

**PARK
YOUR
LIFE**

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PARK YOUR LIFE — THE GAME

Congratulations! You have chosen to play the «Park your Life» Boardgame.
The game to Redesign your resident street for better living and fewer cars.

WHERE ARE WE?

Calandastrasse is located in the heart of Altstetten, about 5 minutes walk from the train station. Typical for Altstetten, it is a small side street and belongs to a residential block that is surrounded on four sides by busy streets. Therefore there is a lot of noise and traffic through Baslerstrasse and Luggwegstrasse. The street offers a possibility for a change of use, because it has to be renovated soon and is not very important for the through traffic. Therefore, a driving ban should be introduced for the road, except for businesses and residents. In addition, the city of Zurich's planning includes a bicycle path that crosses the road and should help divert bicycle traffic away from the Europabrücke bridge. Due to the direct connection to the highway and the heavy traffic, 40% of the households have a car. This results in approximately 16 cars. Due to the proximity of the Solidapark, the car can also be parked nearby at another location. However, only half of all residents are willing to do this.

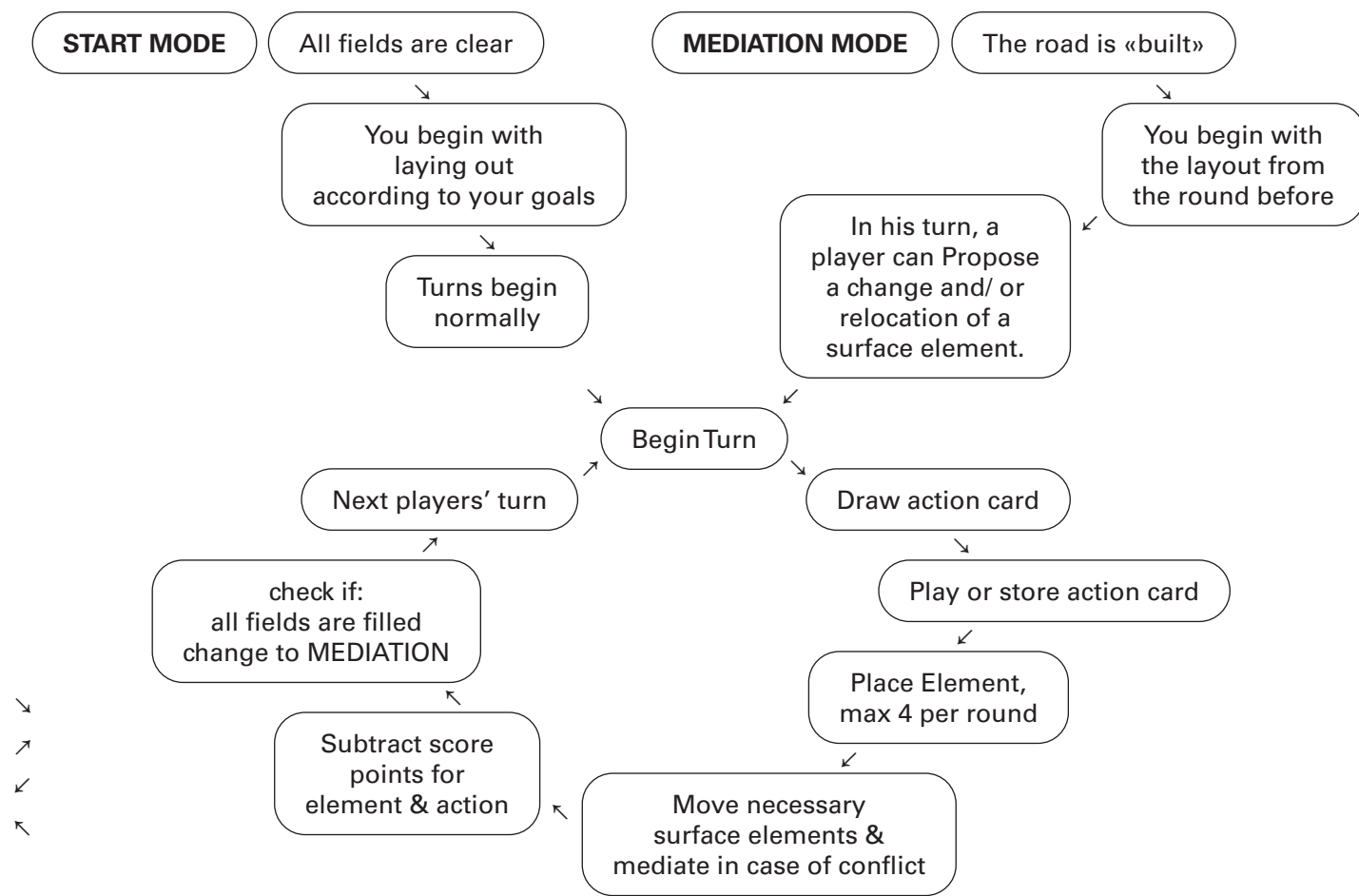
Another fraction of residents would like to see the street redesigned, since there is no quiet street for the children in the immediate vicinity and there is no incentive to stay on the street due to the heavy parking. In addition, they would like to have more space to carry out various activities in connection with the small park in the courtyard.

