



# Drawdown Georgia Climate Solutions Game

## Rules & Instructions

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### 1. Introduction:

This Climate Solutions Game is based on the Drawdown Georgia project, which aims to identify and activate the most promising solutions to significantly reduce Georgia's net carbon emissions by 2030. These solutions are a custom mix of carbon reduction efforts tailor-made for Georgia's unique economic, social and natural resources. In addition to reducing carbon, the solutions offer additional benefits such as improved environmental and air quality, job creation & economic development and improved public health. This game is an interactive way to learn about real climate

### 2. Objectives and Summary

#### a. Objective

- i. The objective of the game is to **reduce** Georgia's net carbon emissions in 2030 by 58% **to 67 megatons of CO<sub>2</sub>e** using the 20 high-impact solutions of Drawdown Georgia.

#### b. Players and Duration

- i. Games are played by 2-6 teams of 4-5 players and typically last ~45-90 minutes.

### 3. Game Components

#### a. Cards

- i. The game is played with two decks - 20 High Impact Solution cards (deck 1) and 15 Wild Cards (deck 2), which consist of 5 Status Quo cards, 5 Setback cards, and 5 Bonus cards.

- ii. Solution Cards - these cards represent each of the 20 unique carbon reduction solutions of Drawdown Georgia.

- iii. Solution Cards have a photo and brief description of the Solution on the front of the card and details of the Solution's impact on the back, including the CO<sub>2</sub> reduction amount and rank and the net cost or savings of the Solution.

#### b. Wild Cards - these cards represent external events that will impact the carbon reduction efforts of each team.

- i. Bonus Cards – positive events that aid in CO<sub>2</sub> reduction.

- ii. Setback Cards – the opposite of Bonus cards. Negative events that hinder CO<sub>2</sub> reduction or add additional CO<sub>2</sub>.

- iii. Status Quo Cards – these cards represent daily life in Georgia when no significant climate-related event occurs. CO<sub>2</sub> emissions are unaffected.

### 4. Set up

Each team places their Solution cards and Wildcards face down in separate stacks in the middle of the table.





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### 5. Gameplay

- a. **At the beginning of each round, cards from deck 1 are dealt RANDOMLY or drawn equally by each team member, keeping them facedown. Without flipping cards over, each player will decide which card(s) from their hand they think has the greatest carbon reduction potential. For rounds 1, 2, and 3, each player selects one card. For rounds 4 and 5, each player selects two cards from their hands. Then, players come together as a team to discuss the pros and cons of each solution selected and decide in which order they should be played.**
- b. Teams aim to rank each solution card in order of most to least CO2 reduction potential (1 most to 20 least). Collaboration, discussion, and teamwork are key to selecting the correct order. Teams strive to reach a unanimous ranking decision, but if that's not possible, they take a vote.
- c. Once teams have locked in their solutions, the cards will be flipped over one by one, and the cards in the correct order of CO2 reduction will be kept and tallied. The others will be returned to the player(s) who originally had them.
- d. **EXAMPLE:** If the team draws solutions 2, 3, 7, and 8 and they guessed the solution ranking was 3, 7, 2, and 8, only solutions 3 and 7 would be revealed and kept on the table. If card 2 had been placed first, all cards would have counted, but it was played out of order.
  - i. After the solutions cards have been played, teams will draw 1 card from the Wild card deck. The Wild card will either decrease, increase or have no effect on the team's remaining amount of CO2 emissions.
  - ii. Drawn Wild cards will be set aside.
  - iii. The round is concluded with each team's net emissions being recorded in the Digital Leaderboard.

### 6. Ending the Game

- a. The game concludes once teams reach the year 2030 (after 5 rounds of play). The team with the lowest 2030 net emission is the winner.
- b. Teams can discuss their strategies and thoughts about the gameplay with each other and how, if at all, this game impacted their views on combating climate change in the real world.

