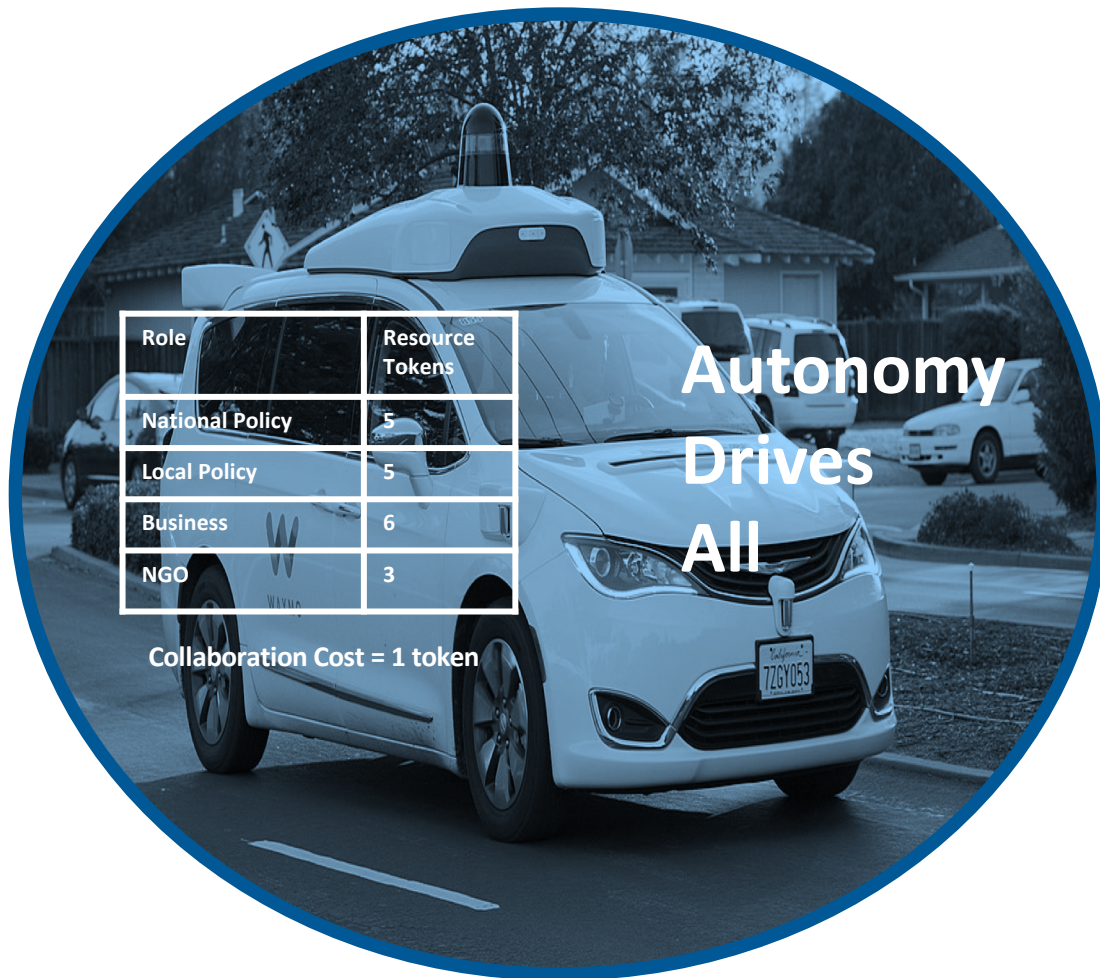




Print Instructions

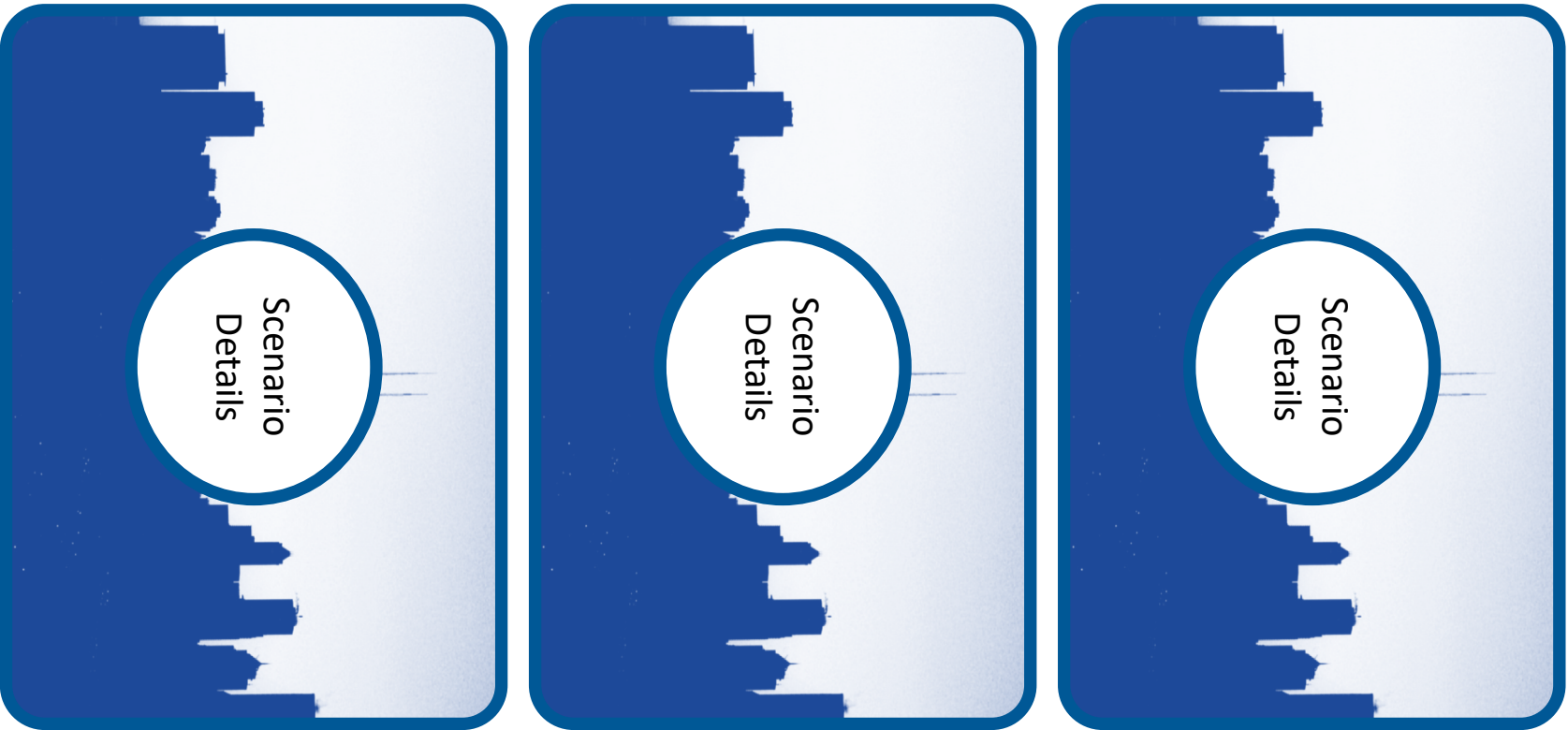
- Print slides 2 to 29 double-sided
- One version of each slide for each game



Role	Resource Tokens
National Policy	5
Local Policy	5
Business	6
NGO	3

Autonomy
Drives
All

Collaboration Cost = 1 token



Scenario
Details

Scenario
Details

Scenario
Details

5

Autonomy Drives All

Traffic congestion on major roads increasing.

City networks are increasingly being hacked.

Online activism in favour of sustainable transport starts to influence policy.

5

Autonomy Drives All

Demand for travel is growing at 2%-4% pa.

Regulatory barriers to innovation are being removed.

City population is growing at 3%-5% pa.