In order to meet all the regulations of the civil engineering office and the fire protection authority, an access road of at least 5 meters wide is required. This must be taken into account in the planning process.

In terms of co-creation of the street, many players would like to see a medium to high level of infrastructure, as many have little desire to be involved in active design. What is desired by all, however, is some noise isolation from the major main roads, as well as more green and shaded areas.

LAGE PLAN

GAME FLOWCHART



GAME ELEMENTS

PLAYINGBOARD: Model of your local street rastered with the patented cardgrip-system (TM). Has 64 sockets to place the surface elements onto, in whatever configuration you desire. In the beginning of the game, every socket is in its passive state, meaning, surface elements can be placed on at will. When occupied, moving the placed object consumes score points, and has to be agreed on with the “owner” of the existing surface element.

CHARACTER CARDS: Determines its holders character, authority, interests and resources. Will be drawn at beginning of the game to assign the stakeholders roles to the players.

ACTION CARDS: Hold different actions for the characters, that can be played during a round.

SCORE BALANCE INDICATOR: Indicates the amount of score the player has left to consume in the game. Has the goal of Limiting and balancing placement of different surface elements in the Street.

SURFACE ELEMENTS: Are divided into Surfaces and Elements to place on the Surface. Placing and moving one consumes a specified amount of score points. Some surface elements are more expensive to place than others.

HOW IS THE GAME PLAYED?

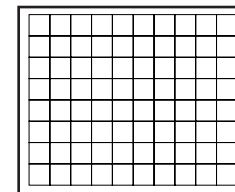
To play, you need at least 3 players.

To begin playing, make sure the playingboard with your model-road is at close hand, and the playing cards are sorted in two decks of character- and action-cards.

“ParkYour Life” is played in rounds. To determine the character roles, all players have to draw a Role card, that states their authority, goals, interests and resources in each round. The players have to act according to their assigned roles. Starting each round with the “Mediator” character. When a player is in turn, he starts with drawing an action card for this round. When desired, he can take Action and play his drawn card or one that he has on hand from previous rounds. After that, he can place a certain amount of surface elements in the road, according to his score budget for this round. When desired, the active player can cooperate with other players and combine their resources.

REFERENCE CARD

SURFACES:



CobStone

0

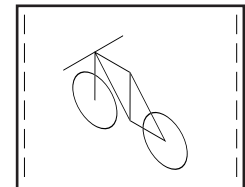
Action Points



Asphalt

0

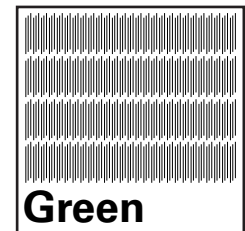
Action Points



CPath 1E

0

Action Points

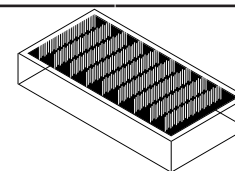


Green

0

Action Points

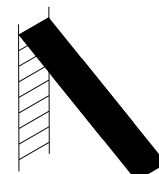
ELEMENTS:



