

# Future Mobility

## The Boardgame

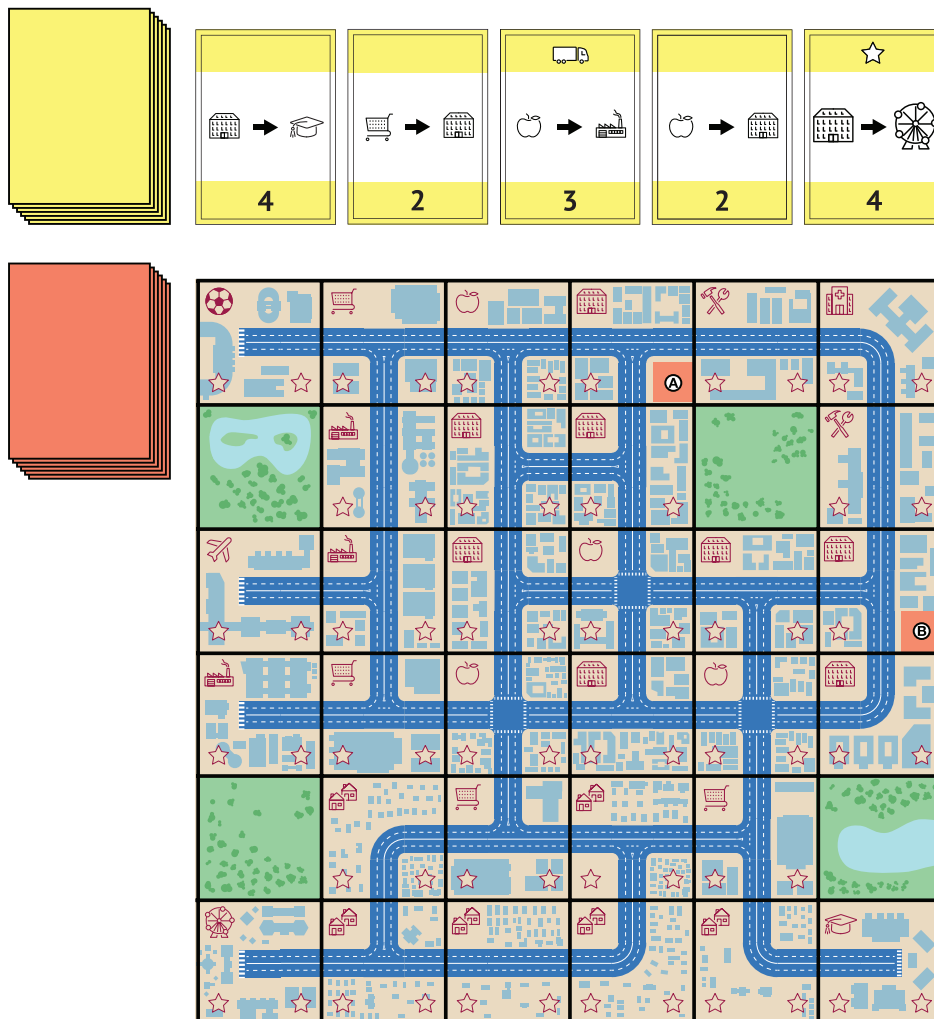


The objective of the game is to be the first to reach 50 points. Points are awarded by completing trips through the city. Trips award more points when they are completed through cleaner or more efficient modes of transportation, or when they are avoided entirely by removing the need to make them.

This game can be played by 3 to 4 players.

## Setup

- Place the board in the middle of the table.
- Shuffle the trip deck and the power-up deck.
- Draw five trip cards from the top of the trip deck and place them face-up in front of everyone. Put the rest of the trip deck on the side, face-down.
- Deal each player two power-up cards, which they must not show to other players. Put the rest of the power-up deck on the side, face-down.
- Select the player who will go first randomly.



# Playing the game

Players take turns, starting on the first and proceeding clockwise around the table. Each player, in their turn, should follow these steps (which will be described in detail in the following pages):

1. Draw a card from the power-up deck and add it to their hand.
2. Play any number of power-up cards from their hand.
3. Choose which trip to make taking one of the trip cards that are face-up on the table (or several cards that can be chained to form a multi-segment trip).
4. Announce their trip to other players by indicating the mode of travel used and the route that they will take on the city map.
5. Other players might choose to play a complication card at this point.
6. Add points awarded by the trip to their total. If any of the trip cards selected has a star on top, draw an extra power-up card.
7. Discard the trip cards that were used and replace them with new cards from the trip deck so there are always five face-up cards on the table. If there aren't enough cards in the trip deck, shuffle the discarded trip cards and put them in play again.
8. If the player has more than five power-up cards in their hand, discard the excess (the player can choose which cards to discard).

