

CRISERIOUS

Print & Play

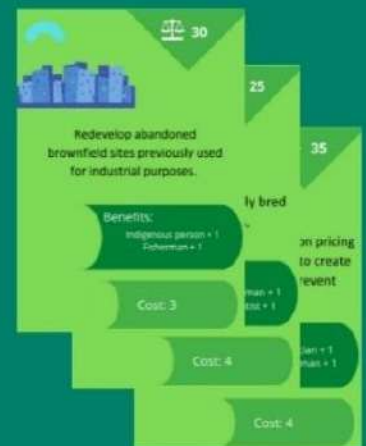


Climate Justice is ~~not~~ fun



Solution

CRISIS



Welcome to the print & play version
of our game "**Criserious**"!

This document contains all the cards
necessary to play, as well as the
instructions.

Print the cards on both sides of the
paper so that the front and the
back would match. Cut out every
card individually.

Save as much paper as you can!
Do not print these two pages and the
instructions.

Thank you :)

- The Creators of the game
and the IYNF team



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Chessy is a 40 year old scientist, she has been working on Climate Change for 10 years. She loves insects, her pet and best friend is a preying mantis. As a mother of two children, she hopes for a better future. She is a little bit crazy, but all the best people are.

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18 year old Mindi lives in Earl Grey forest. Her tribe is menaced by the destruction of the forest. She has been trying to raise public attention to the situation, without success, until now. She loves nature more than anything, because it is her home, but also enjoys dance and books.

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Kofi lives in Greenlagoon by the Sea. He loves his work and wouldn't trade it for anything. With his Twitter, he tried to amplify the voices of the Climate Crisis victims. He is 21, and loves his ship "MerMonde". He also loves quinoa.

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Isac is a 25 year old activist and member of the International Young Nature Friends organisation. He goes to a lot of environmental meetings. He tries to educate his community on the Climate Crisis. He loves animals and his family. Even though he likes to take baths and loves meat, he does his best.

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Remi is a 33 year old millionaire. He owns his own fashion brand "Seraphiro" and invests in multiple sectors such as crude oil production and space travel. His mum told him Nature was sacred so making a change in the world is ok with him - he now has a saviour complex - even if most of his money stays in his pockets.

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Polly is a 47 year old Politician. She used to be President of Urbland and is now running as a candidate for the next election. She advocates for a better world, but not necessarily a Utopia. She loves her poodle and even though she prefers UBER she does have a bike.



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Kofi Sherman



Fisherman

To win:

1

105

Start:
4

Mindi Genous



Indigenous

To win:

0

120

Start:
2

Chessy Entist



Scientist

To win:

2

110

Start:
7

Polly Tician



Politician

To win:

4

105

Start:
9

Remi Lionaire



Millionaire

To win:

10

100

Start:
15

Isac Tivist



Activist

To win:

0

115

Start:
4



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 30

Supply water filters that combine sand and nanotechnology to households in the most rural and affected areas.

Benefits:
Activist + 1
Indigenous person + 1

Cost: 5



 30

Fund a regenerative agricultural practices program which will increase crop diversity.

Benefits:
Indigenous person + 1
Scientist + 1

Cost: 5





 10

Start a relocation programme from the exposed settlements to more flood-safe locations.

Benefits:

Cost: 2



 20

Use permeable paving to reduce the chance of flooding in wet conditions.

Benefits:
Indigenous person - 1
Scientist - 1

Cost: 3



 35

Apply data management software to map and optimise cities' stormwater drainage systems.

Benefits:
Millionaire + 1
Politician + 1

Cost: 6





 25

Mandate land owners and architects to take responsibility for their stormwater using retention ponds and rainwater barrels.

Benefits:
Activist + 1

Cost: 4



 30

Redevelop abandoned brownfield sites previously used for industrial purposes.

Benefits:
Indigenous person + 1
Fisherman + 1

Cost: 3





 20

Create a campaign to reduce meat consumption, minimising space needed for intensive farming.

Benefits:
Politician + 1
Activist + 1

Cost: 4



 15

Evacuate the inhabitants of the islands immediately in order to protect them and to start the programme of their integration into the society of the continental nations.

Benefits:

Cost: 2



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25

Seed the reef with specially bred heat-tolerant corals.

Benefits:
Fisherman + 1
Scientist + 1

Cost: 4

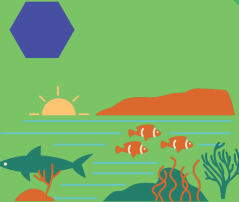


30

Invest into a programme of cloud brightening – to shade and cool large areas of the reef by spraying microscopic salt-water droplets into the clouds.