Garden Bed

8

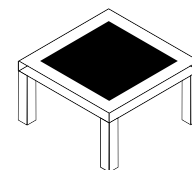
Action Points



Slide

8

Action Points



Table

5

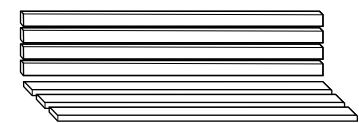
Action Points



Parking

7

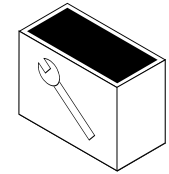
Action Points



Bench

5

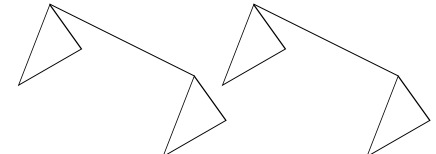
Action Points



Toolbox

9

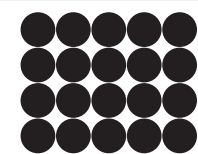
Action Points



Cycling Stand

6




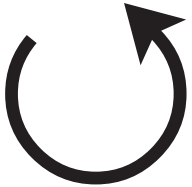
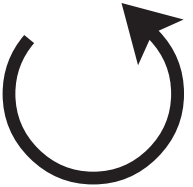
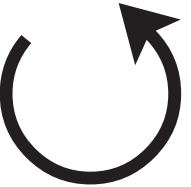



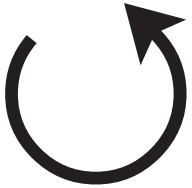
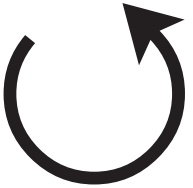
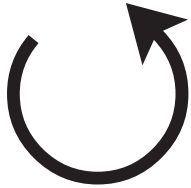






Action Points

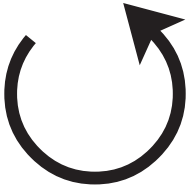
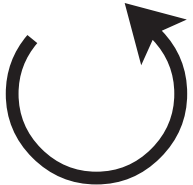
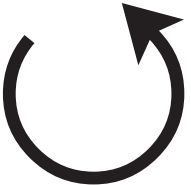



