

Mobility 360° | Card game

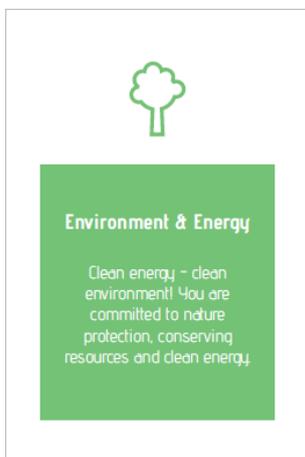
Game Manual

from 10 years
for 3 to 6 players

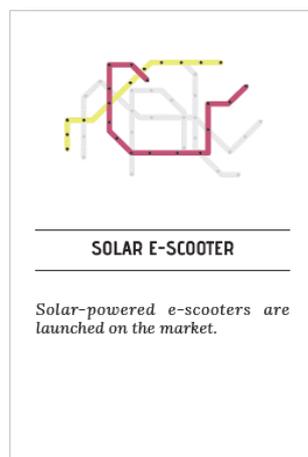


Game content

- 10 Lobby cards
- 65 Action cards
- 13 Blank cards
- 18 Challenge cards
- 9 Blank challenge cards
- 8 Bonus cards
- 1 Mayor card
- 2 Lobby overview card



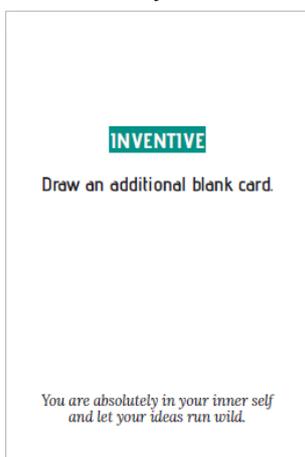
Lobby Card



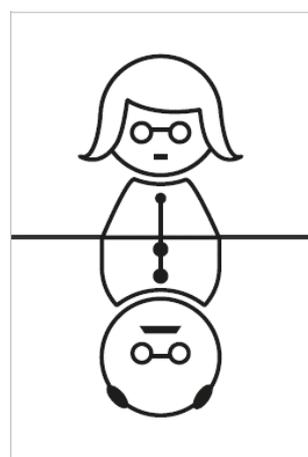
Action Card



Challenge Card



Bonus Card



Mayor Card



Lobby Overview Card

Further material:

- Pens
- Smartphone with QR-scanner (optional)
- Hourglas/Stopwatch (optional)

Game goal

In the "Mobility 360°" card game, players take on the role of urban planners. They are confronted with various challenges ("mobility challenges"). In order to solve these, the players search for suitable actions and implement them. But in addition to improving the general well-being of the city, the interests of one's own lobby (interest group) must also be enforced. In the end the winner is the person whose lobby is most strongly represented in the implemented actions.

Game frame

Each game focuses on a different Mobility Challenge. 5 action rounds are played per game (regardless of the number of players). Every round of action is about finding an action that contributes to solving the challenge. The duration of the game varies depending on the number of players (at least 20 minutes). You can play only one game or several games in a row, depending on your preference.

Game preparations

- The lobby cards are shuffled. Each player receives a lobby card and holds it face down.
- The mobility challenge cards are shuffled. Then a card is revealed and placed in the middle of the table. The other challenge cards are discarded. They are no longer needed for the game.
- The action cards are shuffled. Each player receives 3 action cards and one blank action card and holds them face down in his or her hand. The remaining action cards are placed in a stack.
- The bonus cards are shuffled and placed on a stack.
- The player who has walked the furthest today is the mayor in the first round and receives the mayor card.
- The lobby overview card is placed visibly on the table for all to see.
- Pens are placed on the table to label the blank action cards.
- A smartphone with QR scanner is required to scan the QR codes (optional).