Benefits:
Scientist + 2

Cost: 6



25

Ban sunscreen that contains chemicals such as Oxybenzone which are dangerous to corals.

Benefits:
Activist + 1
Indigenous person + 1
Fisherman + 1

Cost: 3



35

To adopt legislation which will regulate cities' outwards growth and instead encourage upward growth.

Benefits:
Activist + 1

Cost: 4

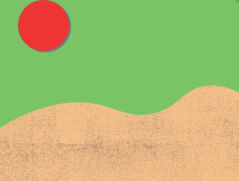


15

To adopt legislation which will regulate the misuse of apartments and homes for offices and touristic purposes.

Benefits:
Activist + 1

Cost: 2



15

Create a law forbidding the cutting of trees at the edge of the desert.

Benefits:
Politician + 1

Cost: 2



0

Go to the G7 Summit and get wasted on litres of champagne in front of the venue.

Benefits:
Millionaire + 1
Politician + 1

Cost: 2

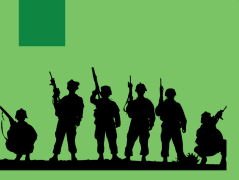


35

Cooperate internationally on pricing and resource distribution to create a fairer economy and prevent conflict.

Benefits:
Politician + 1
Fisherman + 1

Cost: 4



25

Build infrastructure such as roads and railroads to enable and facilitate easy trade between regions.

Benefits:
Millionaire + 2

Cost: 6



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 15


Finance the development of cooling centers in urban areas.

Benefits:

Politician + 1

Cost: 2


 25


Invest into opportunities to create new green spaces in the cities in order to reduce the urban temperature.

Benefits:

Activist + 1
Politician + 1
Millionaire + 1

Cost: 4





 30


Subsidise a programme for citizens to cover their roof with green vegetation.

Benefits:

Politician + 1
Activist + 1

Cost: 5





 40


Recycle treated municipal wastewater to reduce the demand on local water sources.

Benefits:

Activist + 1
Scientist + 1

Cost: 6





 25


Build desalination facilities which will be able to supply the regions with both drinkable and utility water.

Benefits:

Politician + 2
Millionaire + 2
Scientist + 1

Cost: 8





 20


Send the the Nations of Criseria Assistance Corps to the region in order to protect the natural resources and avoid escalation of the violent conflict.

Benefits:

Politician + 2

Cost: 4





 30


Invest into a programme of carbon capturing to be used in factories throughout the continent to reduce the rate of glaciers in the north melting.

Benefits:

Indigenous +1

Cost: 5


 20


Reinforce the coastal defenses of the islands in order to keep out the rising tide.

Benefits:

Politician + 1

Cost: 3



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Desertification

The drying fields caused by overgrazing are endangering the ability of the farmers to produce crops, resulting in hunger and poverty.



War/Territorial Conflicts

The lack of drinkable water and food is creating tension in the southern part of Criseria. This is imminently going to escalate into an armed conflict.



Rising sea level

The islands of the indigenous people, as well as the millionaire's private island, are endangered by the rising level of the sea. These islands may disappear within next 10 years.



Reef bleaching

The Great Coral Reef off the east of Criseria is bleaching, which is endangering the marine life and fishing.



Heat Waves

The last five summers were the warmest in the recorded history of Criseria. The numbers of children and old people dying due to summer heat-related mortality are increasing every year.



Drinking Water

A water crisis in central Criseria is making it increasingly difficult to obtain adequate hygiene and sanitation. This has already led to outbreaks of diseases which had thought to have been long eradicated.



Floods

Changing weather patterns including sudden heavy rainfall, combined with the dryness of land and lack of vegetation cover, are causing catastrophic flood events which are destroying agricultural lands, homes and infrastructure.



Urban Sprawl

The expansion into the forest areas has led to the outbreak of a new deadly disease, first transmitted from an animal to a human. The disease is spreading, causing large loss of life as well as economic losses.



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Criserious Rules

Introduction

In the land of Criseria, a climate crisis caused by fossil fuel emissions and pollution is reaching a dangerous tipping point. Six citizen stakeholders have come together to make some crucial decisions which will forever change the course of history on their continent. Will they be able to work together to prevent an ecological collapse, and will they be able to achieve their own financial and ecological objectives? This game will test your negotiation skills and you will discover that the only path to climate justice is working together.