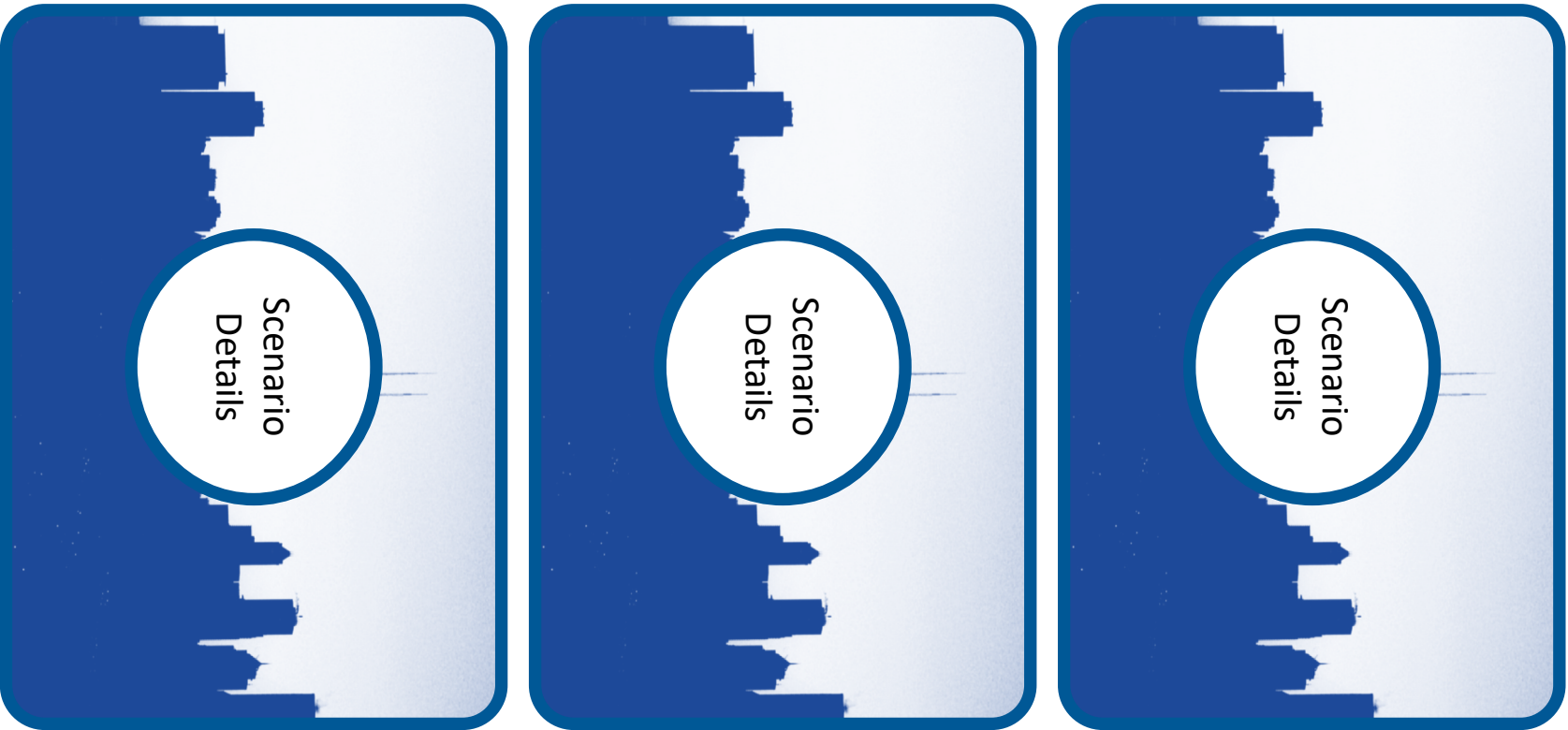
10

Autonomy Drives All

Technology companies acting as global governors.

Autonomous Vehicles becoming available to consumers.

Electric Vehicles make up 15% of new vehicle sales.



Scenario
Details

Scenario
Details

Scenario
Details

10

Autonomy Drives All

Citizen activism is at its height, focusing on concerns about technological disruption.

Supply chains completely automated.

City partnerships regulate interurban transport

20

Autonomy Drives All

City has banned driven cars in the city centre.

Renewable energy makes up over 50% of energy supplies.

Most freight and passenger vehicles are autonomous.

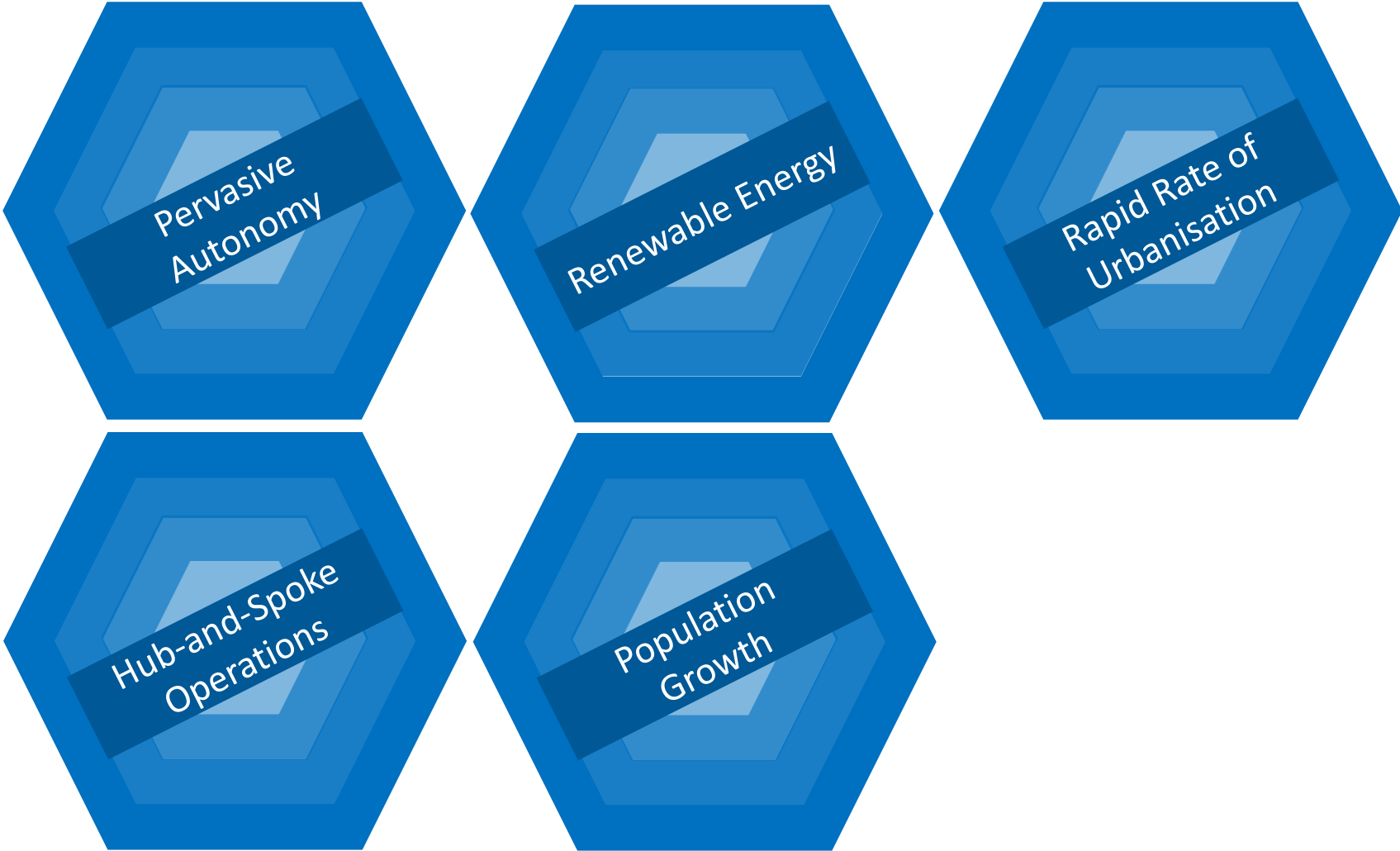
20

Autonomy Drives All

City population growth has reduced to 0.5% to 1%.

70% of city deliveries are by drone.

Car ownership as socially acceptable as smoking.



