Play4Food**, everyone wins.

In fact, personalizing their own actions on the basis of their own needs, participants can get what they want inside the offered system.

Doing no more than three actions, participants end their own turn that can be repeated for a maximum of two times a day, with a minimum time of three hours, from one turn to another.

# AREA RULES

## WALK WITH SHOES AREA

These are the last areas where you can walk with your shoes on your feet.

## RECEPTION

It's the place where the game begins.

Here you can:

- get information about actions to follow
- book the selected action
- book the selected meal
- book to open a vote on your own action
- get **Tokens**

## SHOES PARADE

Here you can leave your own shoes before entering the **Play4Food** world.

## FOOD POOL

The **Play4Food** kitchen.

In this area you cannot enter barefoot.

Before you enter, it is mandatory to withdraw from **Reception** the health kit and carry out all the instructions contained in it.

You cannot cook without the disposable wear contained in the kit.

Moreover, in countries with particular and restrictive health rules, the game will take place in the presence of skilled cooks who have a health card, that literally execute, instead of players, the directions given by them.

The meal prepared will be shown and eaten within 8 hours.

It's possible to ask for particular requests from the pantry of the **Food Pool**.

But we can't assure answers to those needs, neither a ready availability of the required element.

## MESSAGE GARDEN

You can leave your messages here.

The **Message Garden** is composed of two complementary areas.

On the **Message Board** you can write directly with the felt-tips offered by the staff.

On the **Message Hill**, instead, you can position any **thematic Post-it** divided into the colours of your choice.

The choice of the colours isn't conditioned by the staff, but is left to the free interpretation of the participants.

It's possible to leave messages on the **Message Hill** or on the **Message Board**, regardless of having achieved a **Token**.

However, messages with less than 15 lines won't receive a **Token**.

## MUSIC FARM

You can leave your music player here or amplify your own musical instruments.

You can share your own music independently from having achieved a **Token**.

However, for less than 20 mins a **Token** won't be given.

Music players will be controlled by the assigned staff.

The number of **Tokens** achieved from live music will be at the discretion of the **Reception** staff and will be decided in base of number and originality of pieces played.

## SPEAKER CORNER

In the **Speaker Corner** you can hold your lessons.

You are free to deal with any kind of argument and with all kinds of expression, keeping to a public sense of discretion.

You can hold lessons independently of having achieved a **Token**, but for no more than 30 mins.

However, lessons of less than 10 mins won't receive a **Token**.

## CHILL OUT HILL

Here you can have a rest, relax yourself, eat and make friends with the other participants of the game.

At the end of the activities, the staff provides for the cleaning of the used areas.

## GAME VIEW

On these screens you can supervise the on going activities inside the system.

On the four main screens you can:

- control work in progress of meal preparation
- choose which kind of meal to book
- control the availability of a position in the **Food Pool**

On the secondary screens inside and outside of **Play4Food** you can:

- supervise what is happening in the **Speaker Corner**
- supervise the music listening track
- know if there are on going votes
- know vote results