

Getting There: The Game

Resource Card Descriptions



Phone: Use for calling, texting, or navigation (helpful for wrong address, pickup confusion, or no response situations)

Charger: Fix or prevent phone problems (best for phone dies or low battery challenges)

Contact Person: Reach out to someone for help or information (use when plans change, driver issues, or you need guidance)

Extra Time: Avoid being late or reduce delays (helpful for running late or driver delays)

Written Plan: Fix confusion about directions, timing, or details (best for wrong address, missed pickup, or unclear plans)

Support Person: Someone helps you solve a problem (use for difficult or stressful challenges)

Confidence: Help yourself stay calm or try something new (best for feeling nervous or uncertain situations)

Extra Money +\$5/+\$10: Add to your money to pay for problems (use when challenges require payment)

Backup Plan: Solve a transportation problem with an alternative plan (use when original plan fails, like cancellations)

Practice Trip: Avoid one setback or mistake (use to prevent moving back or staying in place)

Switch Transportation: Change between ride share and family/friend (best when driver cannot take you or ride is unavailable)

Accessible Ride: Solve problems related to accessibility (use when ride is not accessible or environment is a barrier)

Service Animal Support: Solve problems related to service animals (use when service animals aren't allowed)

Solve With My Own Plan: Create your own solution (once per game, group must agree; use when no card fits but you have a reasonable idea)