



Acknowledgements

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For more information visit www.designhopes.org.

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Game Components



Game Board: A spiral shaped journey through four key phases: Make, Use, Maintain and Recover, as your hospital object spins toward (or away from) the bin.



Object Tokens: Your trusty sidekick on the board. Each one represents a hospital object: scrubs, scissors, crocs, and more.



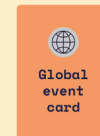
Object Cards: A snapshot from the past! These describe your object in its original 2025 form. What it's made of, how it's used, and where it usually ends up.



Dice: Roll to move. Your object's fate is partly in your hands...partly in the dice's.



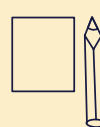
Phase Cards: Each time you land on a Phase space, draw a card to discover what's happening to your object in that phase.



Global Event Cards: Big shifts, bold futures. These climate or system level events affect everyone. Brace yourselves.



Circular Innovation Cards: Your chance to get clever. These cards help you reimagine your object to make it more circular, adaptable, or longer lasting.



Pen & Paper or Device (Bring Your Own): Keep track of your object's evolution. No special notebook needed, just jot it down or capture it digitally.

It's 2048. 100 years of NHS Scotland. In the hospital break room, staff are celebrating with cups of tea and slices of cake. Laughter fills the room. Someone opens a drawer, looking for candles. Inside, they find something strange: A pair of old single use scissors. A worn out set of scrubs. A clipboard with real paper. Plain, white, and definitely not recycled. The room gasps.

These objects are from 2025. Back when things were thrown away after one use. Before the hospital became part of a circular healthcare system. But somehow, these old things are still here. And if they don't adapt, they'll end up in the bin!

That's where you come in.

In Circulate, you become one of these forgotten objects.

You'll need to adapt, find new uses, and stay in circulation as long as you can. But be careful! There are still many unpredictable events that can happen in the world.

Things don't always go to plan. Surprises can set you back, even in 2048!

Objective

Navigate your object through the hospital’s life cycle phases: Make, Use, Maintain, and Recover, represented by a spiral path moving inward toward the Landfill at the center. Your goal is to innovate and adapt to prolong your object’s usefulness, aiming to either:

Be the last object remaining in circulation (i.e. not in the Landfill)

OR

Land on the Circulate Space and launch into another circular universe

OR

When all Circular Innovation Cards have been used, be the object furthest from the Landfill.

Setup

Step 1 Choose your object

Each player selects an Object Token to play as. Then, take an accompanying Object Card, which describes your object's starting form. Place your Object Token on the Start Space, marked on the board in the Make phase.

Step 2 Pick your play mode

Decide if you want to play as a group or as individuals. As a group you may collaboratively come up with more innovative ideas together, but as individuals you can win the game!

Step 3 Prepare the cards

Shuffle each deck separately and place them face down within easy reach. The Phase Cards: Make, Use, Maintain, and Recover, should be placed next to their matching phase areas on the board. Global Event Cards and Circular Innovation Cards can be placed next to the board. Make sure to read how each card works in the Gameplay section. →

Step 4 Set up player materials

Give each player paper and a pencil (or feel free to take notes digitally to save paper). Players track how their object evolves over time, starting from its starting form (captured on the Object Card) and moving toward a fully circular design.

Step 5 Determine Starting Player

The player with the oldest object that is still being used within their current possession gets to go first, followed by the player to their left.

Gameplay

- 1

Roll the dice to determine the number of spaces to move.
- 2

Advance your object token clockwise (towards the landfill) by the number rolled.
- 3

Resolve the Landing Space (only after you roll, not if you land on a space due to a card moving you there).



Landfill Space: If you land on the Landfill Space, your object is in the bin, and you’re out of the game. You can start again with another object if you want.



Circulate Space: If you land on the Circulate Space, you have innovated to your highest being and you win the game!



Phase Space: Draw a Phase Card corresponding to the phase you’re in (make, use, maintain or recover) and follow its instructions.



Global Event Space: Draw a Global Event Card and apply its effect to all players.



Innovation Space: Draw an Innovation Card and Keep it. When the Innovation deck is used up, the game is over.

If playing **as a team:** develop an idea for any object, draw it and move the token one spiral up.

If playing **as individuals:** present an idea for your object to the group in one minute, and if the majority approves (or in case of a tie), move the token one spiral up and draw the innovation.