Gameplay

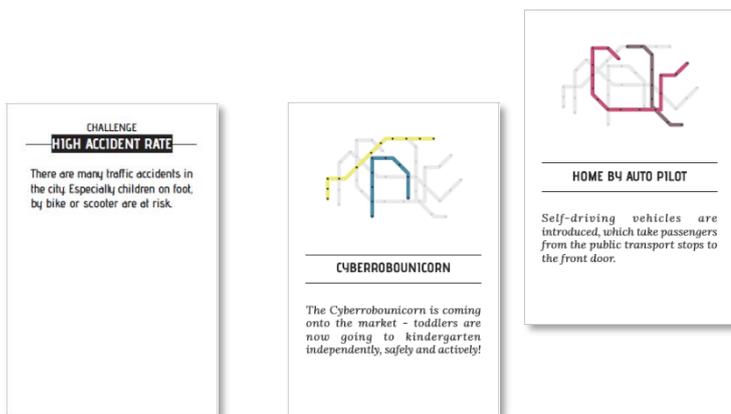
- 1 Drawing the bonus card:** The mayor draws a bonus card from the stack.
- 2 Discussion of the initial situation:** The mayor reads out the face-up challenge card. If it is a challenge card with QR code, it is scanned and the 360° image is viewed. The players now discuss together, which effects the described/presented challenge can have on the city.
- 3 Playing the bonus cards:** Bonus cards can be played once each in any round of the game.
- 4 Playing the action cards:** Now it is a matter of taking appropriate actions to master the challenge of the game. This is where the action cards come into play. Each player selects an action card from his or her own action cards, which he or she believes is most likely to improve the challenge. The selected action card is placed face down on the table. Once all players have played a card, the cards are shuffled by the mayor.

Use of the blank action cards: *Blank action cards are used like normal action cards. Before playing, the player writes an action on the card that could contribute to solving the challenge. There are no limits to creativity here. However, it is necessary to describe exactly one action for the city and to tick exactly two appropriate (!) lobbies. It is not allowed to combine several actions on one card. Example: "Free e-bikes for all residents under 25 years of age". Not permitted: "Free e-bikes for all residents under 25 years and construction of new cycle paths".*

- 5 Removing and selecting an action card:** In the first round of action, the player sitting to the left of the mayor starts the game. He/she takes the deck of cards into his/her hand, looks at the action cards played and selects one of them that he/she does not want to have in play. This rejected action card is now discarded face-up and he/she explains why the action described on the action card should not be implemented. The stack is then passed on clockwise. A card is discarded until only one action card remains. This card now shows the action that is being implemented in the city. It is placed next to the challenge card. The player who has played the selected action card will be mayor in the next action round.

Lobby interests: *When selecting the action card, it is important on the one hand to contribute to the well-being of the city and on the other hand to represent its own lobby in the best possible way. Each action represents the interests of two different lobbies. Which ones are displayed on the action cards with the lines in the respective color of the lobby.*

- 6 Upvoting the action card:** After the decision has been made on an action card, the mayor of the current action round may now "upvote" this card. To do this, the action card is moved a little further up on the table. An upvoted action card counts twice at the end of the evaluation (see end of game).



In this example, the last card received an "upvote" and counts twice for the evaluation.

- 7 **Drawing an action card:** All players draw an action card from the deck and take it into the hand with the other action cards without showing it to the other players. (If a player has played 2 action cards in the round due to a bonus card, then 2 action cards are drawn.)
- 8 **Discussion of the initial situation:** Now it is time for the next round of action. The mayor presents the situation changed by the actions already implemented. This will now be discussed together. How has the situation changed due to the action of the action card played? Could they contribute to solving the problem? Has this perhaps also created new challenges? The course of the action round corresponds to that of the previous round. When removing/selecting the action cards (see step 5), the next clockwise player (to the one that started the previous round) starts the round.

End of the game

Discussion at the end of the game: After 5 rounds of action the game is over and the situation is looked at and discussed together again (as after every round of action). How has the city changed because of the actions implemented? Did they really contribute to solving the problem? Has the challenge been mastered?

