# The Mobility Game

„Try to get to your destination as quickly as possible“ - A board game to understand the mobility concept of the city of Zurich.

## Initial situation

The aim of the game is to better assess and get to know one‘s own mobility behaviour. Reservations about non-motorised traffic should be reduced and advantages recognised, alternative means of mobility to the car should be understood as sensible (on foot, by bike, tram, bus). Zurich is to be seen as a city for pedestrians and cyclists.
The board game is used at stands and trade fairs for 1 person or more and is intended to be interactive, playable several times and entertaining. Mobility topics should thus be learned about in a playful, simple and uncomplicated way.

## Solution

In this board game, the players have to get from one place in the city of Zurich to another. They have a choice of 4 means of transport: Car, public transport (tram/bus), bicycle or on foot. The means of transport are controlled by 6-sided dice. Each form of mobility has its own characteristics. The first means of transport to reach the destination is the winner.
On the way, mobility questions are asked, which only guarantee progress if the answer is correct. The game can be played from 1 minute up to 1 hour and anyone can join and leave at any time.

game solution
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