Pervasive
Autonomy

Renewable Energy

Rapid Rate of
Urbanisation

Hub-and-Spoke
Operations

Population
Growth

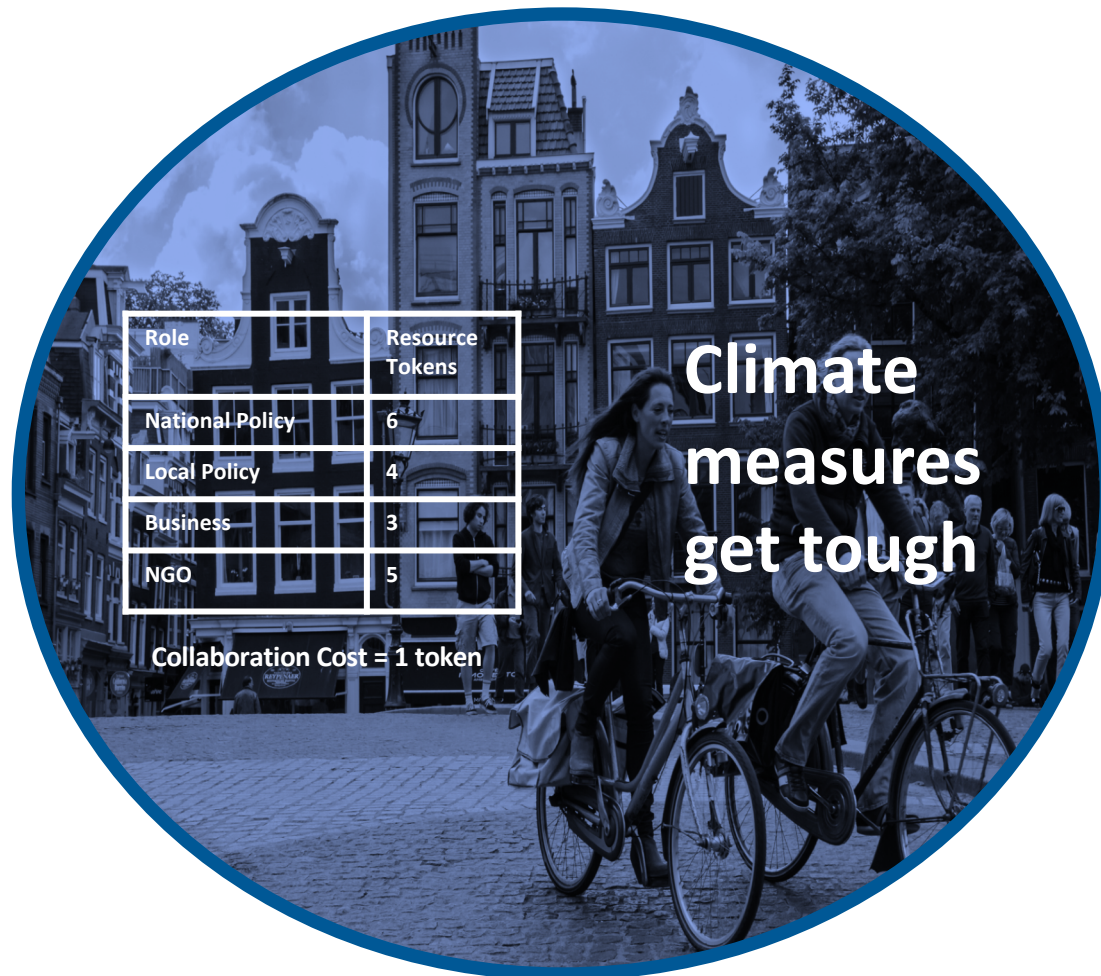
The urban area is rapidly expanding into surrounding rural areas.

Renewable energy sources are the dominant energy supply by 2025.

Autonomous technology is rapidly adopted in vehicles and supply chains.

The city population grows at 3%-5% per annum, across all populations.

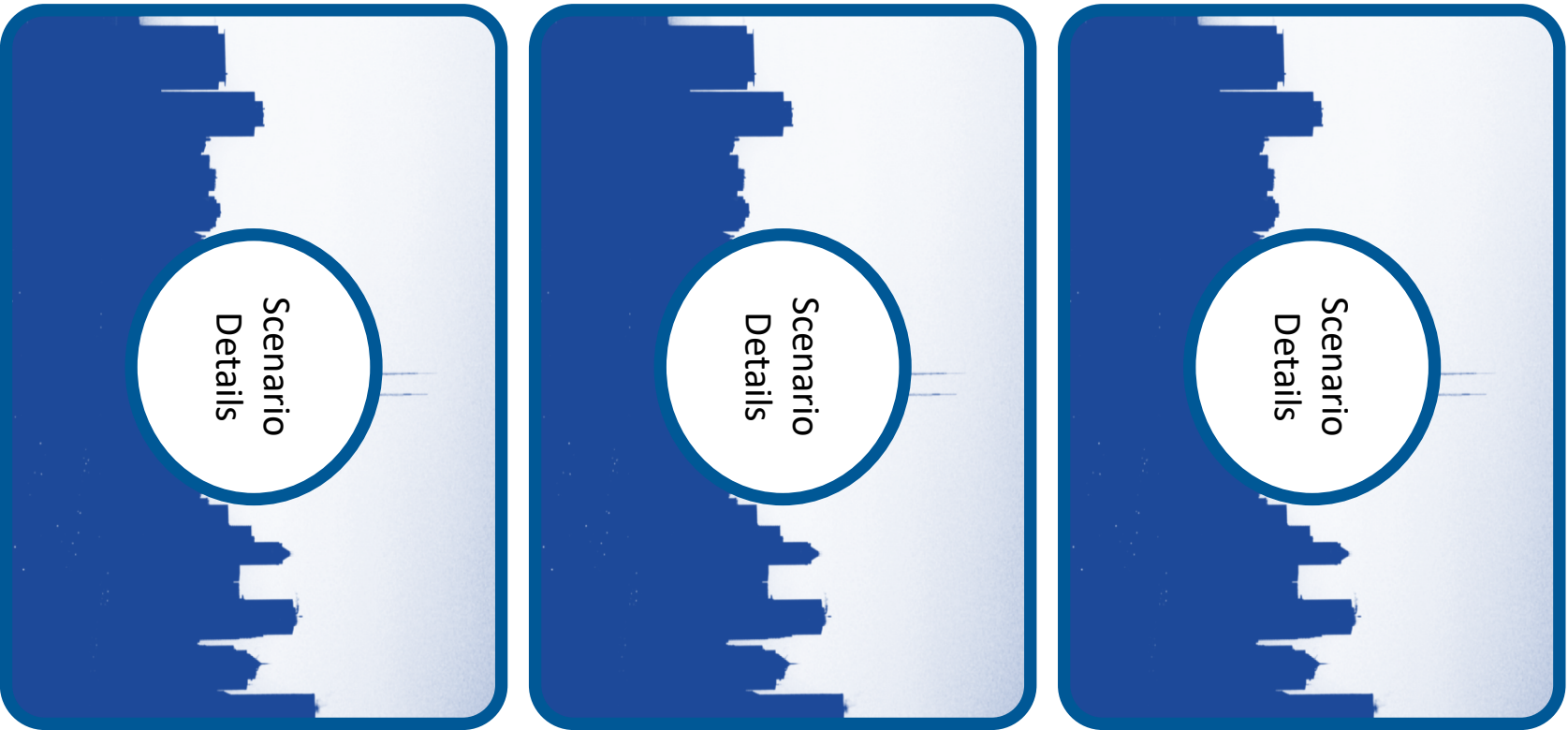
Distributed trip operational models fail, reinforcing hub and spoke for shared mobility.



Role	Resource Tokens
National Policy	6
Local Policy	4
Business	3
NGO	5

Collaboration Cost = 1 token

Climate
measures
get tough



Scenario
Details

Scenario
Details

Scenario
Details

5

Climate measures get tough

New mobility solutions
focus on carbon reduction.

Walking and cycling is
growing across all cities.

City population is growing
at 1%-2% pa.

5

Climate measures get tough

Global and regional
governments set ambitious
CO2 targets.

