

CHARLOTTE FUTURE

CITY-BUILDING GAME

HOW WILL YOU
BUILD OUR CITY?



CREATED WITH 
IN CHARLOTTE BY
POTIONS&PIXELS

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GAME PURPOSE

The Charlotte Future City-Building Game is a part of the Charlotte Future 2040 Comprehensive Plan public involvement process. The purpose of the game is to learn more about the plan and have fun doing it!

Learn how you can get involved:
CharlotteFuture.com/2040

OVERVIEW

In the Charlotte Future City-Building Game, 2-4 players each build their vision for the future of Charlotte. Players take turns choosing their objectives (Framework Policy cards), what to build, and where to build it. The player with the best city wins the game!

COMPONENTS

- 90 double-sided Playing Cards
(These cards feature Framework Policies on one side and Place Types / Projects & Programs on the other side)
- 5 double-sided Bonus Point cards
- 1 double-sided Player Aid card
- 1 Rulebook
(Use the back page as a reference for the Framework Policy cards)

NOTE: This game uses double-sided cards that will be flipped over during the course of play.

CARD EXPLANATION

FRAMEWORK POLICY CARDS (10 KINDS)

These cards represent the wants and needs of Charlotteans! They are the primary way you score points and act as your objectives during the game. You choose which Framework Policies to work towards fulfilling. These cards are explained more in the SCORING section.



BONUS POINT CARDS

These 5 cards provide additional opportunities to score points. They are randomized every game. These cards are explained more in the SCORING section.



PROJECTS & PROGRAMS (8 KINDS)

These cards represent the different kinds of projects & programs you can build in your city.

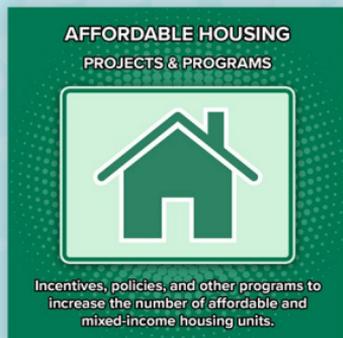
NAME & KIND OF CARD



SYMBOL REPRESENTING THIS PROJECT & PROGRAM



TEXT EXPLAINING THIS PROJECT & PROGRAM
(DOES NOT AFFECT GAMEPLAY)



PLACE TYPE CARDS

These cards represent the different kinds of places you can build in your city.

- NAME & KIND OF CARD** →
- PLACE TYPE SYMBOL** →
(EITHER LIVE, WORK, OR PLAY)
- PICTURE REPRESENTING THIS PLACE TYPE** →
- TEXT EXPLAINING THIS PLACE TYPE** →
(DOES NOT AFFECT GAMEPLAY)

NEIGHBORHOOD CENTER
PLAY | PLACE TYPE




A pedestrian-friendly activity area where residents can access daily shopping needs and services within a 5-10 minute walk.

There are 10 different kinds of Place Type cards divided into 3 categories: Live, Work, & Play. Each category has its own symbol.



LIVE



WORK



PLAY

NEIGHBORHOOD 1
LIVE | PLACE TYPE



Places for single-family and multi-family housing, schools, child-care, family recreation, and other neighborhood services.

CAMPUS
WORK | PLACE TYPE



Places for large multi-building institutional uses, such as education facilities, health care, health care and research & development.

REGIONAL ACTIVITY CENTER
PLAY | PLACE TYPE



Major employment locations and cultural destinations for residents from throughout the Charlotte region.

NEIGHBORHOOD 2
LIVE | PLACE TYPE



A range of moderate to higher intensity housing types, including apartment and condominium buildings.

GENERAL INDUSTRIAL
WORK | PLACE TYPE



Places of employment for a range of industrial uses.

NEIGHBORHOOD CENTER
PLAY | PLACE TYPE



A pedestrian-friendly activity area where residents can access daily shopping needs and services within a 5-10 minute walk.

OPEN SPACE
LIVE | PLACE TYPE



Land that is intended to contain parks or natural (or street) open space.