Once a player has reached 50 points continue with the next player(s) until reaching the first again, so every player has the chance to play the same number of turns. The player with the most points wins..



## Optional rule: Recover Power-Ups

After drawing a power-up at the start of the turn, a player can choose to discard two power-ups from their hand and take the last power-up that was played by another player from the discard pile.

## Making trips

Each trip card has a point of origin and a destination, represented by the same icons found in the cells of the city map. If there are several cells in the map with a particular icon, you can choose which one to use. Some trip cards have several possible origins, in which case you can choose any one of them.

Often there are many possible routes between an origin and destination. You must decide which route to take and show it to the other players on the map.

You must also indicate which mode of travel you are using to make the trip. Some modes have requirements you need to meet to use them. See the table below.

Each trip card has a number at the bottom, which indicates how many points you get for making the trip. Some modes of travel give you bonus points.

Mode	Requirements	Bonus
Auto	None. You can always use a car.	-
Electric car	You must use an "Electric vehicle" power-up card.	+1 point
Tram	You can travel by tram if both the origin and destination have a tram stop on the same tram line.	+2 points
Bicycle	You can travel by bicycle if the route you are taking has bike paths on every cell.	+2 points
Walking	You can walk if the route you are taking has pedestrian paths on every cell. You can walk a maximum of 3 cells per trip.	+3 points

## Freight trips

Some trip cards have a truck icon on top, these are freight trips. Freight trips are those that involve moving big or heavy cargo and require special vehicles. For example, trucks moving goods, postal trucks, construction vehicles, etc.

Freight trips use different modes of travel:



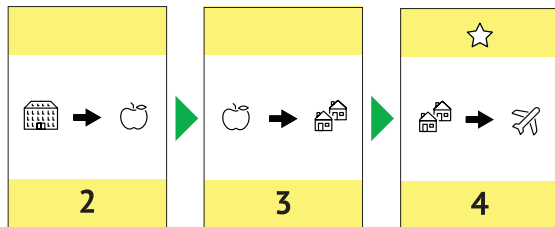
Mode	Requirements	Bonus
Truck	None. You can always use a truck.	-
Electric truck	You must use an "Electric vehicle" power-up card.	+1 point
Cargo bicycle	You can travel by cargo bicycle if the route you are taking has bike paths on every cell. You must also use a "Cargo bike" power-up card.	+3 points

## Multi-segment trips

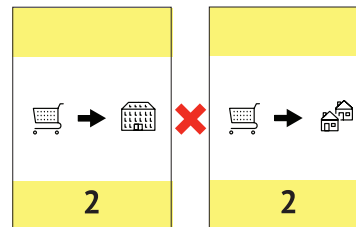
You can chain several trip cards to make a trip with multiple segments by following these rules:

- The end of each segment has to be the same as the origin of the next.
- Freight trip cards can only be chained to other freight trip cards.
- All segments have to use the same mode of transport.
- You can only walk 3 cells per segment.

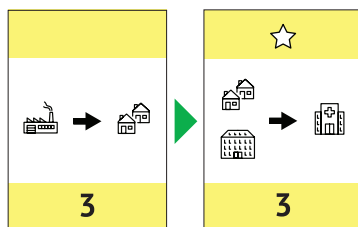
If you complete a multi-segment trip you get the sum of points of all segments.



**Figure 1.** This is a valid chain of trip cards.



**Figure 2.** This is not a valid chain, because the destination of the first segment does not match the origin of the second one.



**Figure 3.** If a card has several possible origins it can be chained with either one.



### Optional rule: Combined modes of travel

On multi-segment trips you can allow combining different modes of travel if each segment uses the same mode as the previous one, or is combined according to these rules:

- You can switch to a tram after a segment using a car.
- You can switch to bicycle after a segment using a car or tram.
- You can switch to walking after any other mode (car, tram, bicycle).

In freight trips you can only switch from a truck to a cargo bicycle.



### Power-up award

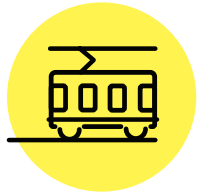
Some trip cards have a star icon on top. If you complete these trips, you get an extra power-up card.