Establishment of a global
carbon market for transport

Investment in battery and
propulsion technologies

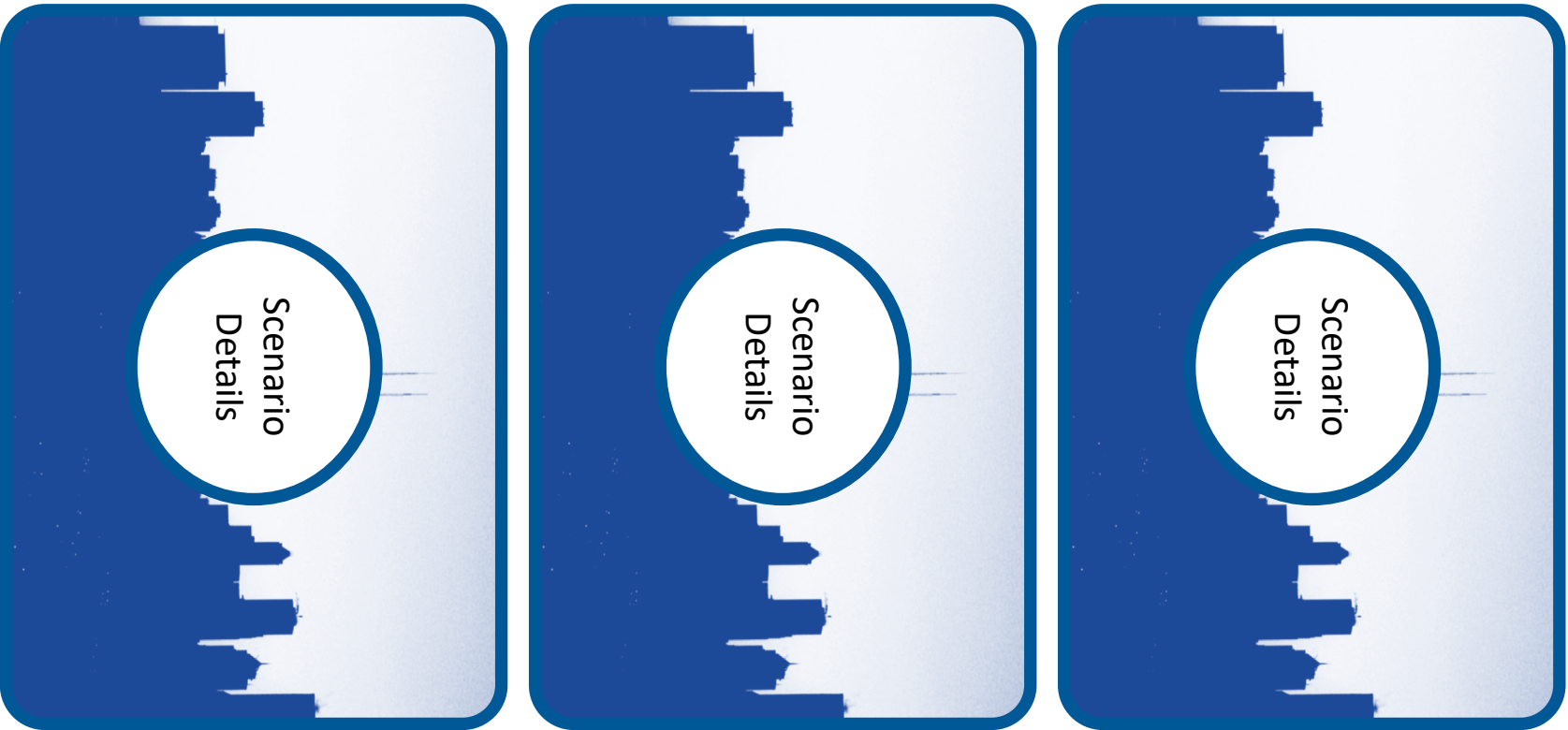
10

Climate measures get tough

Demand for travel is
growing at 0.5%-1% pa.

Electric vehicles make up
80% of the vehicle fleet.

Carbon-based economic
model becomes clearly
established.



Scenario
Details

Scenario
Details

Scenario
Details

10 Climate measures get tough

Cities set legally-binding 85% carbon reduction target in 10 years.

Authenticity of delivery a counter-revolution to 3D printing.

530% growth in walking and cycling in 5 years.

20 Climate measures get tough

New hyperloop station opens in the city centre.

Virtual communications and commuting is ubiquitous.

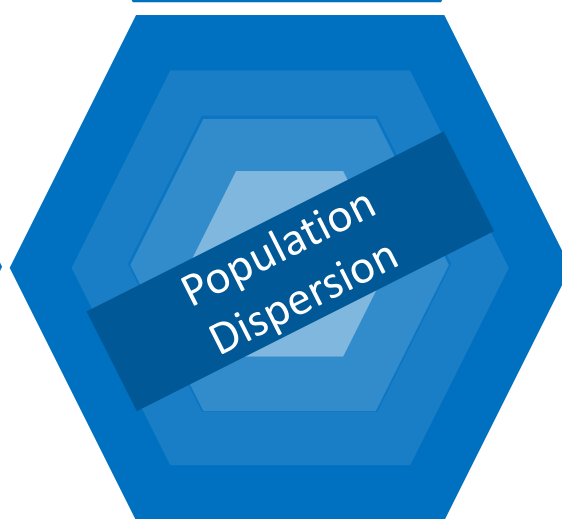
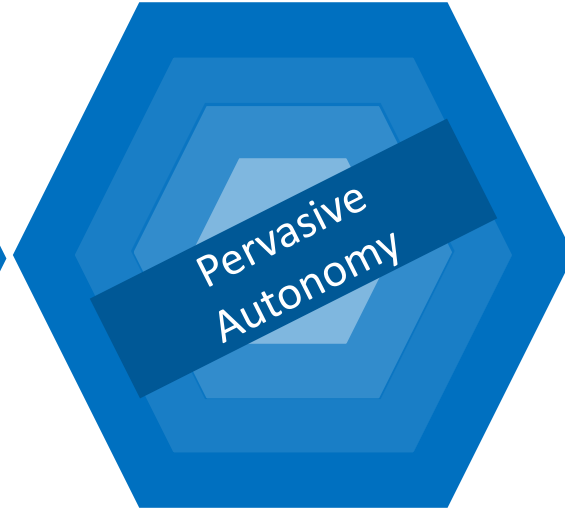
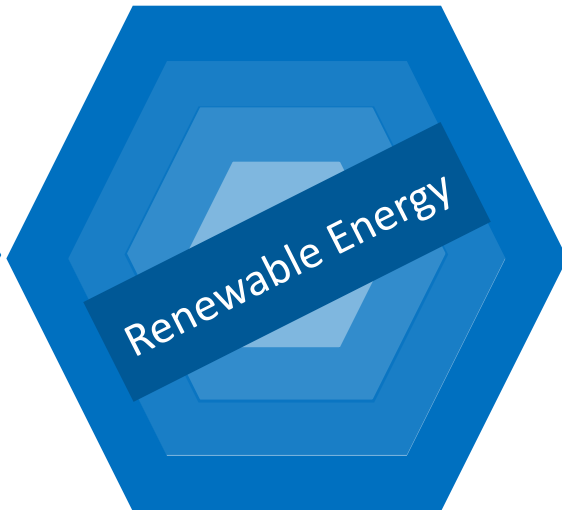
Crumbling legacy infrastructure where it was not repurposed.

20 Climate measures get tough

Almost all freight and passenger movements are autonomous.

Use of carbon-fueled vehicles is banned in cities.

Growth in travel demand of 0.5% per annum.



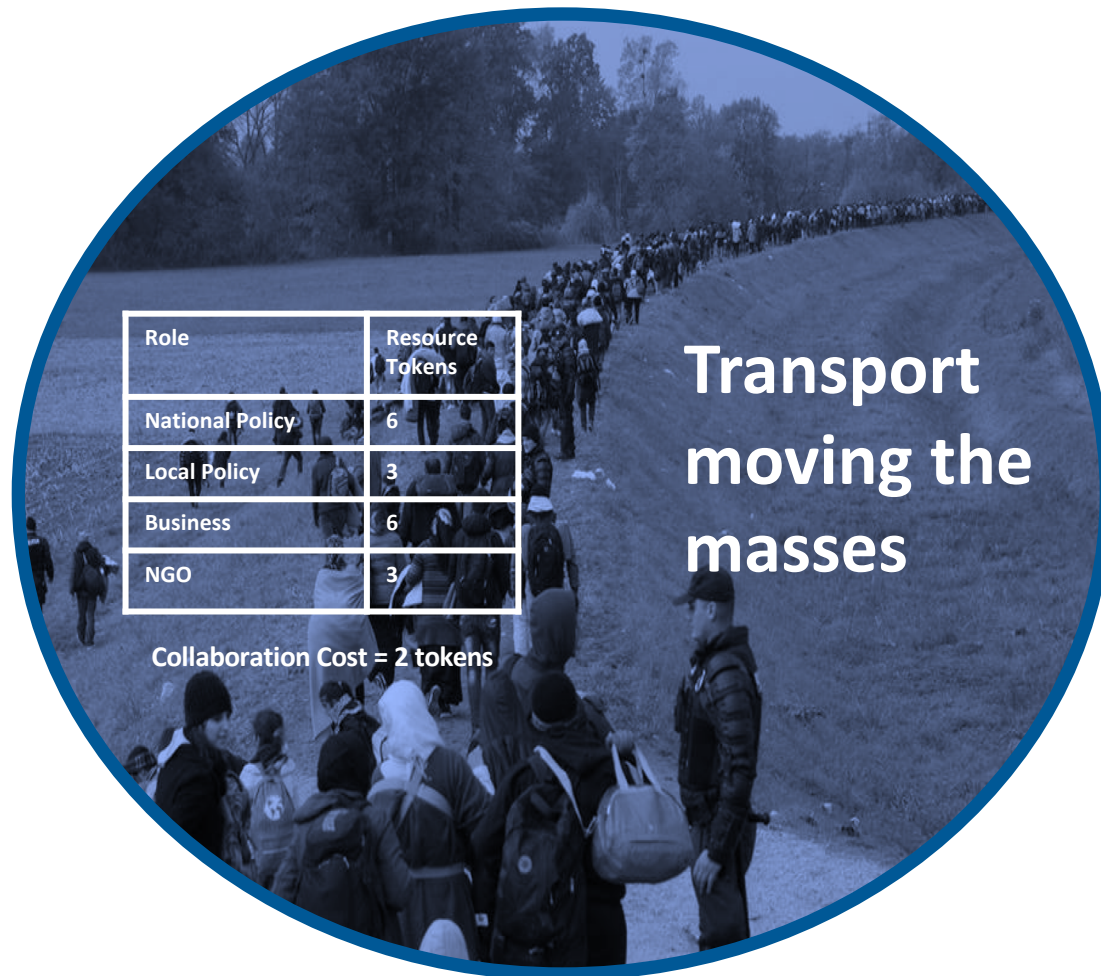
Autonomous
technology is
standard across
all vehicles by
2027.