COMMERCIAL
WORK | PLACE TYPE



Places for the sale of goods & services in locations readily accessible by automobile.

COMMUNITY ACTIVITY CENTER
PLAY | PLACE TYPE



Primarily commercial and residential activity that is completed and/or built within a 10-15 minute drive of nearby neighborhoods.

LIGHT INDUSTRIAL MIXED-USE
WORK | PLACE TYPE



Mixed-use places that include light manufacturing, office, residential, and retail.

SETUP

1. **Shuffle all 90 playing cards** ensuring that the Framework Policy sides of the cards are all facing the same direction.
2. **Create three roughly equal draw piles** with the Framework Policy side facing up.
3. **Flip over two cards from each draw pile** and place them in a column below each pile. This forms the central play area.
4. **Randomly select 3 of the 5 double-sided Bonus Point cards.** Randomly flip each of the 3 cards to a side and place each of the 3 cards above the 3 Framework Policy draw piles. Place the 2 extra Bonus Point cards back in the game box.
5. **Place the double-sided Player Aid card near the central play area** for players to reference during the game.
6. **The youngest player goes first.**

CENTRAL PLAY AREA SETUP



GAMEPLAY

On your turn, you will take 2 cards & discard a number of cards (based on how many people are playing) from the central play area. These actions must be taken, if possible, and must be taken in order.

**2
PLAYERS**



**TAKE
2
CARDS**



**DISCARD
4
CARDS**

**3
PLAYERS**



**TAKE
2
CARDS**



**DISCARD
2
CARDS**

**4
PLAYERS**



**TAKE
2
CARDS**



**DISCARD
1
CARD**

TAKE 2 CARDS

Take a face-up card from the central play area. These include the cards on the top of the draw piles as well as the cards in the rows below them. These DO NOT include the Bonus Point cards.

SELECTING PLACE TYPES or PROJECTS & PROGRAMS

If you select a Place Type or Projects & Programs card, place the card in front of you in your city. You can have duplicate copies of these cards in your city.

SELECTING A FRAMEWORK POLICY

If you select a Framework Policy card, place the card in front of you above your city. You cannot have more than 1 of each kind of Framework Policy card.

After placing the card, take another card (for a total of 2 cards) and place it in your play area.

THESE 9 CARDS ARE SELECTABLE

PLACEMENT RULES FOR PLACE TYPES AND PROJECTS & PROGRAMS

- The only cards that can be placed in your city are Place Type cards as well as Projects & Programs.
- The first card in your city can be placed anywhere.
- When adding cards to your city, they must be placed **adjacent** to pre-existing cards. Cards must be connected side-by-side, horizontally or vertically.
- A city may not be more than 4x4 cards in dimension.
- Up to 16 cards can be placed in a city.
- Cards may not be moved after they are placed.
- Each city can contain duplicate copies of Place Type cards as well as Projects & Programs.

NOTE: Towards the end of the game, you may encounter situations where you cannot take 2 cards. In this case, take as many cards as you are able to and then proceed to discarding card(s).

PLACEMENT EXAMPLE

Cards must connect on their sides.



OR



Cards CANNOT be connected solely on the corners.



DISCARD CARD(S)

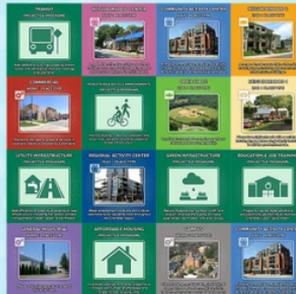
Select any card(s) from the bottom two rows of the central play area and place it in the discard pile. Make sure the card is discarded with the Place Type / Project & Program side face-up. You cannot discard a Framework Policy card. Remember, the amount of cards you discard depends on how many players there are.

