









## WELCOME TO THE PRINT & PLAY VERSION OF OUR GAME "CLIMATE HEROES".

THIS DOCUMENT CONTAINS ALL THE CARDS NECESSARY TO PLAY, AND THE INSTRUCTIONS.

# PRINT THIS DOCUMENT AND CUT EVERY CARD INDIVIDUALLY.

# SAVE SOME PAPER! UNLESS NECESSARY, DON'T PRINT THESE FIRST TWO PAGES AND THE INSTRUCTIONS.

THANK YOU!

### -THE CREATORS OF THE GAME AND YOUR IYNF TEAM





























































































<u>4</u> ер	<b>▲ 4</b> <sub>EP</sub>	2 <sub>EP</sub>
Climate change is about something deeper than justice, it's about solidarity. Human solidarity	Those least responsible for climate change are the worst affected by it	This is not about the environment, it's about the community, it's about jobs, it's about justice
1 Зер 2 8ер	1 Зер 2 8ер	1 1ер 2 2ер
2EP		
An investment isn't an investment if it destroys		
our planet		
2 2EP		









# **Climate Heroes**

WHAT THE GAME'S ABOUT? 2020 was a crucial year for creating awareness on how to save the planet. By playing this game, you will develop yourself as a climate hero and understand the role of climate justice. As you strategically decide to collect different Sustainable Development Goals (SDGs), you will become aware of how climate justice is related to each goal. Eventually, you will understand what can you do for climate justice and include it in your lifestyle. Just remember, we can all be climate heroes!

WHAT IS CLIMATE JUSTICE? Global warming is affecting everyone. However, the impacts of climate crisis are not equally or fairly distributed between rich and poor, woman and men, and older and younger generations. Therefore climate justice is used as a term to explain that the socio-economic differences should be addressed when looking at climate solutions. These differences are addressed in the SDGs and this game visualizes the connection between climate justice and the goals. Just read the quotes and have fun!

HOW TO BECOME A HERO? You will win this game by collecting 3 full sets of SDGs.

**BACKGROUND INFORMATION:** For this game, we created 10 sets of SDGs including one or two goals. In reality, there are 17 SDGs to achieve a better and more sustainable future. The picture below shows the number and name of each goal. For more information, see <u>www.globalgoals.org.</u>





**SET UP:** - Shuffle the cards and deal 5 to each player face down.

- Put the rest of the cards in the middle to create a draw pile.
- Look at your cards but don't show others!
- Youngest player goes first, then the game continues clockwise.

- Every time you get a SDG card, read the quote and understand how it's related to the SDG. ON YOUR TURN

- TAKE 2 CARDS from the draw pile and add them into your hand. Later in the game if you have no cards left, pick up 5 cards instead.

- PLAY UP TO 3 CARDS from your hand onto the table in front of you. You don't have to play any cards if you don't want. Play your 3 cards in any combination of the following: A, B, C, in any order.

### A: PUT EARTH POINTS/ACTION CARDS INTO YOUR COLLECTION OF EARTH POINTS

Players can reward each other for good actions towards Climate Justice, Earth Day, etc. Build up your collection pile in front of you using Earth Points cards or Action Cards. The Earth Point value of an action card can be found on the top-right corner. Once you put an action card into your collection as Earth Points, the action becomes void for the rest of the game. If you use it to reward another player, they will also have to put it in their collection, and will not be able to use it as an Action Card.

### **B: PUT DOWN SDGs**

Remember, 3 different-coloured SDG set to win the game! Lay SDG cards down in front of you to start working towards your goals. Each card shows how many SDG sub goals you have to collect to complete that colour-set. Collect as many SDG cards as you want, but you only need 3 full sets of different colours to win the game. You can only reorganize your SDG collection on your turn. If you realise you won during someone else's turn you must wait until it's your turn to say it!

### C: PLAY ACTION CARDS INTO THE CENTER

Follow the instructions on the action cards! Action Cards allow you to do things such as receiving rewards from other players, take their SDG cards and ask for a donation on Earth Day! If you pick up an Action Card on your turn, you can play it right away as one of your three cards or use it on a later turn. Action Cards can also be put into your Earth Points collection as Earth Points.

### IMPORTANT! HOW TO REWARD OTHER PLAYERS!

Cards can never go back into a player's hand. Never reward with cards from your hand, only from the cards in front of you. You can reward with cards from your Earth Point collection, SDG collection or both. You choose how you want to reward – not the player you're rewarding! Change is NOT given! For example if you have to reward a player 2 Earth Points and you only have a 3 Earth Points card in your collection, you don't get any change!

If you reward Earth Points with SDG cards, they must go into the other player's SDG collection (Value of the SDG card is shown in the top-right corner). If you have no cards in front of you to reward with, you don't give Earth Points at all!

- END YOUR TURN if you have more than 7 cards in your hand at the end of your turn (not including the cards on the table), discard extras to the bottom of the draw pile, so you only

have 7. If you have run out of cards, take 5 at the start of your next turn. **THE CARDS IN MORE DETAIL** 

**FRIENDSHIP GOALS**: Take an SDG card from any other player and add it to your collection, but you need to mention the full SDG name of the card you want to take first. If you name the SDG correctly, you can take it, if not you cannot. Check the SDG picture if it's correct. You cannot take a card that is part of a full set. You can also use this card as Earth Points.

**SHARING SUSTAINABILITY EXPERTISE**: Swap another player's SDG card with one from your collection. You can also use this card as Earth Points.

**GREENWASHING**: Take a full set of SDGs from another player and add it to your collection, but you need to mention the full SDG name of the card you want to take first. If you name the SDG correctly, you can take it, if not you cannot. Check the SDG picture if it's correct. You can also use this card as Earth Points.

**HOW DARE YOU**: Use this card at any time to cancel the effect when another player plays any Action Card against you. If that player has another "HOW DARE YOU" card, they can use it to cancel yours! You can also use this card as Earth Points.

**NATURE PAYBACK**: React to nature! The last player to slap the card gives 5 Earth Points to the person who played the card. You can also use this card as Earth Points.

**IT'S EARTH DAY!**: All players get an extra card, the person who played gets an extra chance to play a card. You can also use this card as Earth Points.

**REWARD**: Request a reward based on your SDG card(s) that match the colour of the Reward card. Everyone will give you x amount of Earth points based on your SDG set. You can also use this card as Earth Points.

**NO ONE IS SAFE**: All players (including the person who plays the card) have to pass the cards in their hand to the player on their right. You can also use this card as Earth Points.

**DOUBLE REWARD**: Play with a standard Reward card to double the amount of Earth Points you will receive. You can also use this card as Earth Points.

**HOORAY!**: Pick up 2 extra cards from the draw pile. You can play more than one "HOORAY!" card per turn. You can also use this card as Earth Points.

**TREES/SOLAR PANELS & WIND TURBINES**: Add these cards to a full set of SDGs to add to the Reward value. You can only have one Tree and one Solar Panel & Wind Turbine on any set. You can only add a Solar Panel & Wind Turbine to a SDG set after you have added a Tree. You can also use this card as Earth Points.

**EARTH POINTS CARDS**: Put Earth Points cards into your collection and use them to reward other players.

**SDG**: Each card shows how many SDG cards of that colour you need to complete a full set.