Renewable
energy sources
are the dominant
energy supply by
2030.

Legally binding
targets are
agreed by all
nations to
reduce CO2
emissions.

The city
population grows
at 1%-2% per
annum, with
faster growth in
emerging cities
and towns.

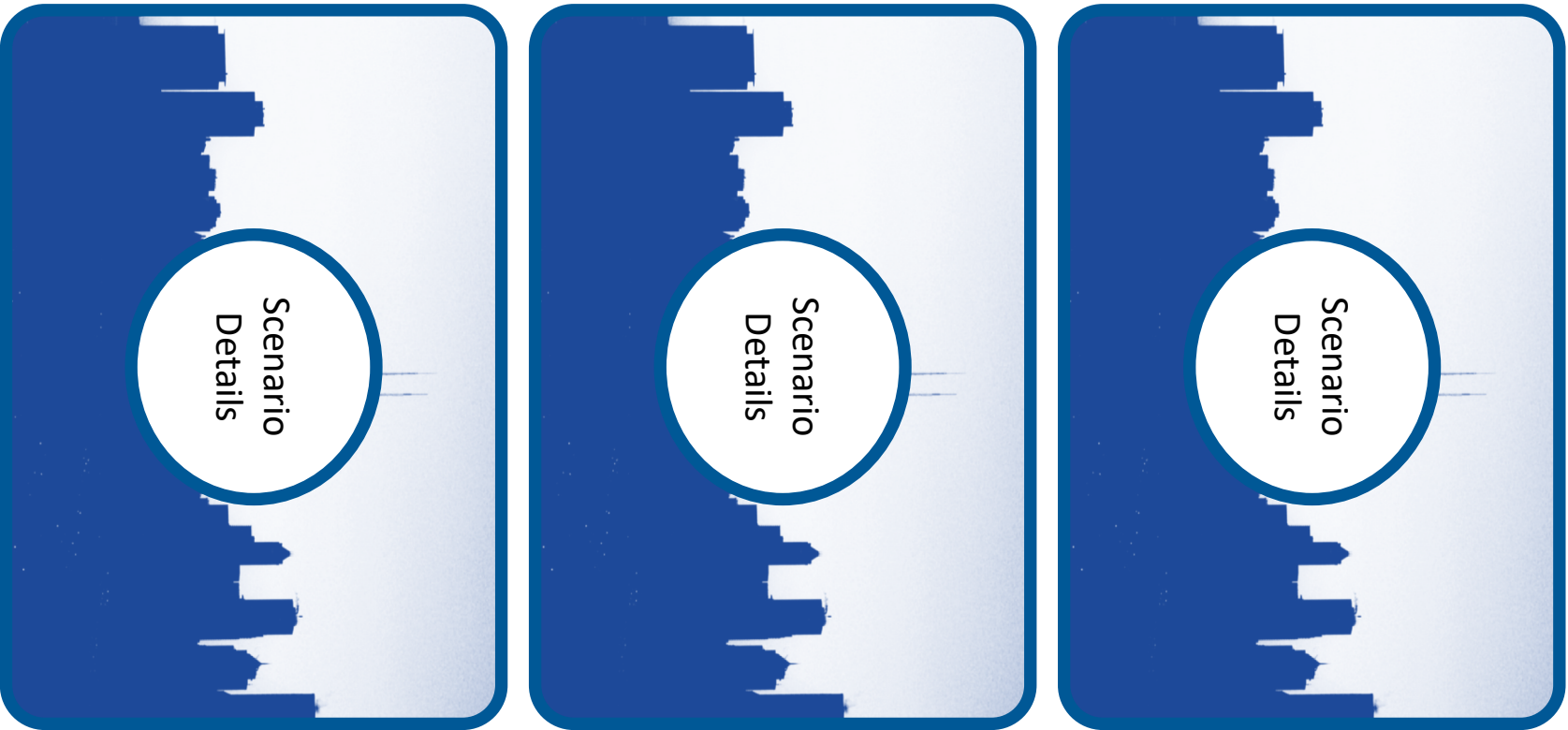
New technology
enables a
profitable
dispersed
economic model
for transport
operations.



Role	Resource Tokens
National Policy	6
Local Policy	3
Business	6
NGO	3

Collaboration Cost = 2 tokens

Transport moving the masses



Scenario
Details

Scenario
Details

Scenario
Details

5

Transport moving the masses

Autonomy is supporting, not pervasive

City population is growing at 2%-5% pa.

Growth in multi-cultural mobility offerings in cities globally.

5

Transport moving the masses

Global migrant crisis puts strain on city transport networks.

Demand for city travel is growing at 1%-2% pa.

Global mobility governance arrangements disappear.

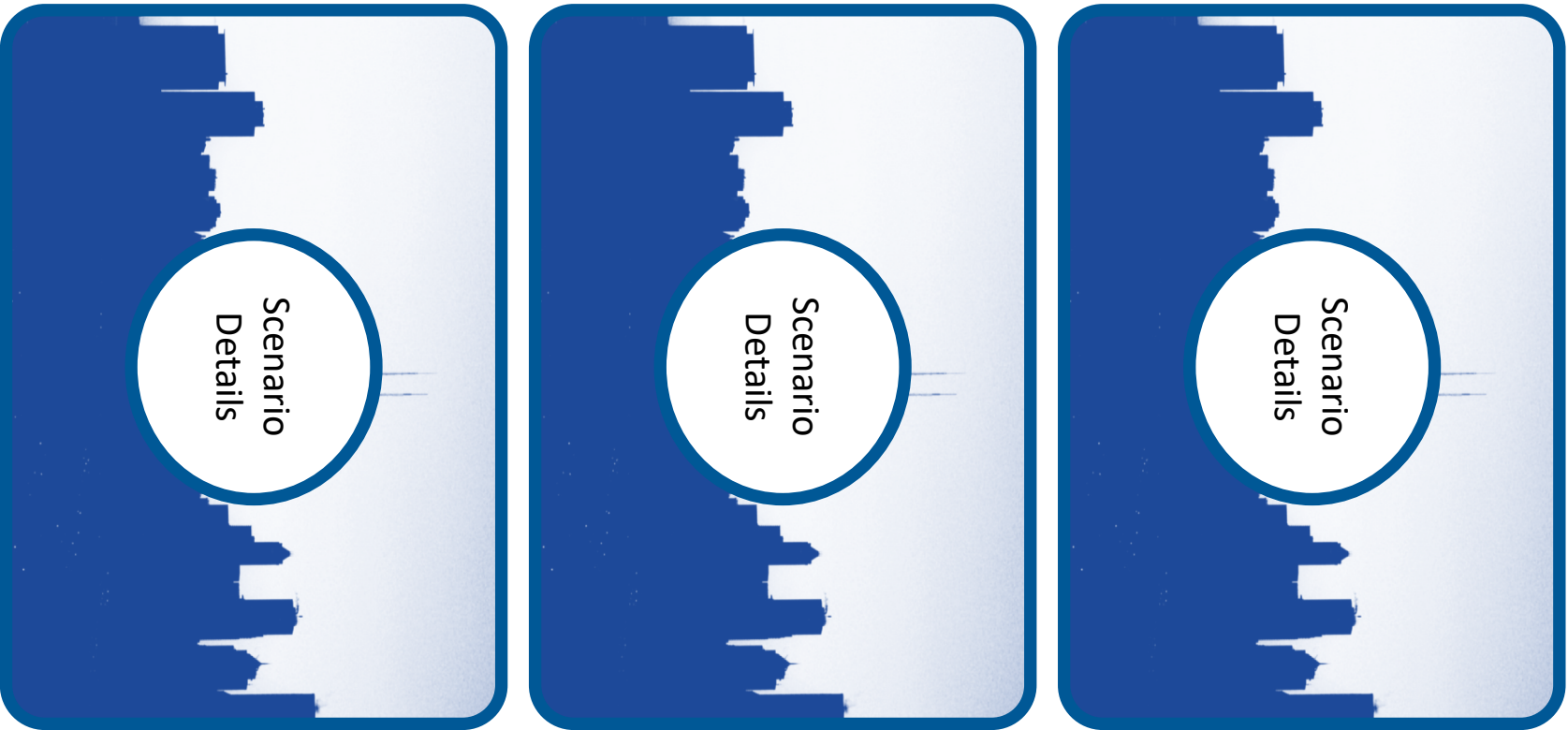
10

Transport moving the masses

Declining demand for international travel due to strict border controls.

