**Phase 1**

**Purpose**

The game will be played in two phases. In Phase 1, you must accommodate 1,600 new trips to campus by building enough parking for everyone to drive alone. You will have to discuss and decide together what kind of parking to build, and where to place it.

**Rules**

- Every parking space represents one trip. Your goal is to accommodate 1,600 trips, so you will need to build 1,600 new parking spaces.
- To build parking, place a lego on a full square on the map.
- To play Mobility Hacks, lay a card on the board in front of you for the GHG increases from building parking. Tally this at the end of the round.
- You can double down on a hack by playing two of a kind at once if you have them in your hand.
- What are Mobility Hacks?
  - People make transportation choices based on many factors. Mobility Hacks are programs or services within your control as a campus planner that may support people's ability to choose more sustainable transportation options. The Hacks are divided into four categories according to how they influence behavior, also called the Four C's:
    - **Cost:** The amount a particular trip costs, and also the way that cost is experienced (i.e., a sunk cost vs. pay as you go).
    - **Culture:** What peers and leaders do, say, and value can subtly influence people's behavior choice.
    - **Convenience:** The amount of time and effort involved in a particular transportation choice is a strong factor in a person's decision about how to get to work or school.
    - **Concrete:** In order to choose to walk, bike, or take transit, people must feel safe and welcome in their physical environment.

**Phase 2**

**Purpose**

In Phase 2, you will still start fresh and take a more multimodal approach. You still need to accommodate 1,600 new trips to campus, but you can do so by building parking and also by encouraging alternative transportation.

**Rules**

- Deal out all the Mobility Hacks cards to all players. Keep your cards face up on the table in front of you.
- No parking on open space.
- Take turns, starting to the left of the banker.
- On your turn, take the following actions:
  - Build a new parking lot or garage
  - Purchase a Mobility Hack
  - Undo one previous action (banker only)
  - Resolve the trip and GHG Meter
- To play Mobility Hacks, lay a card on the board in the appropriate "C" category.
- At the end of your turn, don't forget to move the trip and GHG meters, and have your banker tally the cost. Some Hacks have community relations costs or benefits - move the CR meter when you play the card.
- You can double down on a hack by playing two of a kind at once if you have them in your hand.

**Ending the Game**

The game is over when the group has accommodated all 1,600 trips to campus, when the budget is spent, or when the Community Relations Meter reaches -5. If the Trip meter reaches 1600 and there is still money left in your budget, each player may take one more turn.

When you are finished, record the total acres used for new parking, money spent, GHG emissions, and Community Relations points.
Introduction
Your team is planning for students’ and employees’ travel to campus in ten years.

You anticipate that in ten years, there will be 1,600 more trips to campus every day. There’s a lot to think about: protecting open space, neighborhood relations, and affordability for students and campus staff. You will need to spend your resources wisely to bring everyone to campus while also minimizing your carbon footprint!

Getting Started
You will need:

- Legos:
  - 16 grey “plates”
  - 8 blue “bricks”
  - 2 red bricks
  - 1 green brick
  - 1 purple brick
  - 1 black brick

- 2 magnets
- 6 rule sheets
- 1 deck event cards (marked with a !)
- 1 deck Mobility Hack cards (marked Hacks!)
- 1 game board
- 1 calculator

Board Setup
- Lay the game board on a flat surface where your team can sit around it. The board portrays a map of campus.
  - 1 square = 1 acre
  - Squares are color-coded by land use.

- There are meters to track new trips to campus (# of Trips), and to measure net new carbon emissions (Total GHG). Place a magnet as a marker for both meters at zero (0). These meters will help you to track how your transportation and parking program relates to climate action goals.

- There is also a meter for Community Relations points, measured in hearts. Place a red lego as a marker on the center of the scale. Beware! Public opinion can change suddenly. If you reach the broken heart, you will be fired, and the game ends.

- Hand out rule sheets to each player. The 1 calculator is for the banker, or whoever keeps track of the money spent.

- Separate the 16 grey lego “plates” and the 8 blue lego “bricks” in two piles. These will be used to represent new parking construction. Place 1 red brick, 1 green brick, 1 purple brick, and 1 black brick in their corresponding empty squares near the top of the “Mobility Hacks!” area on the game board.

- Set aside the Event cards (marked !) and the Mobility Hack cards (marked Hacks!) for use in Phase II.