How to prepare the Climate Change board game

Pages 2 and 3 are instructions - print,
preferably one page on each side of the same paper

Pages 4 and 5 are the game board
Print both pages, trim white margins
Paste (there is an overlap between the pages)
You can then laminate it or glue it on card stock or poster board

On Page 6 are species cards –
print on cardstock and cut the cards out

On page 7 are climate cards – 4 different designs,
each appears twice
Print 3 or 4 copies of this page on cardstock
and cut the cards out.

Comments, complaints, suggestions, feedback of the playing experience are welcome!

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Global Warming – the GAME

Components:

Playing board

4 different ***Climate cards***, 6 copies each

5 different ***Species cards***

5 playing pieces

2 dice (preferably of different colors)

Dry beans (representing ***fitness points***)

Set-up:

Shuffle the ***climate cards*** and place face down.

Each player chooses a playing piece and they are all placed on the central space (the ***compass***).

Each player gets 10 beans, representing the species' ***fitness points***; the rest are placed in a common container (bank)

Species cards are shuffled and placed face down and each player draws one card.

The player who is Species A is the first to play – the other players take turns in the order they are seated (if less than 5 players are playing, and none got Species A, the player with the letter closest to A will be the first player).

Photo: Wadi Ram, Jordan © Claus Holzapfel

Global Warming – the GAME

Playing the game:

Player takes a ***Climate card*** from the top of the stack
and rolls one die to determine the ***rate of climate change***.

Then the same player rolls the other die to determine her species' ***speed of dispersal***.

If the ***speed of dispersal*** value (2nd die roll) is smaller than the ***rate of climate change*** (1st die roll), the player gets a ***Climate Punishment***: her ***fitness*** reduces: she loses a number of beans equal to the difference between the die rolls. [the species does not manage to migrate as fast as the climate zone shifts]

The playing piece is moved a number of spaces equal to the ***speed of dispersal*** value (2nd die roll).

If the ***speed of dispersal*** value (2nd die roll) is equal to or larger than the ***rate of climate change*** (1st die roll), it means that the player's species is capable of adjusting to the climate change. In this case the playing piece is moved a number of spaces equal to the ***rate of climate change*** (1st die roll).

(If using 2 different-colored dice, a color can be assigned to each of the functions – rate of climate change and speed of dispersal – and dice may be rolled at the same time.)

The direction of moving (***north*** or ***south***) is determined by the ***climate change*** indicated on the ***Climate card*** that has been drawn at the beginning of the player's turn.

(If all ***climate cards*** have been used, shuffle the stack again and place face down.)

Species interaction:

If the player lands on a space on the game board with a picture of a different species on it:

The player gains or loses fitness according to this species' effect on the player's species – these values are specified on the player's ***species card***.

If the player lands on a space already occupied by another player's playing piece:

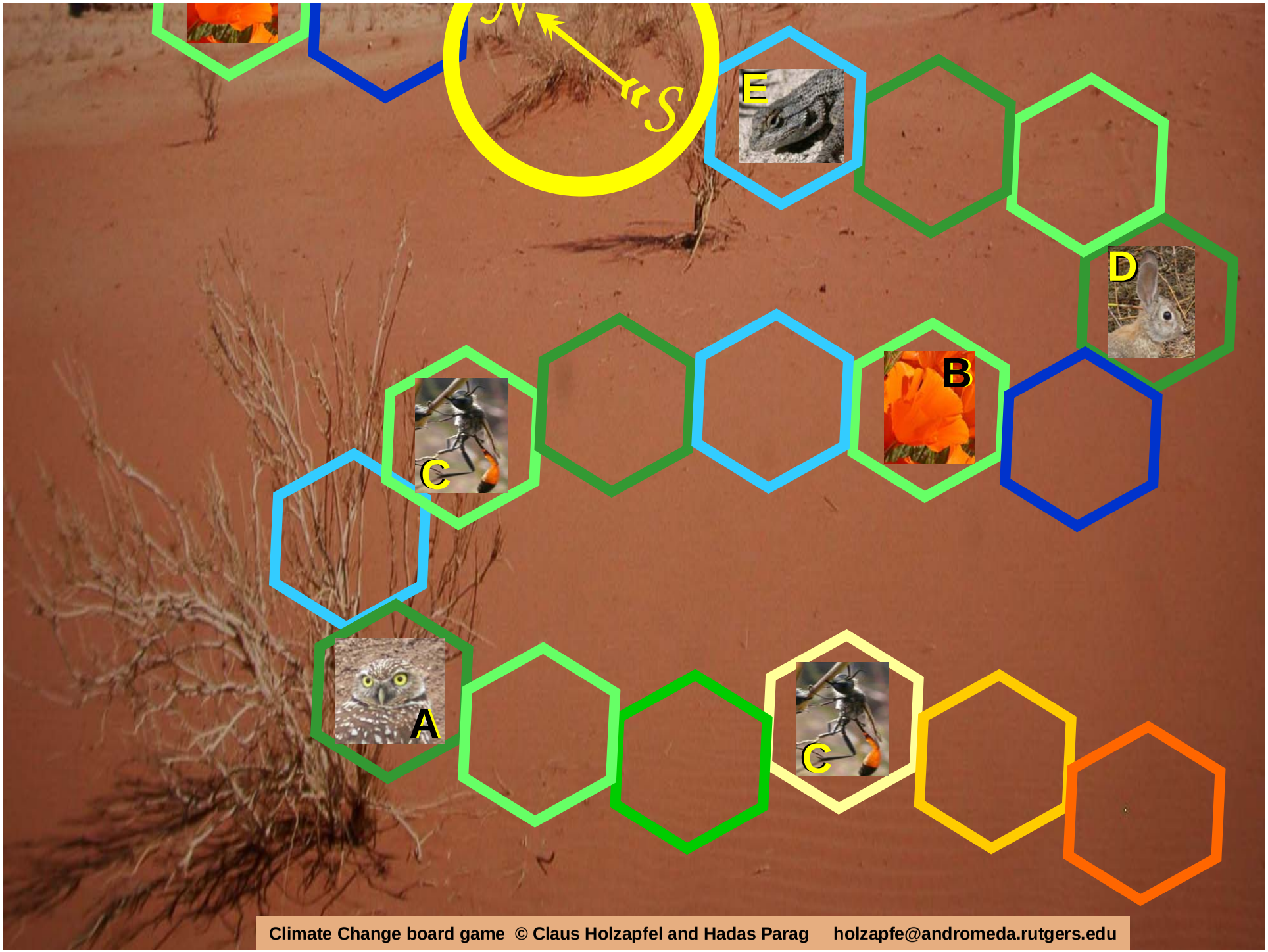
BOTH players gain or lose fitness according to one species' effect on the other. (If there is a species drawn on the game board it is going to be ignored in this case, sorry!)