Technological innovation is in seamless borders.

Infrastructure investment is in maintaining.



Scenario
Details

Scenario
Details

Scenario
Details

10 Transport moving the masses

Distributed ledger tech becomes the new ID.

A mobility credit system results in a black market for mobility.

Re-emergence of the national mobility governance model.

20 Transport moving the masses

Few new mobility offerings since 2025.

Demand for city travel is growing at 2% pa.

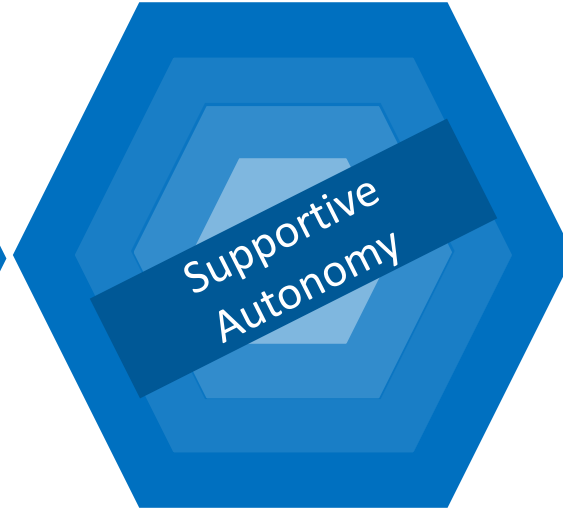
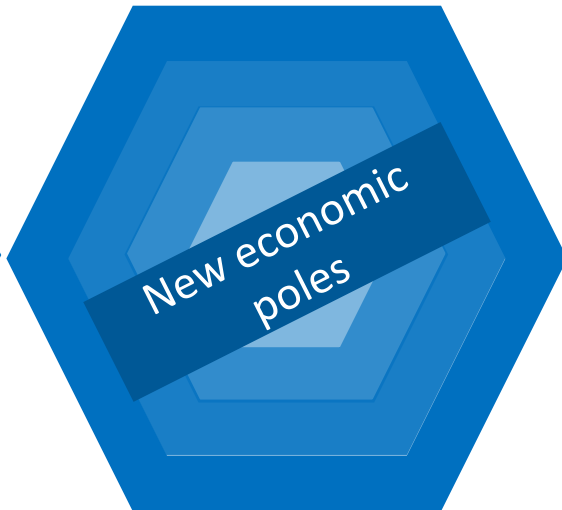
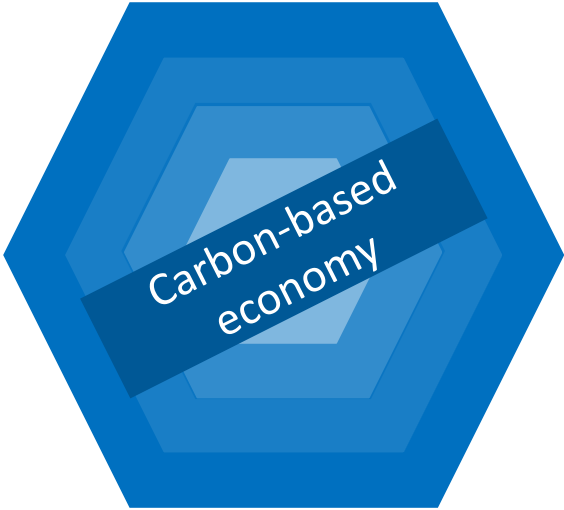
DNA access to use mobility services is normal.

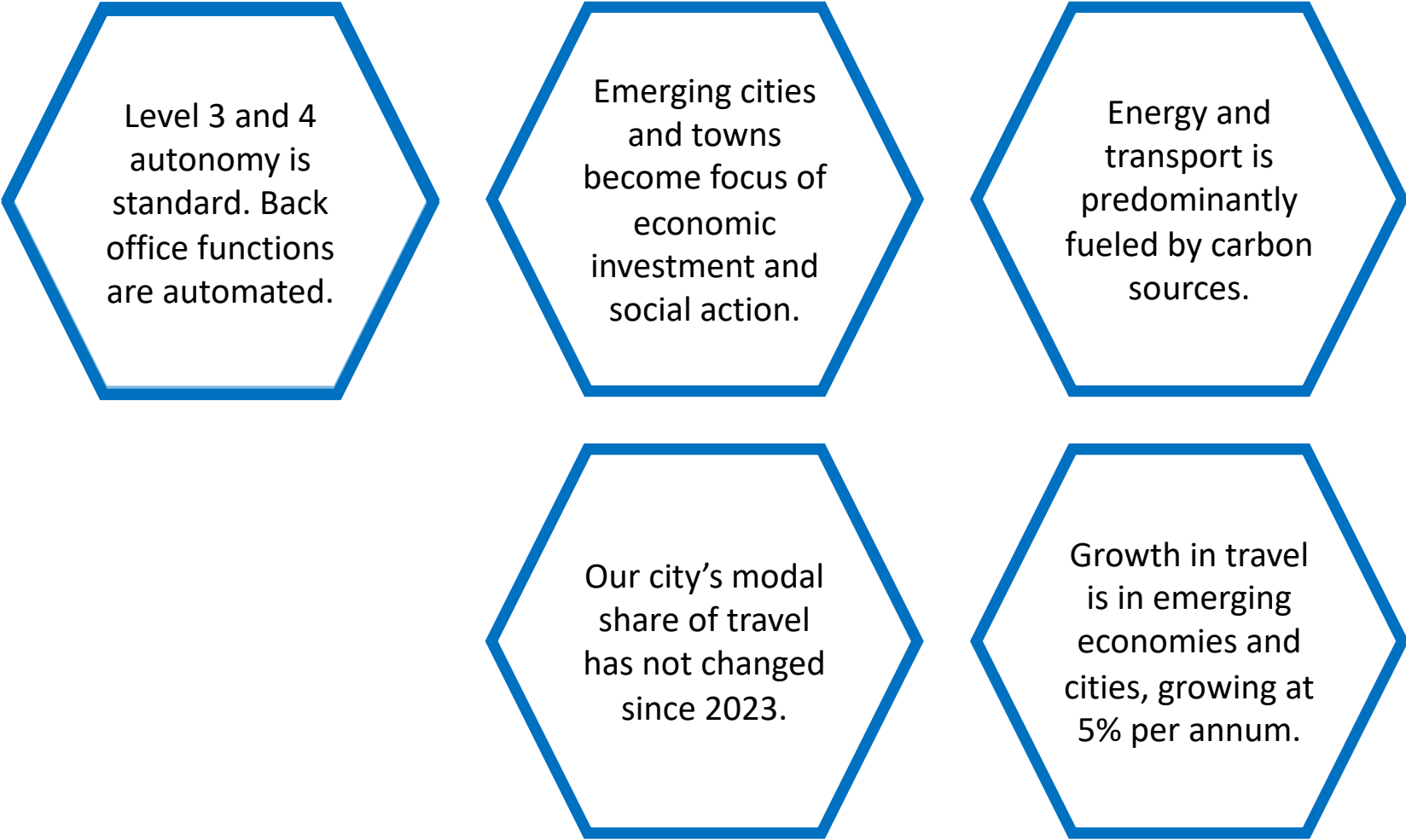
20 Transport moving the masses

Hub and spoke economic model is dominant.

Renewable energy makes up 20% of energy supplies.

New communities and cultural mixes in cities.