EXAMPLE OF PLAY AREA

SELECTED
FRAMEWORK
POLICY CARDS



4x4 CITY:
INCLUDES
PLACE TYPES
AND
PROJECTS &
PROGRAMS

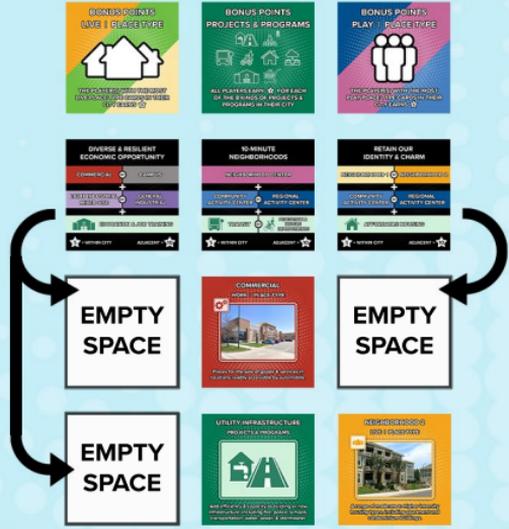


TURN END

At the end of your turn, refill any empty spaces in the bottom two rows of the central play area by drawing cards from the corresponding draw piles in each column. Flip the cards over from the Framework Policy side to the other side as they enter the bottom two rows.

EXAMPLE OF REFILLING EMPTY SPACES

When filling an empty space, make sure to always draw cards from the Framework Policy draw pile in the same column. Remember to flip the cards, as the Framework Policy side of the card should not appear in the bottom two rows.



If one of the draw piles of Framework Policy cards runs out, take the discard pile, flip it over and place roughly a third of the cards under each draw pile and on the empty space to form a new Framework Policy draw pile. In the event that a draw pile runs out and there is no discard pile, take the bottom half of the largest draw pile and place it on the empty space to form a new Framework Policy draw pile.

Play then proceeds to the next player in clockwise order.

GAME END

The game ends after each player has taken 11 turns. At this point, each player will have had an opportunity to take a total of 22 Framework Policy cards, Place Types, and Projects & Programs.

Players then calculate their scores to determine the winner(s).

SCORING

SCORING FRAMEWORK POLICY CARDS

- The primary way to score points is by fulfilling Framework Policy cards.
- In order to fulfill a Framework Policy, you must have 3 corresponding cards in your city. These requirements are listed in 3 rows in the center of the card.
- Some requirements can be fulfilled with a choice of 2 different cards.



EXAMPLE

In order to fulfill this Framework Policy, a player would need the following cards in their city: 1 Open Space card + 1 Community Activity Center + either 1 Healthy Food card or 1 Pedestrian & Bicycle Improvements card.

- For each Framework Policy card you take, you will score either 0, 5, or 10 points. The score depends on how you build your city.
- If you do not fulfill the 3 requirements on a Framework Policy card, you earn 0 points for that card.
- If you have all 3 required cards in your city, you will earn either 5 or 10 points.

- If all 3 required cards are within your city but NOT adjacent, you will earn 5 points as shown on the bottom left corner of each Framework Policy card (5 = Within City).
- If all 3 required cards are within your city AND are adjacent to one another, you will earn 10 points as shown on the bottom right corner of each Framework Policy card (Adjacent = 10).
- In this way, players are rewarded for coordinating how they build and grow their city!
- Remember, cards must be connected side-by-side, horizontally or vertically, in order to be considered adjacent. Cards that are diagonal from one another are NOT adjacent.

EXAMPLES

In order to earn 10 points for this Framework Policy card, you would need the following cards placed adjacent to one another in your city: 1 Open Space card + 1 Community Activity Center + either 1 Healthy Food card or 1 Pedestrian & Bicycle Improvements card.

In these four examples, all 3 cards required to fulfill the Healthy & Active Communities Framework Policy are present in your city AND are adjacent to one another, resulting in 10 points.



In these three examples, all 3 cards required to fulfill the Healthy & Active Communities Framework Policy are present within your city but are NOT adjacent to one another, resulting in 5 points.



