

1. GETTING STARTED

- 1. Read out to the group:
- 2. Show everyone the Policy-making Otter.

What would transport in the park look like if you had your way? In this game you'll put together a set of Policies as a group to help make transport more sustainable in the park. You'll all propose ways to improve the transport system in the park and take it in turns to play the Policy-making Otter, who has the final say. The Otter's powers are listed on the Cheat Sheet in front of you.

2. WHAT KIND OF PARK DO WE WANT?

- 1. Give a set of 6 Goal cards to each player.
- 2. Read out to the group:
- 3. Once everyone is done, turn the cards face up and sort them into matching piles.
- 4. The three piles with the most cards will be your group's Goals. If there is a tie, discuss and decide which is the most important one.
- 5. Place the final 3 Goals on the Goals board (the whole pile).
- 6. Read out to the group:
- 7. Put the rest of the Goals back in the box.

The first stage of the game is to choose what kind of park you want to create. Look at the six Goal cards in front of you. Choose the three that you think are most important and place them in the middle of the table.

This is the Goals scoreboard. At the end of the game we will use this to see how our Policies have changed the park.

3. EXPLORING THE OPTIONS

- 1. Shuffle the deck of Policies and deal 4 to each player, face up.
 - 2. Read out to the group:
- Time for action! By the end of the game the group will choose a final set of five Policies. You each have four in front of you to start with, but you'll have plenty more options during the game.
- On each Policy card there are 6 symbols matching the 6 Goals from the last round. The pluses and minuses show the impacts of the Policies. Have a look - which of the Policies in front of you would be useful to achieve the Goals?
- Leave a little time for people to look at the cards then pass on to the next player.

4. SYNERGIES

- 1. Read out to the group:
- There are also numbers at the bottom of the cards showing where two Policies work together to create bonus benefits. If your final set of Policies has two cards with matching symbols, you'll unlock this Synergy bonus. Have a look at the cards around the table - are there any matching symbols? If so have a look at the back of the cards for more information on how they link together. It's possible there aren't any matches yet - but they'll come up!
- One last thing - if you disagree with the impacts or synergies shown on the cards, or want to propose a measure not included in the deck, feel free to write on the cards or use one of the wild cards in the game box.

5. LET'S PLAY!

- 1. Stand the Policy-making Otter up in front of the player to your left.
- 2. Read out to the group:
- 3. Wait for everyone to choose (including you!), then read out to the group:
- 4. After this round the Otter is passed clockwise and play continues until 5 policies have been chosen.

Let's play! This person now has the powers of the Policy-making Otter. Everyone else will propose Policies and the Otter will choose their favourite to add to the final set. There will be a chance to swap cards in the final set at the end. Everyone except the Otter should choose their favourite Policy from the four in front of them and place it in the middle of the table for the Otter's consideration. You can also choose to second someone else's Policy instead.

Once you have chosen, take another card from the deck so you have 4.

The Otter will now ask each player to explain their Proposal. Everyone can make comments and ask questions. Once the Otter has made a final decision, they place the chosen Policy in the Policy Holder. All other policies go to the bottom of the deck. Over to you, Policy-making Otter.

Starting with card number 1, turn over the cards in front of you and follow the instructions on each card to start playing.