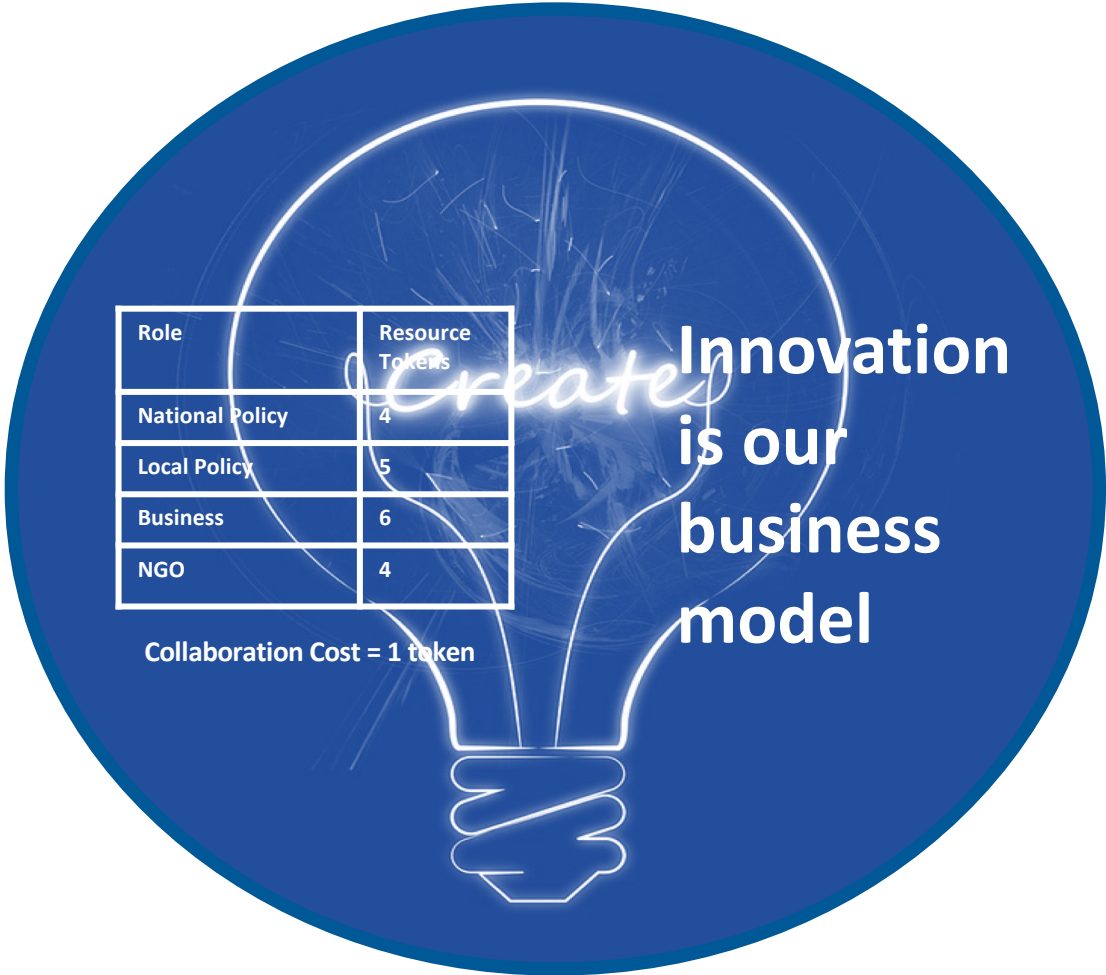
Level 3 and 4
autonomy is
standard. Back
office functions
are automated.

Emerging cities
and towns
become focus of
economic
investment and
social action.

Energy and
transport is
predominantly
fueled by carbon
sources.

Our city's modal
share of travel
has not changed
since 2023.

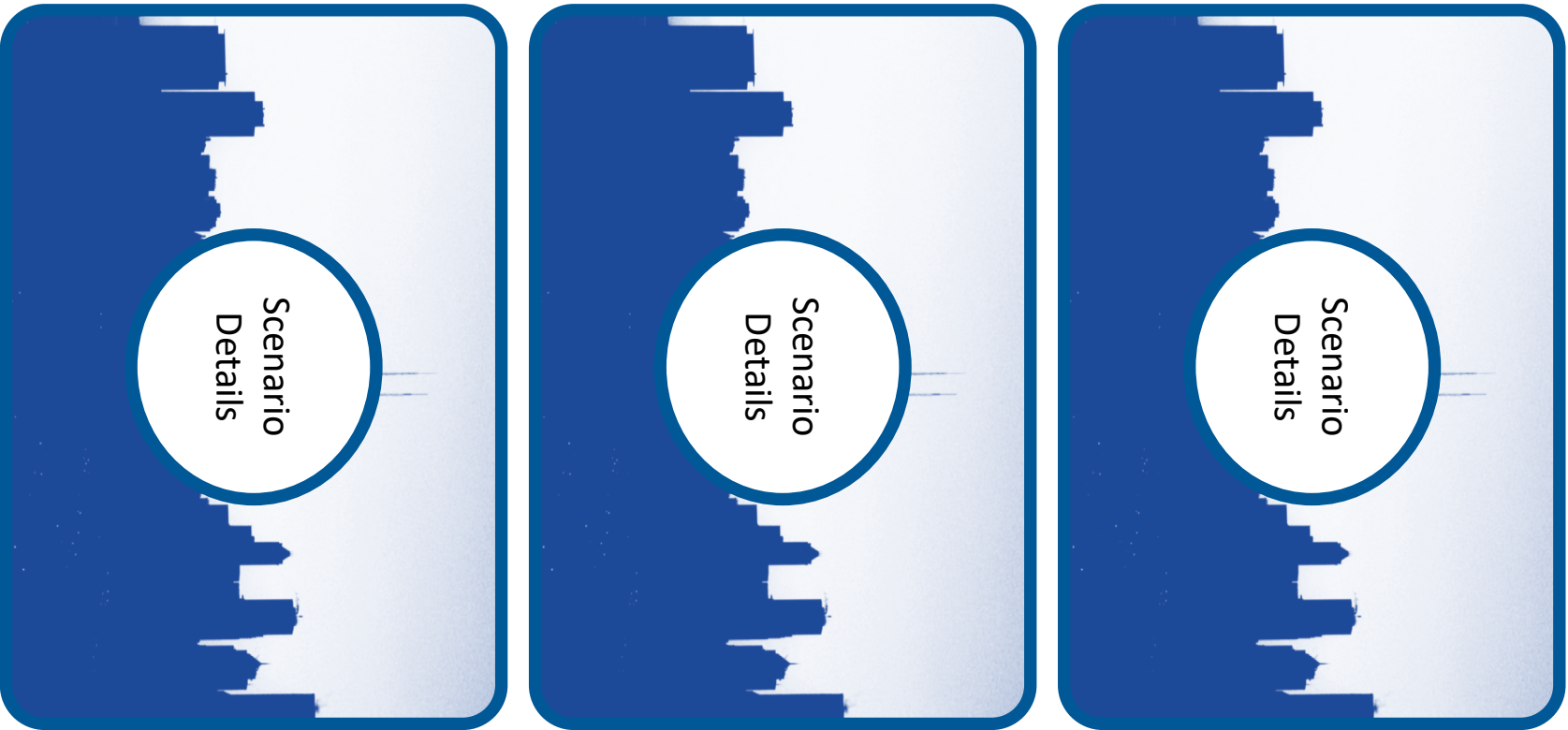
Growth in travel
is in emerging
economies and
cities, growing at
5% per annum.



Role	Resource Tokens
National Policy	4
Local Policy	5
Business	6
NGO	4

Collaboration Cost = 1 token

**Innovation
is our
business
model**



Scenario
Details

Scenario
Details

Scenario
Details

5

Innovation is our business model

City population growing at 5% per annum.

Cities globally competing to be 'living labs' for mobility solutions.

Fiercely competitive new mobility platform market.

5

Innovation is our business model

Cost-effective distributed transport changes travel demand.

Demand for city travel is growing at 2%-3% pa.

Cuts in socially-necessary transport spending by cities.

