



*Welcome to a special game,
where every choice makes a difference!*

In this game, we will explore how our daily actions and global events impact the environment. Through quizzes and riddles, we will discover which behaviors help reduce pollution and which ones increase CO₂ emissions.
The goal? Free the planet from CO₂!
Every correct answer will help us move forward, learning how to protect nature and adopt sustainable habits.

Are you ready to play for the future of our planet?

Suggested age: 10 years old

GROUP SIZE

- **Team Mode:** Up to 5 teams of 4 players each (20 players max).
- **Cooperative Mode:** 2-10 players work together as a single group against CO₂ particles.

MATERIALS

- **World map or a specific regional map**
- **Cards:**
 1. **Positive cards:** Behaviors or events that help the environment and reduce CO₂ emissions.
 2. **Negative cards:** Behaviors or events that harm the environment by increasing CO₂ emissions.
 3. **Quiz cards:** True or false questions and riddles about the environment.
 4. **Event cards:** Events that affect all regions on the map, such as international agreements or new regulations.
- **Game pieces** representing CO₂ emissions.

CREATIVE OPTION: CREATE YOUR OWN VERSION!

You can use recycled materials to make the game: reused paper sheets for the map and cards, and small objects (bottle caps, buttons, cardboard pieces, etc.) as CO₂ particles. This process can involve the participants: by bringing used paper, packaging leftovers, and bottle caps, players can create their own fully sustainable version of the game!

GAME INSTRUCTIONS

GOAL: Remove all CO₂ particles from the map.

TEAM MODE

1. **Divide the players into teams.** Each team represents a region/city.
2. **Distribute the same number of CO₂ particles in each region on the map.**
The recommended amount for a 45-minute game is 7 particles per region.
3. Depending on your needs (age of participants, prior knowledge, etc.), you can **organise the materials** in two ways:
 - **a.** *If players are not familiar with the topic*, mix the positive, negative, and event cards into a single deck, while keeping quiz cards separate. Each team takes turns drawing a card and reading the action. If it is a positive card, they remove the indicated number of CO₂ particles from their region. If it is a negative card, they add them.
 - **b.** *If players already have some knowledge of climate change*, teams start by drawing a **quiz card**. If they answer correctly, they draw a positive card; otherwise, they draw a negative card. In this version, event cards are drawn by the teacher or facilitator every 3- 4 turns and affect all regions.
4. **The game can end in different ways:**
 - **a.** After 45 minutes or a set number of turns, CO₂ particles are counted. The team that has reduced the most CO₂ wins.
 - **b.** Pre-set scenarios automatically determine the end of the game, such as:
 - *Team Mode:* The first team to reach 0 CO₂ particles wins.
 - *Cooperative Mode:* The map reaches 0 CO₂ particles.

COOPERATIVE MODE

- Players can participate as individuals (if the group is small) or as a single team.
- Follow the team mode instructions, with individuals taking turns instead of groups.

Attention! Some cards add or remove more than 1 CO₂ particle from the map. Each of these cards includes a detailed explanation, highlighting both social and economic co-benefits, such as improved air quality, support for local communities, and economic growth; and potential disadvantages, such as financial losses or negative impacts on wildlife.

Be sure to read the descriptions together!



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