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Málaga, City without Citizens?

Understanding the city as a game board is a good approach, mostly for those whom strategy controls their course of action. Therefore, talking about a chess game would help us to understand the city streets based on the movements, detailed and slow, used as urban interventions. It figures that every movement is a city project, acknowledging an existing defense and attack move, both crucial to the result of the game. Malaga only plays in an offensive way, without a ceremony, aggressively....where the phrase the best defense is a good attack is distorted where the last interventions took place. Those were individually studied, when the game only required thinking, not just the direct moves, but the subsequent ones that were possible. We must address the opponent with complicity because they come disguised as the planning boss and during the game talk, the next attack will definitely become the next urban project.

However, the reality is something else entirely. Malaga responds to multiple casuistry with a chance involvement, which starts to look more like Ludo, where the approach is generated from the random rules set by the dice. These lucky rolls will be circumstantial and will also depend on the governmental influences at that time. This way, the political dice will be the real architect of the game, where adding up the most squares possible in the least time is convenient, which leaves only the citizen and his creative capacity being pushed into the background.