CLIM'CITY: PLAYER IMPACT GUIDE

AGE 10+ | 1-2 Hours

> *"The goal is to reduce the "Clim's" carbon footprint and thus avert the town's demise by tweaking the way its actors produce and consume energy..."*
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> --Peter Fairley, Contributing Editor, MIT Technology Review
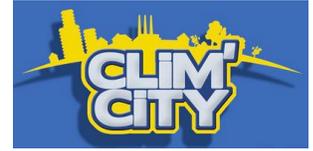
THEME FOR THIS GUIDE: Reducing Carbon Footprints

Clim'City, an online game by Cap Sciences, features a western industrialized city where the player creates a plan to alter the city's carbon footprint and reduce energy and greenhouse gas waste. Players have 50 years (turns) to make changes to the city's agriculture, energy, building, and transportation infrastructures over four distinct landscapes to reduce energy consumption by 40%, increase the share of renewable energies by 60%, cut greenhouse gas emissions by 75%, and sell this new sustainable lifestyle to *Clim'City* citizens. For more information, visit: http://bit.ly/1wfQbzF

WHY USE THIS GUIDE?	In this guide, we invite you to think about *Clim'City* as a way to experiment with methods to reduce a city's carbon footprint. If everyone has solar panels will energy uses decrease in 10 years? Can the change to biofuels continue to decrease carbon emissions each year? How does playing *Clim'City* help you understand what it means to reduce carbon footprints on both the community and individual levels? *Answer the questions below and add up your points when you are finished!*
GAME BASICS	• Download the *Clim'City* guide and learn about Action Points in the game. Take a few turns and spend the different points. What kinds of greener strategies did you chose? Why? [+1] • Implement a short-term and long-term project. Is one more effective? Why, or why not? [+1] • Spend a turn focusing on Individual Housing and Cars. Which strategies seem more or less effective? [+2] • Advance to the year 2033 (25 turns). How much did you lower energy and greenhouse gases? [+3]
THEME INSIGHTS	• How does spending various points affect the outcomes of different projects? [+1] • How do you balance long and short term projects? Which ones lower *Clim'City's* emissions? [+2] • When looking at Individual Housing and Cars strategies, which ones seem most realistic? [+2] • Which project is the most common among each industry and landscape? Are they effective? [+3]
WORLD CONNECTIONS	• How does playing *Clim'City* help citizens understand carbon footprints on a community scale? [+1] • What did you learn about the energy and greenhouse gas emissions in communities that you did not know before? [+1] • How does playing *Clim'City* help you understand your own carbon footprint, and what you can do to reduce it today? [+2] • Investigate how your own city or town is employing green strategies today. Are they using programs similar to what you played with in *Clim'City*? Did you learn about something different your city is doing? [+3]

Bonus Challenge: Play *Clim'City* again, this time focus on lowering one of the cities systems down below their emission levels. Create a video about what was most effective methods, which ones were least effective, and how long it could take to reach that goal. Post it to YouTube, and share the link on the Center for Games & Impact Facebook page at http://facebook.com/gamesandimpact.