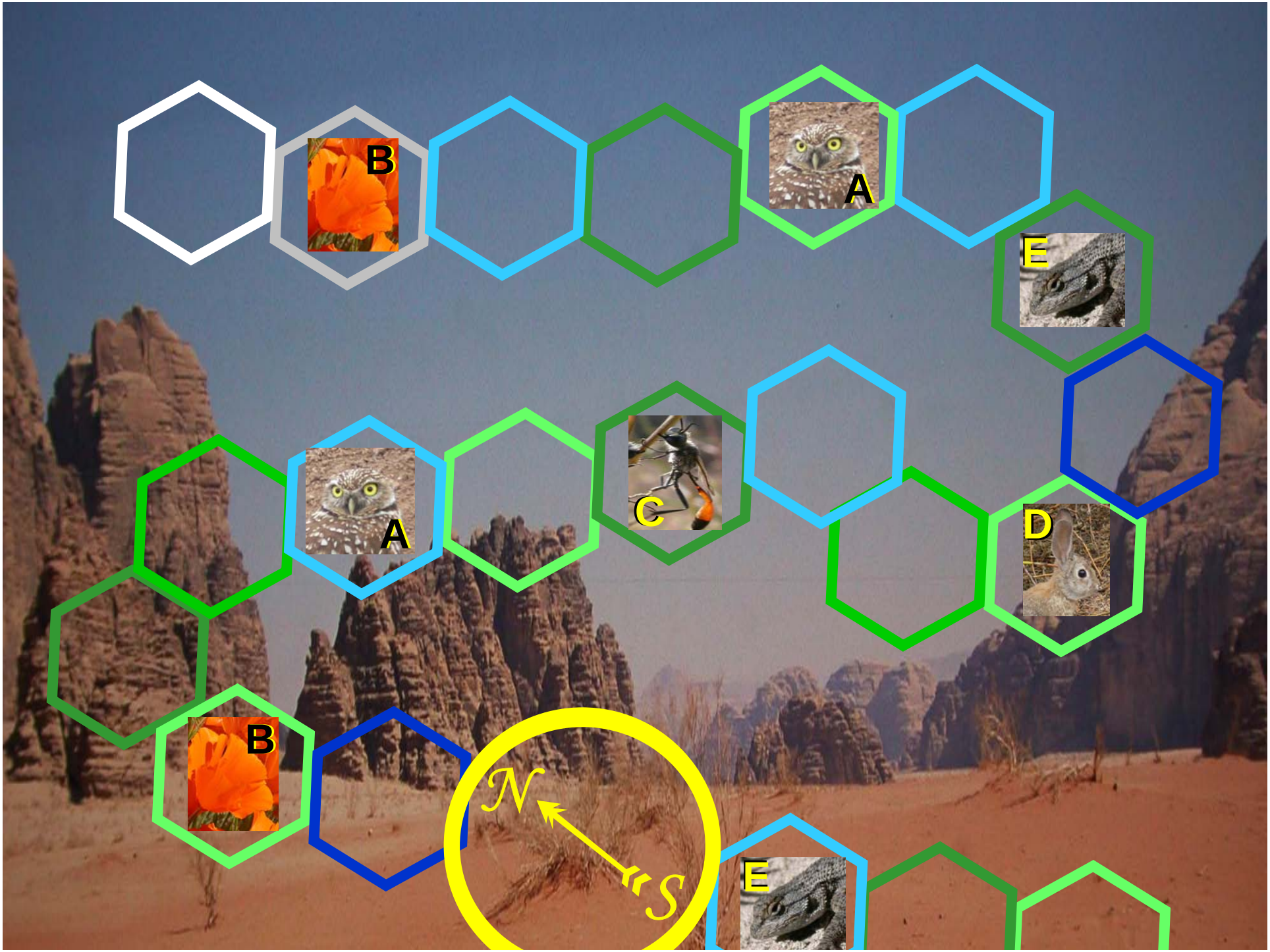
Winning, losing, ending the game

A player is out of the game if he needs to lose ***fitness points*** but has none,
or if the player has to walk her play piece beyond the last space on the board.

The last player left is the sole survivor and the winner of the game.

If the game needs to be terminated earlier, the species with the highest fitness at this time is the winner.