- You can only score once for each Framework Policy card.
- Remember, each player can only take one of each kind of Framework Policy card.
- Cards in your city can be used to fulfill multiple Framework Policy cards. For example, a single Transit card in your city can be used to satisfy different Framework Policy cards that have Transit as a requirement.

SCORING BONUS POINT CARDS

- Players can earn additional points through the 3 Bonus Point cards that are present in each game.
- Bonus Points can be earned by having certain KINDS OF CARDS, or having the MOST CARDS or MOST KINDS OF CARDS.

NAME & KIND OF CARD →

THE BACKGROUND COLORS AND SYMBOLS REFER TO THE CARDS THIS BONUS APPLIES TO →

TEXT EXPLAINING HOW TO SCORE BONUS POINTS →

**BONUS POINTS
WORK | PLACE TYPE**



ALL PLAYERS EARN ☆
FOR EACH OF THE 4 KINDS OF
WORK PLACE TYPES IN THEIR CITY

- If players tie for having the MOST of something, they each get the full amount of points listed.
- Some Bonus Point cards refer to the MOST KINDS OF CARDS while others refer to the MOST CARDS OVERALL (which includes duplicate cards).
- The background colors and symbols on the Bonus Point cards refer to the corresponding symbols on the Place Type cards and Projects & Programs cards.

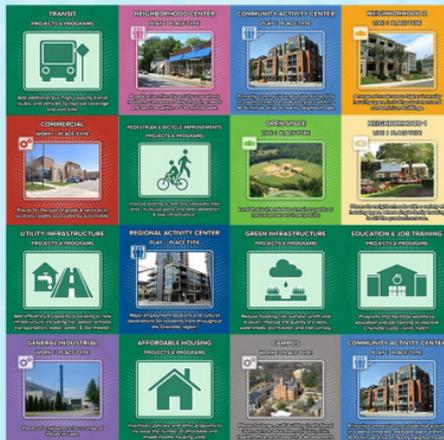
The player with the most points wins. In the event of a tie, the players share in victory!

SCORING EXAMPLE

FRAMEWORK POLICY CARDS

HOUSING DIVERSITY	10-MINUTE NEIGHBORHOODS	HEALTHY & ACTIVE COMMUNITIES	INTEGRATED NATURAL & BUILT ENVIRONMENT	DIVERSE & RESILIENT ECONOMIC OPPORTUNITY	BALANCED MOBILITY
HOUSING DIVERSITY	10-MINUTE NEIGHBORHOODS	HEALTHY & ACTIVE COMMUNITIES	INTEGRATED NATURAL & BUILT ENVIRONMENT	DIVERSE & RESILIENT ECONOMIC OPPORTUNITY	BALANCED MOBILITY
HOUSING DIVERSITY	10-MINUTE NEIGHBORHOODS	HEALTHY & ACTIVE COMMUNITIES	INTEGRATED NATURAL & BUILT ENVIRONMENT	DIVERSE & RESILIENT ECONOMIC OPPORTUNITY	BALANCED MOBILITY
HOUSING DIVERSITY	10-MINUTE NEIGHBORHOODS	HEALTHY & ACTIVE COMMUNITIES	INTEGRATED NATURAL & BUILT ENVIRONMENT	DIVERSE & RESILIENT ECONOMIC OPPORTUNITY	BALANCED MOBILITY
HOUSING DIVERSITY	10-MINUTE NEIGHBORHOODS	HEALTHY & ACTIVE COMMUNITIES	INTEGRATED NATURAL & BUILT ENVIRONMENT	DIVERSE & RESILIENT ECONOMIC OPPORTUNITY	BALANCED MOBILITY

4x4 CITY



- This player earns 45 points from their Framework Policy cards.
- This involves 40 points from fulfilling 4 Framework Policy cards with **adjacent** cards and 5 points from fulfilling 1 Framework Policy card by having all 3 required cards within their city, but not adjacent.



