

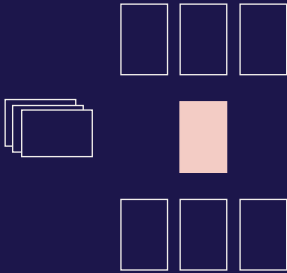
RULES

There are two ways to play Climate Call. Both ways take 10-20 minutes and can be played by 2-4 teams of 1-3 players.

Version 1:

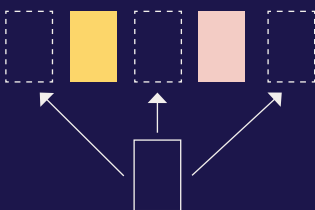
Preparations

1. Shuffle the deck and distribute three cards each to the teams. (The level of difficulty can be raised by starting the game with more cards.)
2. The teams place their cards on the table with the dark-blue side facing up.
3. The rest of the cards are placed in a pile, also with the dark-blue side facing up.
4. Draw the top card from the pile and place it with the back side (with the emissions figure) facing up, in the middle of the table. This is the first card on the emissions line.
5. The team with the player who last travelled by train gets the first turn.



The emissions line

During the game cards are placed next to each other to form a line – the emissions line. The aim of the game is to place the cards on the emissions line in order from lowest to highest emissions.



Playing the game

The starting team chooses one of its cards (without looking on the back) and indicates where on the emissions line it should be placed. Thereafter the card is flipped over to reveal the number.

1. If the indicated place is correct, the card is placed on the emissions line and the next team gets its turn.
2. If the indicated place is incorrect, the card is placed at the bottom of the pile and the team takes the top card from the pile and places it on the table in front of them. (The level of difficulty of the game can be raised if the incorrect card is instead placed in the right place on the emissions line before the team takes a new card.) The turn then goes to the next team.

Aim of the game

The first team to place all its cards on the emissions line wins. When a team runs out of cards, the round continues so that all teams get the same number of turns. If more than one team manages to get rid of all its cards during the same round, the game continues, one round at a time, until only one team manages to place its card correctly.

Version 2:

Preparations

1. Shuffle the deck and place it in the middle of the table with the dark blue side facing up.

2. Each team draws a card from the deck and places it with the number side facing up in front of themselves on the table. This is the first card on the emissions line.
3. The team with the player who last travelled by train gets the first turn.

The emissions line

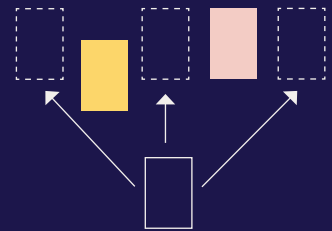
During the game, the cards are placed in a line – the emissions line – in front of each team. The aim of the game is to place the cards on the emissions line in order from lowest to highest emissions.

Playing the game

The starting team reads the upwards-facing side of the card on top of the pile and indicates where on the emissions line it should be placed.

Thereafter, the card is turned over to verify whether it was correctly placed.

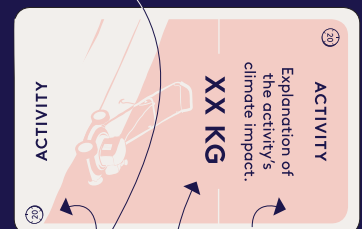
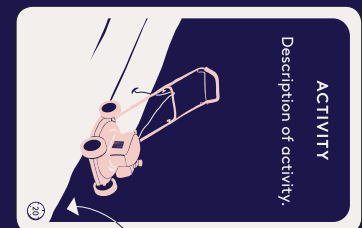
1. If the team was right, the card is placed in the right position on the emissions line, but slightly displaced, above the line, to indicate that it has not yet been secured.
 - a) The team can choose to insert the card on the emissions line and let the turn pass to the next team.
 - b) The team can also choose to read the next card in the pile and place it on the emissions line as in step 1. The team can continue its turn as long as the cards are placed correctly. The team can choose at any time to secure its cards and let the turn go to the next team.



2. If the team is wrong, it loses all its unsecured cards, which are placed at the bottom of the pile, and the turn goes to the next team.

Aim of the game

The first team to secure 7 cards on its emissions line wins.



Icon indicating the number of times the activity is repeated.

Category color
Emissions from the activity in kilograms of CO₂.

CLIMATE CALL

Does a trip by air across the Atlantic have a greater climate impact than eating a steak a day for a year? Does one year's heating of a house have greater impact than the trip? Players of Climate Call get to learn how the climate is affected by our everyday life. The game is guaranteed to lead to lively discussion and eureka moments! A round can be played in fifteen minutes by two or more players twelve years and older. The estimations of climatic impacts are based on calculations by researchers at Chalmers University of Technology, Sweden.

Legend



Once



Three times



1 time /week



1 time /month



Every day for a year



Every working day for a year

About climate change

The nations of the world have agreed to keep global warming below two degrees Celsius (compared to pre-industrial, 18th century levels). Global average temperature has already risen by one degree.

The main cause of the rise in temperature is the increasing concentrations of greenhouse gases in the atmosphere. The warming is the result of these gases reducing the rate at which heat leaves Earth. The gas which contributes the most to global warming is carbon dioxide (CO₂), and the impact of CO₂ emissions are long-lasting.

There are many greenhouse gases, which makes it hard to capture the full climate impact using a common scale. In Climate Call we express the full climate impact as translated into kilograms of CO₂.

The average emissions caused by consumption of goods and services vary a lot between countries. The global average is around 7.5 tons of CO₂ per person annually.

The accuracy of the numbers presented in Climate Call varies. If you want to know more about the calculations, please visit our website:

www.climatecallgame.com

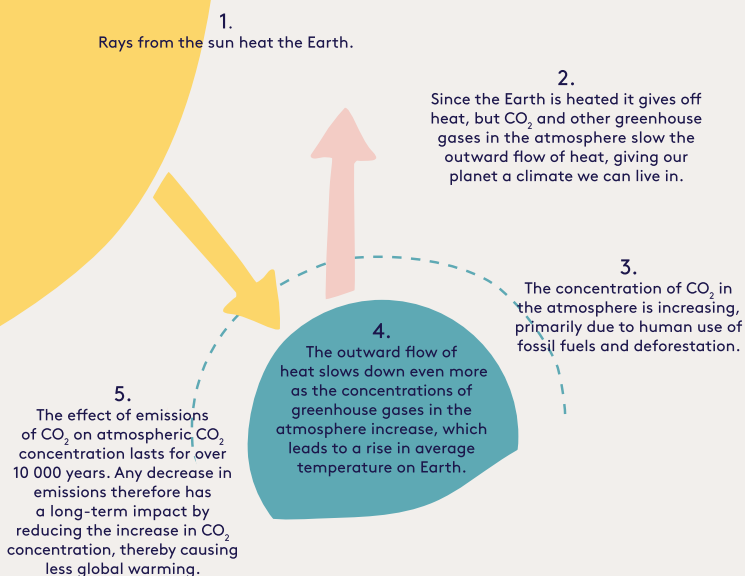
Category colours

Food/
provisions

Housing

Travel &
transport

Other



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