B
A
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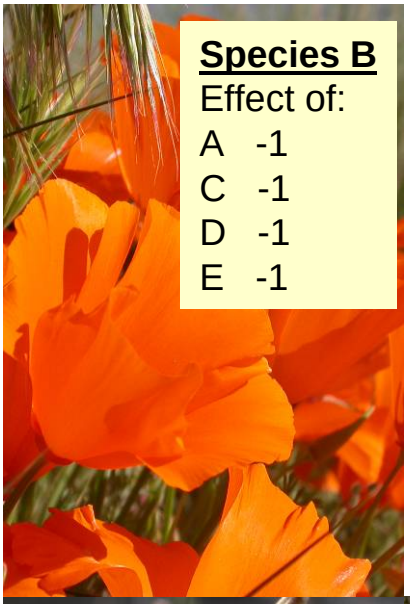
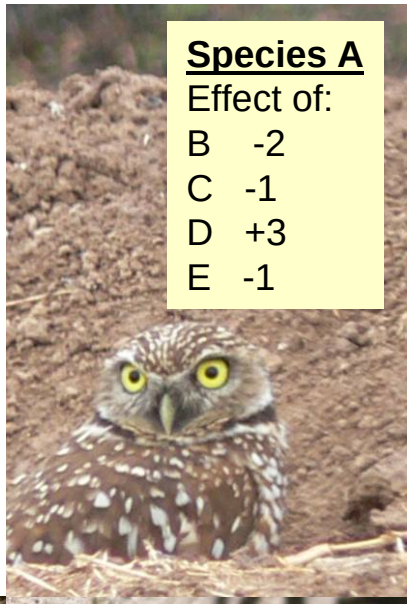
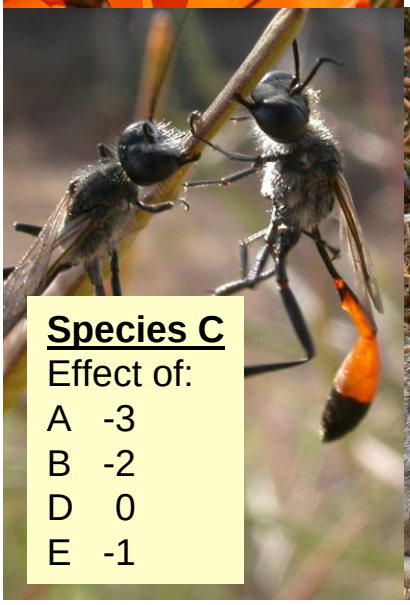


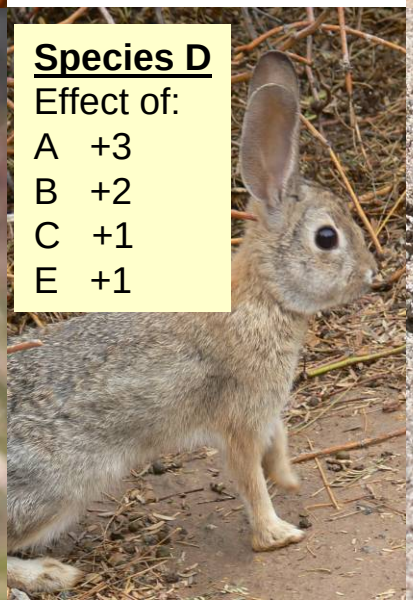
Species B
Effect of:
A -1
C -1
D -1
E -1



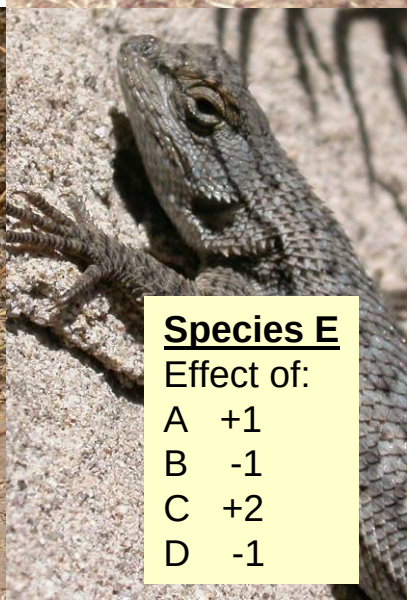
Species A
Effect of:
B -2
C -1
D +3
E -1