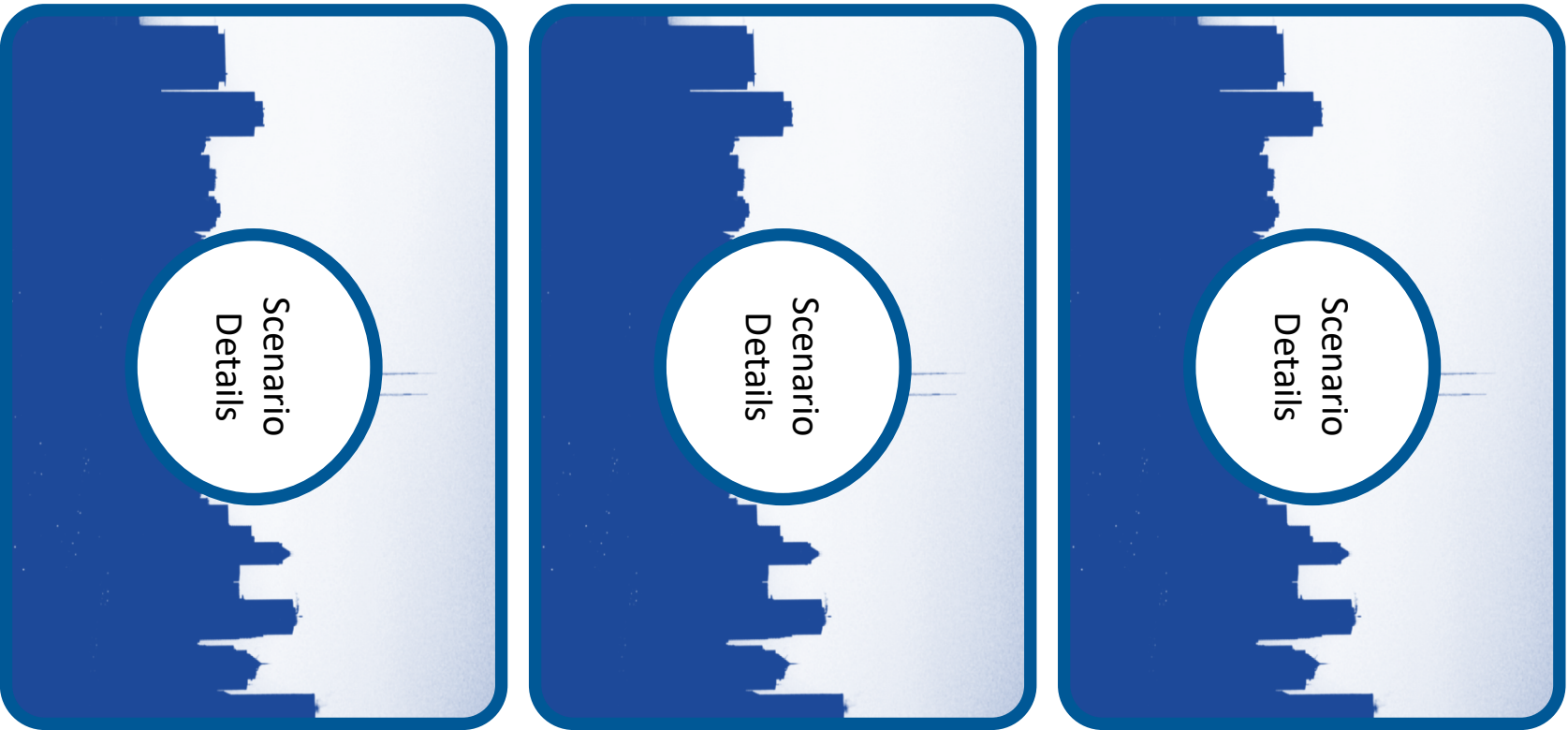
10

Innovation is our business model

Regional travel booming, growing at 3%-5% pa.

Global governance of transport is powerful.

Frictionless and ticketless travel is established.



Scenario
Details

Scenario
Details

Scenario
Details

10

Innovation is our
business model

Low carbon transport
dominance determined by
the market.

Infrastructure investment
boom globally – up 50%.

New mobility offerings
typically for the rich first,
then trickle down.

20

Innovation is our
business model

Innovation focused on well-
established mobility
platform offer.

Around 70% of vehicle fleet
is fully electrified.

Less than 50% of vehicles
are fully driverless.

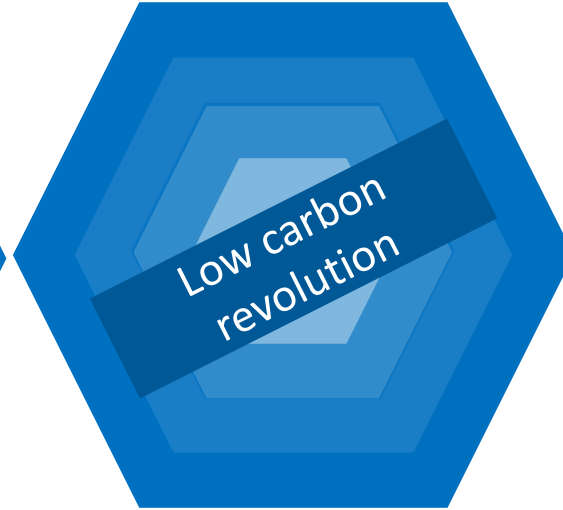
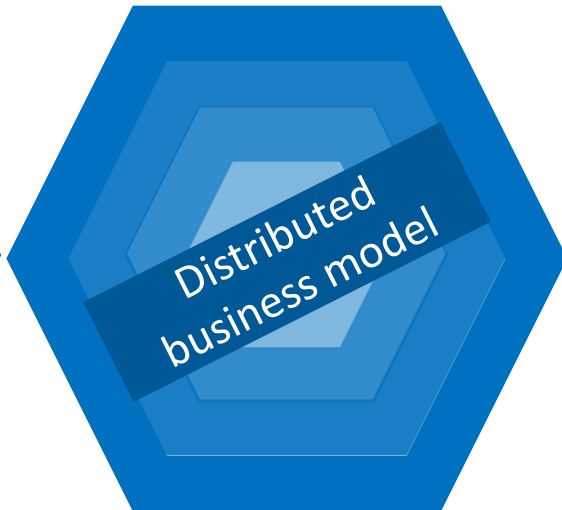
20

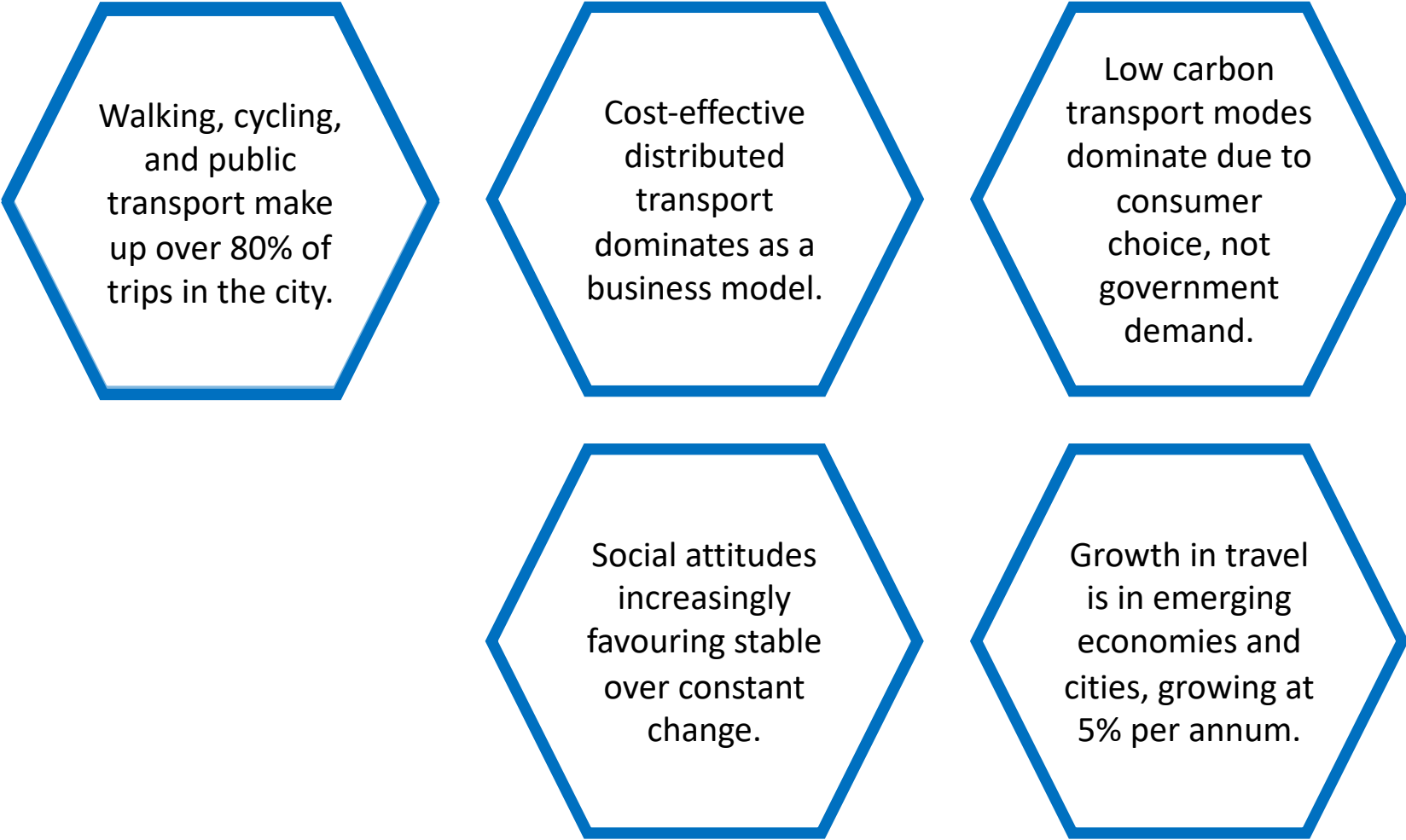
Innovation is our
business model

Social counter-revolution
focusing on consistency.

Virtual reality defined as a
transport mode and choice.

Investment focusses on
best use of services and
infrastructure, and minor
customer experience gains.





Walking, cycling,
and public
transport make
up over 80% of
trips in the city.

Cost-effective
distributed
transport
dominates as a
business model.

Low carbon
transport modes
dominate due to
consumer
choice, not
government
demand.

Social attitudes
increasingly
favouring stable
over constant
change.

Growth in travel
is in emerging
economies and
cities, growing at
5% per annum.