Determination of the winner: Now it will be counted which lobby is best represented in the implemented actions. One point is counted for each lobby icon on an action card. Upvoted cards are counted twice. The players reveal their lobby cards and one or more winners are determined.

Variation: Two or more challenges will be played one after the other and the winner will be determined for all challenges played.

Game Variation

The variation described below is suitable for younger players or for a faster introduction to the game.

Required cards for the game:

- Mobility challenge cards (without blank cards)
- Mobility action cards (without blank cards)

Game preparations:

- The mobility challenge cards are shuffled. Then a card is turned over and placed in the middle of the table. The other challenge cards are discarded. They are no longer needed for the game.
- The action cards are shuffled. Each player receives 5 action cards and keeps them face down.

Gameplay:

- Each player tries to find an action card from the 5 action cards drawn, which he/she believes best contributes to solving the challenge. The selected action card is placed face down on the table.
- Once everyone has selected and discarded their action cards, the player who has walked the furthest today begins to sort them out. To do this, he/she takes the deck of cards into his/her hand, looks at the action cards played and selects one of them that he/she does not want to have in play. This rejected action card is now discarded face-up and he/she explains why the action described on the action card should not be implemented. The stack is then passed on clockwise. A card is discarded until only one action card remains. The remaining action card is placed next to the challenge card. This action is now being implemented in the city. The player whose card has been played gets one point.
- Now the players discuss together how the implemented action will affect the challenge. Has it solved the problem yet? What has changed? The outcome of the discussion represents the starting point for the next round.
- At the beginning of the next round, each player draws another action card so that he/she holds five action cards face down.
- Now again a suitable action card will be picked from the five cards and placed face down on the table. When sorting out, the next clockwise player (to the one that started the previous round) begins. The last card is placed next to the challenge card and the previously converted action cards, thus creating a new starting situation for the next round. The player whose card(s) is/are left over gets one point (as in the previous round).
- A total of five rounds are played (variable depending on the available playing time). At the end of the last round it will be discussed again whether the challenge was mastered thanks to the implemented actions. Has the problem been solved by the implemented actions (action cards)? What could work? What was not such a good action? The winner is the one with the most points. It is also possible to play several challenge rounds in a row and determine the winner across all challenge rounds.

Tips

- The blank action cards labeled in the game can be reused as normal action cards for the next games. However, it should be ensured that the lobbies are fairly distributed and that no lobby is preferred by the new cards.
- To speed up the action round, a certain time (e.g. 60 seconds) can be set for the removal of the action card and controlled with timer (stop watch on smartphone, hourglass etc.).
- New, individual mobility challenges can also be invented. These challenges are written on blank challenge cards and can thus be integrated into the card set.

Tips for using the game for teaching

- Before the game phase it is advisable to introduce the pupils in general to the topic of mobility. Suitable teaching methods can be found on the project website (German only): <http://www.mobility360.at>
- After the game phase, the individual groups can be encouraged to present their solutions (selected action cards) to the class. This is a good way to initiate discussions about mobility. The solutions can also be photographed and discussed later.
- Depending on previous knowledge, there may also be terms on the playing cards that are not known to the players. Here it should be suggested to either do your own research on the internet or to ask the teacher and/or the other players.
- Teachers can select certain challenges adapted to the lessons instead of letting them go by chance in the game.
- You can also invent your own new challenges and write them on a blank card. Teachers can bring current topics into the game or students can be asked to describe (possible or existing) problems around mobility. Here a connection to the school location or the home communities of the pupils can be established.

The Mobility 360° card game was developed as part of the project "Mobility 360°: Citizens of the Future", funded by the FFG as part of the "Talente regional" programme. The project has been implemented by the following project partners: Center for Applied Game Studies (Donau-Universität Krems), KfV - Kuratorium für Verkehrssicherheit, Otelo - Offenes Technologie Labor

Project Website: <http://www.mobility360.at>