- This player has 3 Live Place Type cards. They would not earn any points for the Live Place Type Bonus because another player has more Live Place Type CARDS in their city.
- This player has 6 KINDS of Projects & Programs. They earn 2 points for each KIND, for a total of 12 points.
- This player has 3 KINDS of Play Place Types. They earn 2 points for each KIND, for a total of 6 points. **NOTE:** This player has 4 Play Place Type CARDS (they have 2 Community Activity Centers). However, this Bonus Point card applies to each KIND of Play Place Type, NOT each Play Place Type CARD.
- This player finishes the game with a total score of 63 points.

SHARE YOUR EXPERIENCE!

Take a picture while playing the game and share it with us!

#CLTfuture2040

TAG: @CLTgov & @CLTplanning

TAG: POTIONS & PIXELS (see below)

POTIONS&PIXELS is a nonprofit organization that utilizes games to create social impact.

Learn more: www.PotionsAndPixels.com

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PLAYTESTERS: Bryant Allen, Ben Allred, Brian Bickford, Joshua Coats, Scott Correll, Rember Cuestas, Michael DePrey, Chris Friesen, Jeremy Halden, John Jewell, Travis Johnson, Vinal Lakhani, Brian McElroy, Kyle McGee, Jeff Plummer, Cameron Smith, Stephanie Przystanski, Eric Schwendner, Andrew Senger, Benson Taylor, Harold Vargas, Desiree Zytkow, & Jan Zytkow.

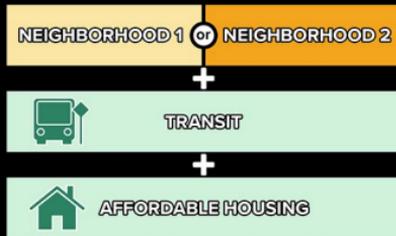
SPECIAL THANKS: Mayor Vi Lyles, Charlotte City Council, Planning, Design & Development Department Director Taiwo Jaiyeoba, Alysia Osborne and the Charlotte Future 2040 Comprehensive Plan team!

POTIONS & PIXELS would like to thank all of our supporters and the entire Zytkow Family. We love you all! Dedicated to Malgosia & Jan M. Zytkow.

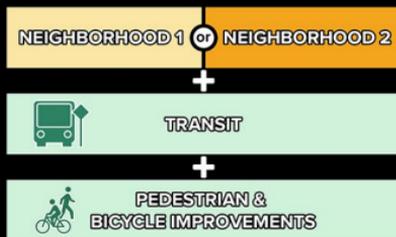
HOUSING DIVERSITY



AFFORDABLE & WORKFORCE HOUSING



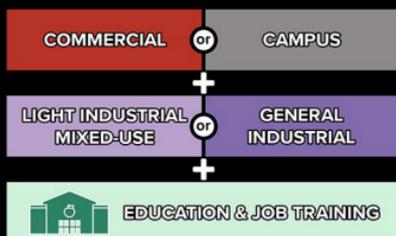
TRANSIT- & TRAIL-ORIENTED DEVELOPMENT (2T-OD)



RETAIN OUR IDENTITY & CHARM



DIVERSE & RESILIENT ECONOMIC OPPORTUNITY



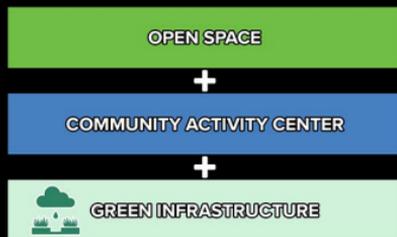
BALANCED MOBILITY



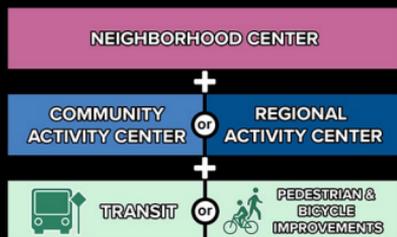
HEALTHY & ACTIVE COMMUNITIES



INTEGRATED NATURAL & BUILT ENVIRONMENT



10-MINUTE NEIGHBORHOODS



FISCALLY RESPONSIBLE

