

Climania is a free to print-and-play board game.



CLIMANIA by Simeon Shtebunaev and Claudia Carter with Birmingham City University is licensed under a Creative Commons Attribution-NonCommercial-NoDerivatives 4.0 International License. Based on a work at <https://climaniathegame.com/>.



CLIMANIA The Climate Action Game has been developed by thirteen young people from Balsall Heath, Birmingham working with researchers Claudia Carter and Simeon Shtebunaev from Birmingham City University. The project collaborators include the GAP Arts Project, The Birmingham Architectural Association, The RTPI West Midlands and Antropocene Architecture School.



Arts and
Humanities
Research Council



UN CLIMATE
CHANGE
CONFERENCE
UK 2021
IN PARTNERSHIP WITH ITALY

The "Are you game for Climate Action?" project was funded by the Arts and Humanities Research Council as part of the activities around the COP26 Conference in Glasgow, UK.

CLIMANIA

THE CLIMATE ACTION GAME

RULES

YOU CAN ALSO LOOK UP THE RULES ON:
<https://climaniathegame.com/>

Climania focuses on the built environment and its relationship to climate change. Climania is free to print and play.

OBJECTIVE: The objective of the game is to reach the centre of the board, with a completely retrofitted property before the set time decided runs out. In the process you will learn about retrofitting buildings and urban planning to achieve climate change mitigation and adaptation goals.

EQUIPMENT: The game consists of a foldable A2 game board; a glossary; a rule book; a number of green, amber, red and joker cards; 6 retrofit property cards; 35 retrofit elements fitting together as a puzzle. You will need up to 6 pawns or counters.

PREPARATION: Set out the board flat, distribute the cards facing down on their marked positions on the board. The youngest player distributes the properties at random. Players position their counters at the corresponding start field.

TIME: Players race against rising temperatures to retrofit their properties and reduce their energy consumption. **Players agree on the game's duration before the game starts.** We recommend a minimum of 30 minutes for two players and to add 10 minutes for every extra player. You will need a watch to count the time. **The youngest person acts as the timekeeper reminding the rest.**



RETROFIT cards and pieces: Every player starts with a property they have to retrofit by collecting 5 retrofit components attending to different aspects of the building. Note that there are five different categories for retrofitting and you need to collect one measure for each of the 5 categories.

Green fields and green cards: When a player lands on a green field another player will pick a green card and read it out to them. If the player answers correctly, they pick a retrofit component of their own choice. Players on a green field can decide to forgo moving forward at their next turn to pick a new green card in order to build up their retrofits, this can only be done once for each green field landed on.



The Central field is a green field and once reached the players can choose to stay on it and keep answering green cards, accumulating retrofit components until they have all five needed or choose to share spare ones with others.

COLLABORATION: Players can support each other and trade retrofit components or gift them to other players if within 5 fields of each other on the board. Players need to carefully consider their individual choices as those can impact the gameplay for the rest.

MOVEMENT: Players take turns clockwise. Every turn a player must move two fields first, then take action corresponding to the colour of the field they landed on and follow the instructions. If unable to advance, because of traffic jams (see transport choices), they play the field they are stuck on. Players can travel in any direction, including going backwards.

Amber fields and amber cards: Players landing on an amber field need to answer the question on the amber card correctly, then proceed a certain number of fields as written on the card. When a player lands on an amber field, another player draws the top card and asks them the question. If wrong, the player does nothing and their turn ends. Afterwards, the card is put at the bottom of the pile.



Transport choices: As players progress, they will have to make choices about which mode of transport to take (bus, car, cycle, walk).



Pedestrian Paths, Bus Lanes and Cycle Lanes: These are sustainable choices and there is no limit on how many players can be on one field.



Roads: Only one player can be on a field at any one time. Players cannot jump over other players to move forward, generating traffic jams. Only if instructed to move forward by an amber card, the player is allowed to bypass the traffic jam.

CHANCE: A player landing on a purple field draws a Joker card. This will throw up a group challenge or scenario which is based on social and community issues.



CHANCE: A player landing on a red field draws a Red card. Red cards introduce climate challenges that the player(s) will have to have adapted their property for. Those climate issues usually impact most players.



END OF THE GAME: The game ends when the time runs out similarly to our current race against preventing catastrophic climate change. It is symbolic of reminding citizens, decision-makers and politicians to act now! There are several possible endings: All players may be winners if they retrofitted in time; Some players are winners and others lose the game; Alternatively, all players lose the game if they have not managed to adapt their properties in the given time; this could be due to lack of collaboration.