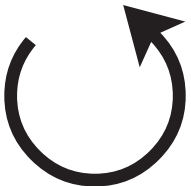

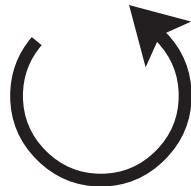








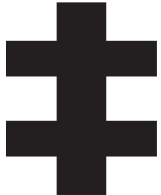


Tree

2

Action Points

<div></div> <div>RESIDENT</div> <div><div>Authority</div><div>You are a resident that uses the street every day.</div><div>Goals</div><div>You want your children to have a safe playground.</div><div>Resources</div><div>4 Squares per R +5 Action Points</div></div>	+	<div></div> <div>RESIDENT</div> <div><div>Authority</div><div>You are a resident that uses the street every day.</div><div>Goals</div><div>You want more greenspace and a place where you can grow plants.</div><div>Resources</div><div>4 Squares per R +5 Action Points</div></div>	+	<div></div> <div>RESIDENT</div> <div><div>Authority</div><div>You are a resident that rarely uses the street every day.</div><div>Goals</div><div>You want a parking spot for your car. Other things don't matter.</div><div>Resources</div><div>4 Squares per R +5 Action Points</div></div>	+	<div></div> <div>CHANGE</div> <div><div>Ability</div><div>You can rearrange 1 Element</div><div>Costs</div><div>3 Action Points</div></div>	+	<div></div> <div>CHANGE</div> <div><div>Ability</div><div>You can rearrange 1 Element</div><div>Costs</div><div>3 Action Points</div></div>	+	<div></div> <div>CHANGE</div> <div><div>Ability</div><div>You can rearrange 1 Element</div><div>Costs</div><div>3 Action Points</div></div>	+
<div></div> <div>CE OFFICE</div> <div><div>Authority</div><div>You are responsible that all guide-lines are being followed.</div><div>Goals</div><div>2 Squares fire gateway + Bikelane through the street</div><div>Resources</div><div>You have the right to VETO.</div></div>	+	<div></div> <div>LOCAL BUSINESS</div> <div><div>Authority</div><div>You are a local business that often has carework to do in this street.</div><div>Goals</div><div>You need 2 parking spaces available for you during the day.</div><div>Resources</div><div>0 Squares per R +2 Action Points</div></div>	+	<div></div> <div>MEDIATOR</div> <div><div>Authority</div><div>You are the moderator of this session</div><div>Goals</div><div>Your goal is that everybody needs are fulfilled</div><div>Resources</div><div>Conduct polls 1 Action card p. R.</div></div>	+	<div></div> <div>CHANGE</div> <div><div>Ability</div><div>You can rearrange 1 Element</div><div>Costs</div><div>3 Action Points</div></div>	+	<div></div> <div>CHANGE</div> <div><div>Ability</div><div>You can rearrange 1 Element</div><div>Costs</div><div>3 Action Points</div></div>	+	<div></div> <div>CHANGE</div> <div><div>Ability</div><div>You can rearrange 1 Element</div><div>Costs</div><div>3 Action Points</div></div>	+
<div></div> <div>RESIDENT</div> <div><div>Authority</div><div>You are an older resident that uses the street every day.</div><div>Goals</div><div>You want an obstacle free street and a place to rest and sit.</div><div>Resources</div><div>4 Squares per R +5 Action Points</div></div>	+	<div></div> <div>RESIDENT</div> <div><div>Authority</div><div>You are a resident that uses the street every day.</div><div>Goals</div><div>You want a place to work and repair. Optimally with a toolbox.</div><div>Resources</div><div>4 Squares per R +5 Action Points</div></div>	+	<div></div> <div>RESIDENT</div> <div><div>Authority</div><div>You are a resident that uses the street every day.</div><div>Goals</div><div>You want a full on Pétanque track on your street with a bench.</div><div>Resources</div><div>4 Squares per R +5 Action Points</div></div>	+	<div></div> <div>REMOVE</div> <div><div>Ability</div><div>You can remove 1 Element</div><div>Costs</div><div>10 Action Points</div></div>	+	<div></div> <div>REMOVE</div> <div><div>Ability</div><div>You can remove 1 Element</div><div>Costs</div><div>10 Action Points</div></div>	+	<div></div> <div>REMOVE</div> <div><div>Ability</div><div>You can remove 1 Element</div><div>Costs</div><div>10 Action Points</div></div>	+

 <div>CHANGE</div>	 <div>CHANGE</div>	 <div>CHANGE</div>	 <div>ADD</div>	 <div>ADD</div>	 <div>ADD</div>
<div>Ability You can rearrange 1 Element</div> <div>Costs 3 Action Points</div>	<div>Ability You can rearrange 1 Element</div> <div>Costs 3 Action Points</div>	<div>Ability You can rearrange 1 Element</div> <div>Costs 3 Action Points</div>	<div>Ability You can add any Element</div> <div>Costs 0 Action Points</div>	<div>Ability You can add any Element</div> <div>Costs 0 Action Points</div>	<div>Ability You can add any Element</div> <div>Costs 0 Action Points</div>
 <div>CHANGE</div>	 <div>CHANGE</div>	 <div>CHANGE</div>	 <div>EXPAND</div>	 <div>EXPAND</div>	 <div>EXPAND</div>
<div>Ability You can rearrange 1 Element</div> <div>Costs 3 Action Points</div>	<div>Ability You can rearrange 1 Element</div> <div>Costs 3 Action Points</div>	<div>Ability You can rearrange 1 Element</div> <div>Costs 3 Action Points</div>	<div>Ability You can add 4 Surfaces</div> <div>Costs 2 Action Points</div>	<div>Ability You can add 4 Surfaces</div> <div>Costs 2 Action Points</div>	<div>Ability You can add 4 Surfaces</div> <div>Costs 2 Action Points</div>
 <div>REMOVE</div>	 <div>REMOVE</div>	 <div>REMOVE</div>	 <div>VETO</div>	 <div>VETO</div>	 <div>VETO</div>
<div>Ability You can remove 1 Element</div> <div>Costs 10 Action Points</div>	<div>Ability You can remove 1 Element</div> <div>Costs 10 Action Points</div>	<div>Ability You can remove 1 Element</div> <div>Costs 10 Action Points</div>	<div>Ability You can VETO 1 Action</div> <div>Costs 6 Action Points</div>	<div>Ability You can VETO 1 Action</div> <div>Costs 6 Action Points</div>	<div>Ability You can VETO 1 Action</div> <div>Costs 6 Action Points</div>

SCOREBOARDS:

