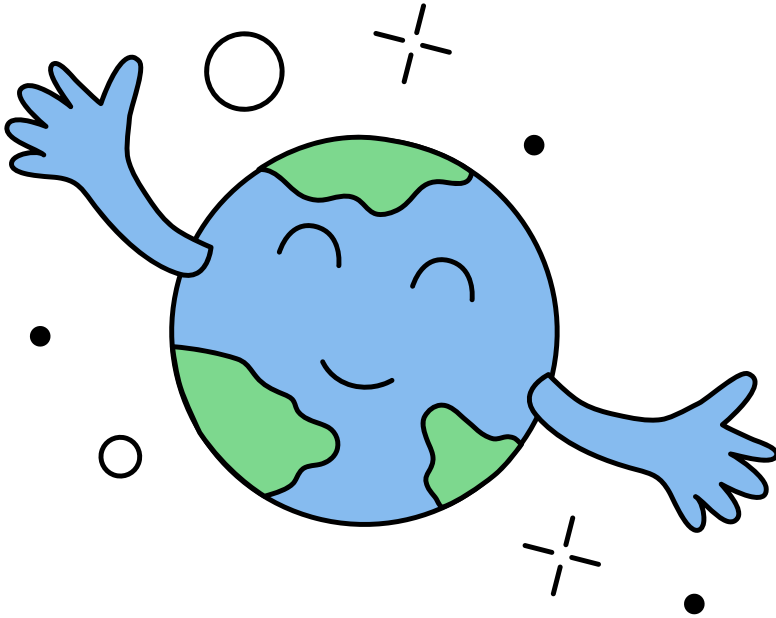




CLIMATE CHANGE: IT'S IN OUR HANDS

GAME RULES.

The aim of the game is to keep global temperature rise to below 1.5°C. If you're below 1.5°C after four rounds well done, you have saved the planet!



BOARD SET UP:

Complete the following steps one at a time before moving on to the next:

- Place a token at the bottom of the thermometer where it says 'Today'.
- Place a token in the box above where it says 'Round 1: Now'.
- Lay out the Event cards with their numbers showing.

PLAYER SET UP:

- Each player (or team) should now take a token, choose where you want to live and place the token on the map. *Multiple players/teams can live in the same location.*
- Each player (or team) picks up the Location card for the place they have chosen to live.
- Each player (or team) should take it in turns to read out their Location cards to the other players.
- Hand out 2 money tokens to each player (or team).

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PLAYING THE GAME:

There are 4 rounds, with 8 steps per round.

STEPS:

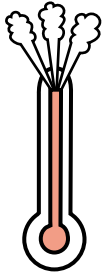
1. All players (or teams) receive 2 Money tokens and choose how to spend them on the actions available. You can:
 - o Buy something by yourself
 - o Chip in with other players/teams for a more expensive action
 - o Pay towards an action and finish paying for it in a later round*



Note: Each action can be bought more than once in the same round

*If there aren't enough tokens to fully buy an action in one round, the Money tokens will remain on the board and can be added to in later rounds (see step 7).

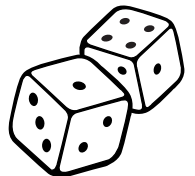
2. Once all players/teams have chosen how to spend their Money tokens, move the token up the thermometer by 20 notches – the planet will get hotter unless we take actions!



3. Add up the 'impact scores' of all players/teams chosen actions. See how your chosen actions affect the temperature by moving the token on the thermometer. **Remember only to add up actions that have been fully paid for!**

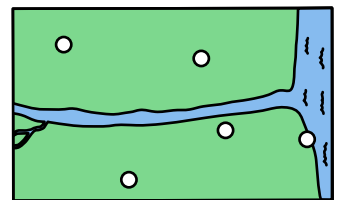
IMPACT +1

4. A climate event occurs! Roll the dice to see what type of event takes place. Read out the card that matches the number on the dice.



Note: You can see at the side of the thermometer how many 'event' dice rolls are needed per round. The number of 'events' increases as temperature increases.

5. See how the event affects different places on the map. What happens where you live?



6. Move the Round token to the next box along.

**ROUND 2:
10 YEARS**

7. Clear the last round's Money tokens off the board, unless an action is only partly paid for or if the action lasts for 2 rounds, in which case leave them for another round.



8. Hand out more Money tokens to each player, but remember to check the 'Event' card, as some events may mean certain players/teams get less money.



Repeat steps 1-8 for rounds 2, 3 & 4.