

Mobility 360° | Card game

JUNIOR Edition

Game Manual



from 5 years
for 3 to 4 players

Game content

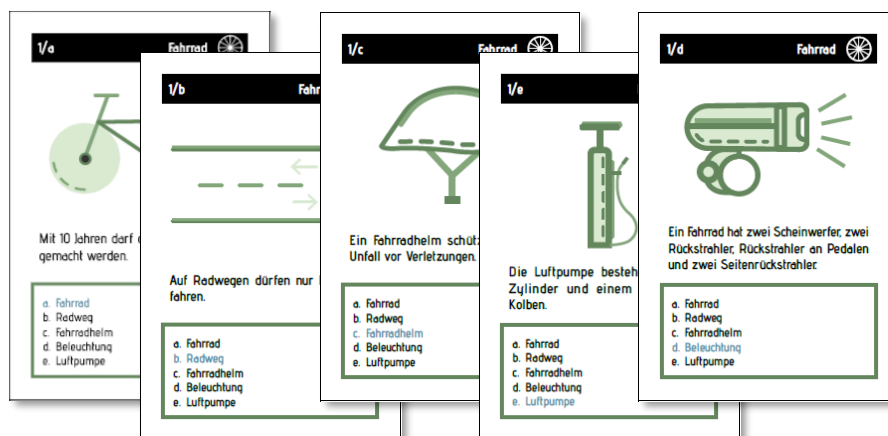
- 45 Playing cards (9 Quintets)

Game goal

The goal of the game is to complete the nine quintets. Each quintet addresses a different topic related to traffic and mobility. By finding suitable cards, the players get to know several aspects of the presented topics.

Game frame

The children playfully deal with various topics related to mobility and traffic. Each of the nine categories has five matching cards (quintet). The categories are: Bicycle, Future, E-Mobility, Public Transport, Active, Road Safety, On foot, Mobility elsewhere and News from the city. The quintets are completed by the players collectively.



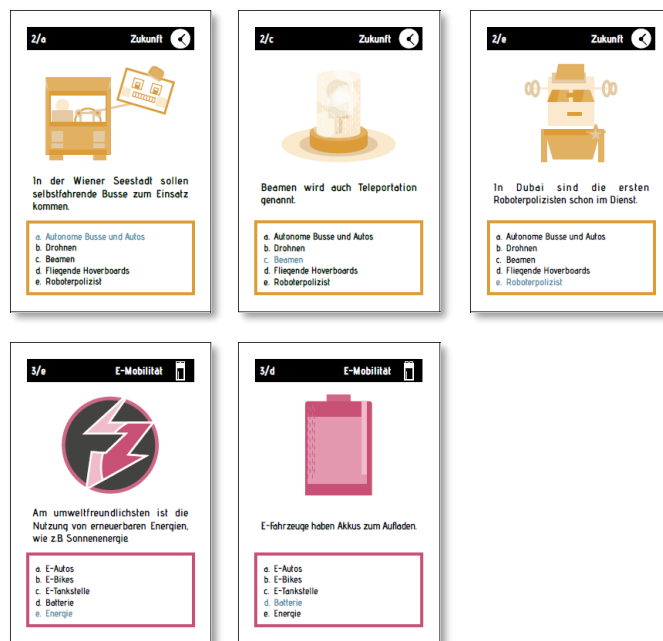
Quintet on the topic "Bicycle"

Game preparations

All playing cards are shuffled, each player receives 5 cards and keeps them face down. The rest of the cards are placed on the table as a draw pile.

Gameplay

The youngest player begins and starts the first quintet by placing the first card of a category in the middle of the table. The players then play one card each in a clockwise direction. The aim is to find a card that matches the category of the card on the table. If you have a matching card, it is placed next to the card at the table. Alternatively, a new category/row of cards can be opened. A maximum of three categories can be placed at the table at the same time. Within the quintets there is no predetermined order of the cards.



Placing the Quintet rows

After each discard of a playing card, the player must draw one card in order to keep 5 cards in his hand after each round. If the player has 5 or more cards in his hand, no more cards are drawn from the draw pile. If the player does not have a matching card, he or she must draw one card, even if he or she already has 5 or more cards in his or her hand. If the drawn card matches, it can be discarded.

As soon as one of the players has placed the last card (the 5th card of a category), the mobility quintet belongs to him or her. Again, a new card will only be drawn if the player has less than 5 cards in his or her hand.

The next player in the turn may start a new category or place a card. Only one move is possible at a time.

End of the game

The game is over when all quintets are complete. The player with the most quintets wins.

Variation: *The player with the most quintets gets 10 points. If there is a tie, all winners receive 10 points. 5 rounds are played. The player with the most points wins.*

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>