Researching Solution Cards

To find solutions, research must be conducted. Researching solution cards costs one chip per solution card. To research a solution, a player (any player who has money can do this) must pay one chip and then they turn over the top solution card from the pile. If the solution card icon does not match the icon of the current crisis card, the players should leave the researched solution card face up on the table and continue researching more solution cards, paying one chip per solution card, until they find one which matches the crisis.

Setup

Shuffle the crisis cards and place them in a pile face down on the table. Shuffle the solution cards and place them face down next to the crisis cards. Each player should randomly take a character card and the appropriate number of chips for their character.

Rounds

There are four rounds in the game. The round begins by turning over the top crisis card and placing it in the centre of the table. In each round, one crisis card will be tackled. To resolve the crisis and move to the next round, the group needs to find and enact a solution card which accords to the crisis at hand.

Winning the Game

To avert a full ecological collapse, all four crises must be resolved and the total justice points earned through the four solutions must be at least 100. Some characters have individual goals such as having an even more just outcome, with more than 100 justice points necessary, or needing to have a certain amount of chips left in their pockets at the end. While it is essential to reach at least 100 points for everyone as a group to win, it is not always possible for everyone to achieve their individual objectives. Who will make the sacrifice to save the team and the world?

Enacting Solution Cards

If the solution card colour matches the crisis card, players can choose if they want to enact that solution. They enact the solution by paying the cost of the solution as listed on the solution card. Players can pool together to afford the solution card, for example each player can pay one or two chips towards it. If they don't like the solution, there is no obligation to enact it, they can keep searching for another solution that might be better.

Benefits of Solution Cards

Not all climate solutions are made equal. The more just the solution, the more justice points it carries, and it's probably more expensive. Also, certain players can earn chips back from different solutions, helping them to meet their objectives.

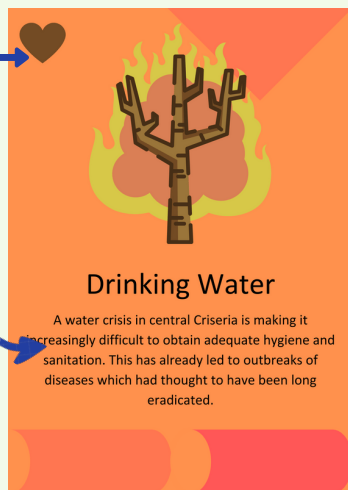
Patenting Solution Cards

But beware! Conducting too much research will lead greedy companies to patent the climate solutions, rendering them unusable for the rest of the game. There can only be a maximum of five solution cards open to use on the table at any one time. Once there are five, if players wish to research more solutions, they will need to choose a solution card that they do not think they would like to use, and put it to the side, 'patenting' it and they lose access to that solution for the rest of the game.

Crisis Card

The crisis's category

Explanation of the crisis



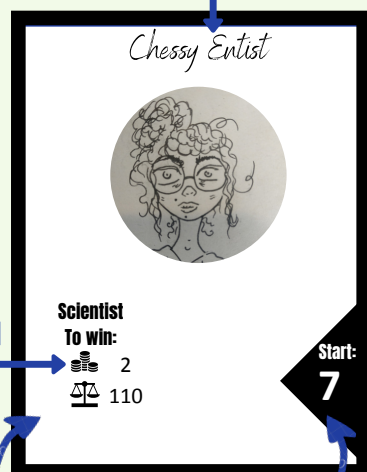
Character Card

Character name

Character description is on the back!

Amount of money needed at the end to achieve personal objective

Justice points needed to achieve personal objective

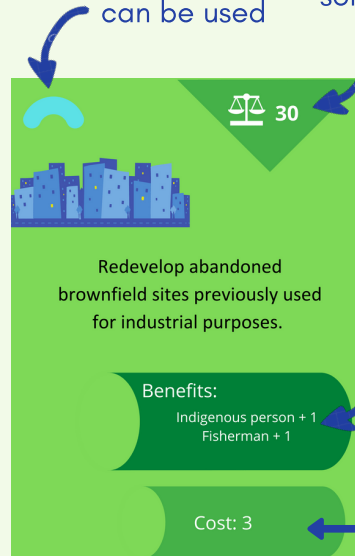


Money the character starts with at the beginning of the game

Solution Card

Category for which the solution can be used

Value of the solution in Justice Points



How much money do different characters get with the application of this solution

Cost of the solution in money