Species C
Effect of:
A -3
B -2
D 0
E -1

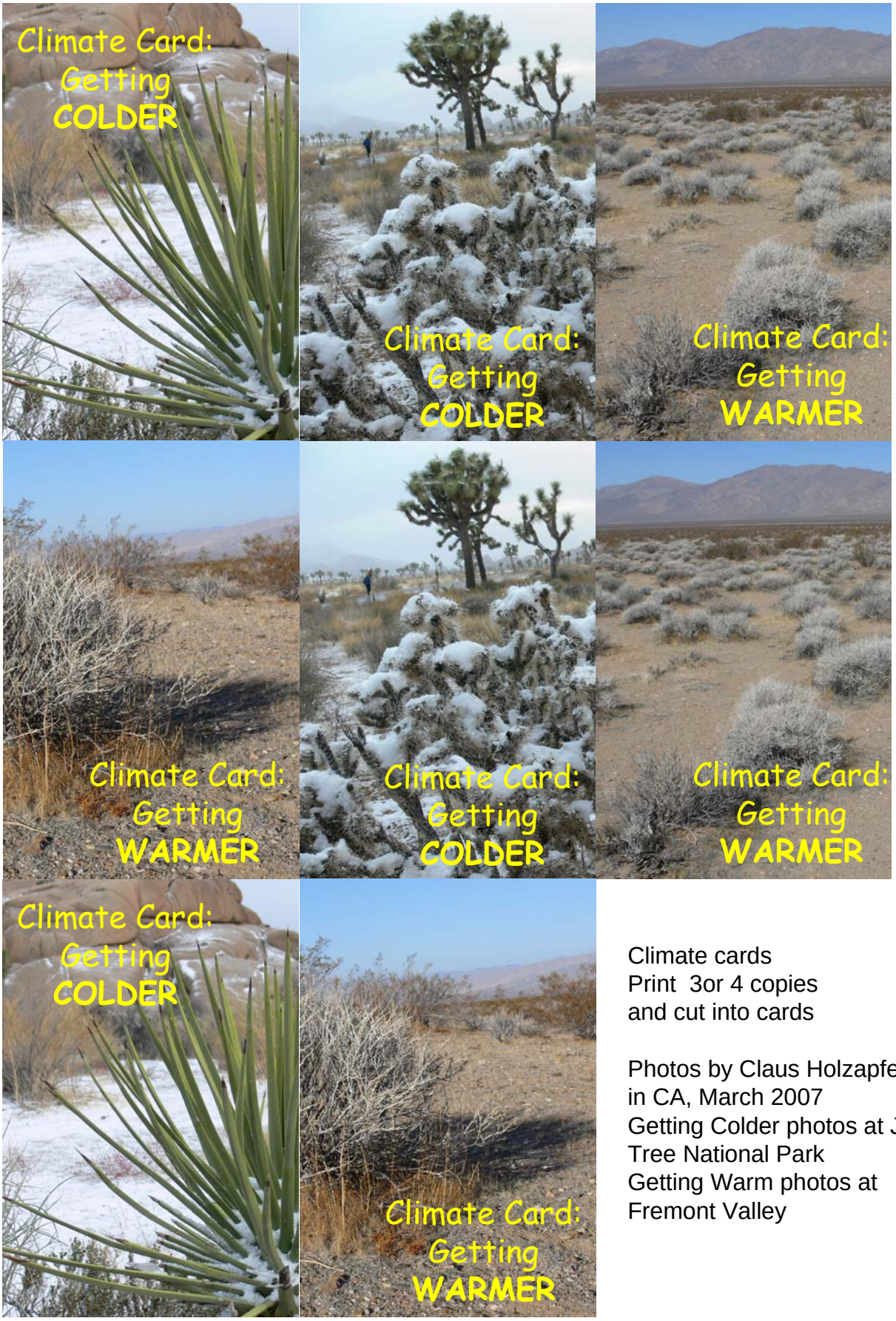


Species D
Effect of:
A +3
B +2
C +1
E +1



Species E
Effect of:
A +1
B -1
C +2
D -1

Species cards:
Print and cut into 5 cards



Climate cards
Print 3or 4 copies
and cut into cards

Photos by Claus Holzapfel,
in CA, March 2007
Getting Colder photos at Joshua Tree National Park
Getting Warm photos at Fremont Valley