# Power-Ups

## “Shift” Power-ups

These Power-Ups are about switching to cleaner or more efficient modes of transportation. When you use a “Shift” Power-up you make permanent improvements to the city’s infrastructure that you and any other player can take advantage of on any number of trips.

When you use a “Shift” Power-Up you will add markers (as indicated in the descriptions below) to one or several cells of the city map. Put each marker on a vacant star-shaped space in the cell. If there are no vacant spaces available, you can’t use the Power-Up on that cell. After placing the markers, discard the Power-up card.



### Tram

The Tram Power-Up cards indicate a tram line (either A or B). Add a stop by placing a marker with the letter indicated on the card on a cell. The stop has to be no more than three cells away from another existing stop on the same line. The first stops on the A and B lines are already present on the map.



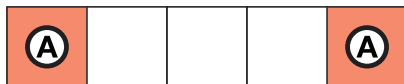
### Bike path

When you use a bike path Power-up place up to 4 bike path markers on consecutive cells. Bike paths must follow the layout of the roads on the map.



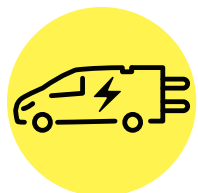
### Walkable city

When you use a walkable city Power-up place up to 3 pedestrian path markers on consecutive cells. Pedestrian paths must follow the layout of the roads on the map.



## “Improve” Power-Ups

These Power-Ups represent ways to improve resource efficiency when traveling. Each card used applies to a single trip (with one or many segments).



### Electric vehicle

Makes a motor vehicle use cleaner fuel. Trips done with electric vehicles (either regular or freight) receive bonus points (see the table in the “Making trips” section).



### Cargo bicycle

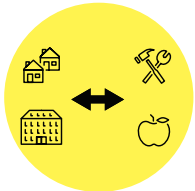
Cargo bicycles allow freight trips to be done on bike paths, granting bonus points (see the table in the “Making trips” section).

## “Avoid” Power-ups

These Power-Ups are about removing the need to make a trip, thus reducing traffic. When you use an “Avoid” Power-up you instantly remove any of the trips that are face-up on the table that match the card’s conditions. You get the number of points indicated on the card, plus 1 bonus point, for every trip removed. Discard the Power-up card after playing.

Each “Avoid” Power-up card has two icons on the left, and two icons on the right with a double arrow between them. You can remove any trip card which goes from one of the zones on the left to one of the zones on the right, or that goes from one of the zones on the right to one of the zones on the left. Matching freight trips are removed as well.

If you play an “Avoid” Power-up you don’t make any other trips in your turn.



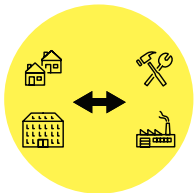
### Dense city

A dense city has shops and workplaces near the homes. When you use this Power-Up you discard and get points for all trips between residential areas (apartment buildings and houses) and shops or workshops.



### Delivery

Delivery services avoid the need to make trips to acquire goods. When you use this Power-Up you discard and get points for all trips between residential areas (apartment buildings and houses) and shops or supermarkets.



### Work from home

A work from home policy reduces the number of people traveling to work during peak hours. When you use this Power-Up you discard and get points for all trips between residential areas (apartment buildings and houses) and workshops or factories.

## Traffic Jams and Carpooling



The **Traffic Jam** complication card is the only one that can be played when it’s not your turn. When a player is making a trip by car or truck (regular or electric) and shows the route they’ll use, any other player can use a “Traffic Jam” card they have in their possession.

After announcing a “Traffic jam”, discard it and place a marker in the center of any cell that is part of the trip’s route. This marker is permanent and will apply to this trip, and all future ones that pass through this cell.

Passing through a cell with a traffic jam marker removes 2 points from the trip’s score.

In a multi-segment trip where the route passes through the same cell repeatedly, the 2 points can be deducted multiple times. If a route passes through many cells with traffic jam markers on them, 2 points are deducted for each one. A trip’s score can never go below 0.



The **Carpooling** Power-Up card allows passing through cells with a traffic jam without suffering any penalties. It can be used when announcing a trip with a route that passes through one or more traffic jams, or as a counter when another player plays the Traffic Jam Power-Up. The Car Pooling Power-up card applies to a single trip and is discarded.



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<https://github.com/IMAGINARY/future-mobility-brettspiel>

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