



Player Instructions

1. Team members should spend 5 minutes reviewing the site characteristics on the map and the game pieces. Each person should envision how they would like their community to develop. Consider how future growth, protection of natural areas, and the maintenance of a good quality of life can be accomplished in the community.

2. For the next 5 minutes, go around the group, starting with the record keeper, and have each person briefly discuss their initial ideas for development patterns. Include all team members in group discussions.

3. As a team, decide how to develop your community by placing the game pieces on the board. Seek team agreement on decision. Teams may use any combination of pieces and place them in any location on the board.

4. Game pieces may be placed on the board in any direction, and the team should not try to align the roads that are shown on the pieces.

5. The team may "redevelop" the existing built environment on the game board by placing game pieces over those hexes.

6. The team may remove and rearrange game pieces during game play as many times as desired.

7. The goal is to place 1,800 new residential units on the game board, which is equal to 75 regular game pieces.

8. Teams have the option of building one Town Center. This unique piece contains retail and commercial businesses on the ground floor with apartments and condominiums on the upper floors. This piece has a density of 5 units per acre. If used, this piece equals 5 regular game pieces. Therefore, teams would only need to place 70 regular game pieces to reach the goal of 1,800 housing units.

9. The game ends after 30 minutes of playing time.

10. When the game play time ends, players should not remove game pieces from the board. The facilitator will be photographing the final development for the post-game discussion and will clean-up the game after all game activities have been completed.

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