CARBON NEUTRALITY – COOP

Overview

Craft My Coast COOP is a real-time competitive game where 2 to 12 players divided into teams try to make a region carbon neutral, balancing activities that generate and absorb carbon while maintaining the economy running.

The team uses the card from the top of their deck to trade with other players. The card they give you back from the trade is placed on your region, overlaying some parts of the existing cards (landscape/region). The card placement will change the landscape and balance the carbon emission. Players must balance the rows and columns to score for neutrality. Green spaces represent activities that absorb carbon. Black ones are those that produce carbon. The game will end instantly when a player runs out of cards in their deck.

Each team has a secret agenda (card), setting the activity (icon) they want to promote more (have more in their region). Teams score one point for each icon on their region that matches their agenda card. Teams will also score one point per column where the number of green and black icons is equal in their territory.

The game can be printed at home. Let's work together to achieve carbon neutrality.

Components

Common components for all players:

- 18 x deck of territory cards per player.
- 6 agenda cards.

Note: we recommend printing the cards for a 120x80mm size and using reusable plastic card sleeves to increase the card resistance when printed with standard paper.

Iconography meaning

Carbon emissions activities

Urban zones

Heavy Industries

Intense Agriculture

Carbon absorbing activities

Renewable Energies

Water zones


Green zones

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Setup

Give a player deck to each Team. Each is formed by two players (although a maximum of three players per team is possible). (A)

The team sets the 3 city cards side by side vertically as they wish without overlaying the cards. (B)
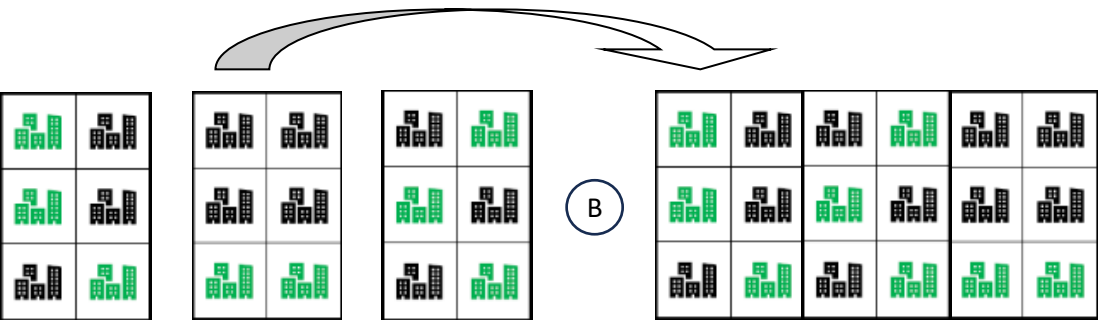
Each team shuffles their remaining 13 cards and forms a pile with the cards face down. (C)

Each team receives a random agenda card that only they can see. (D)
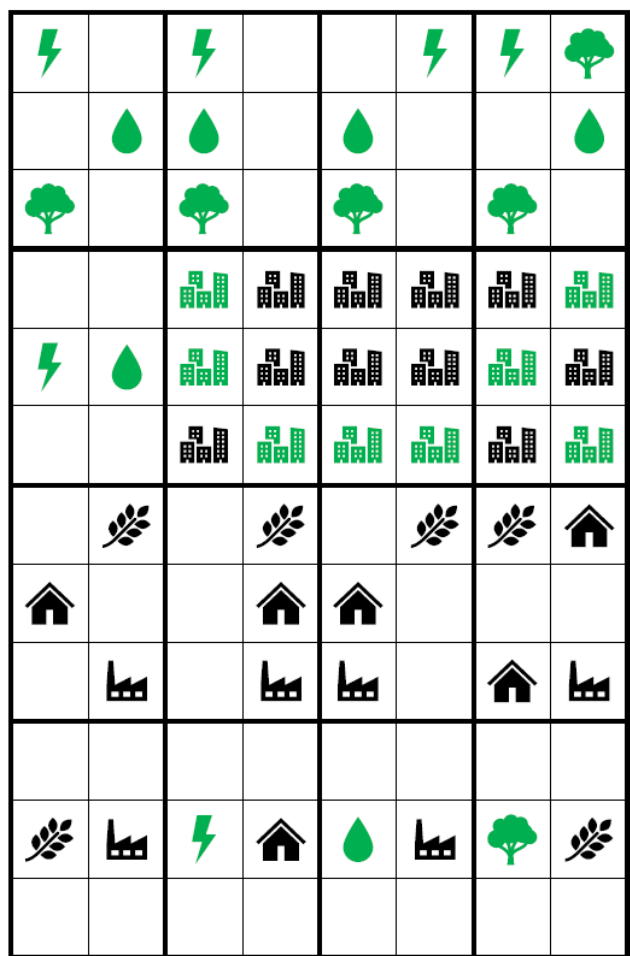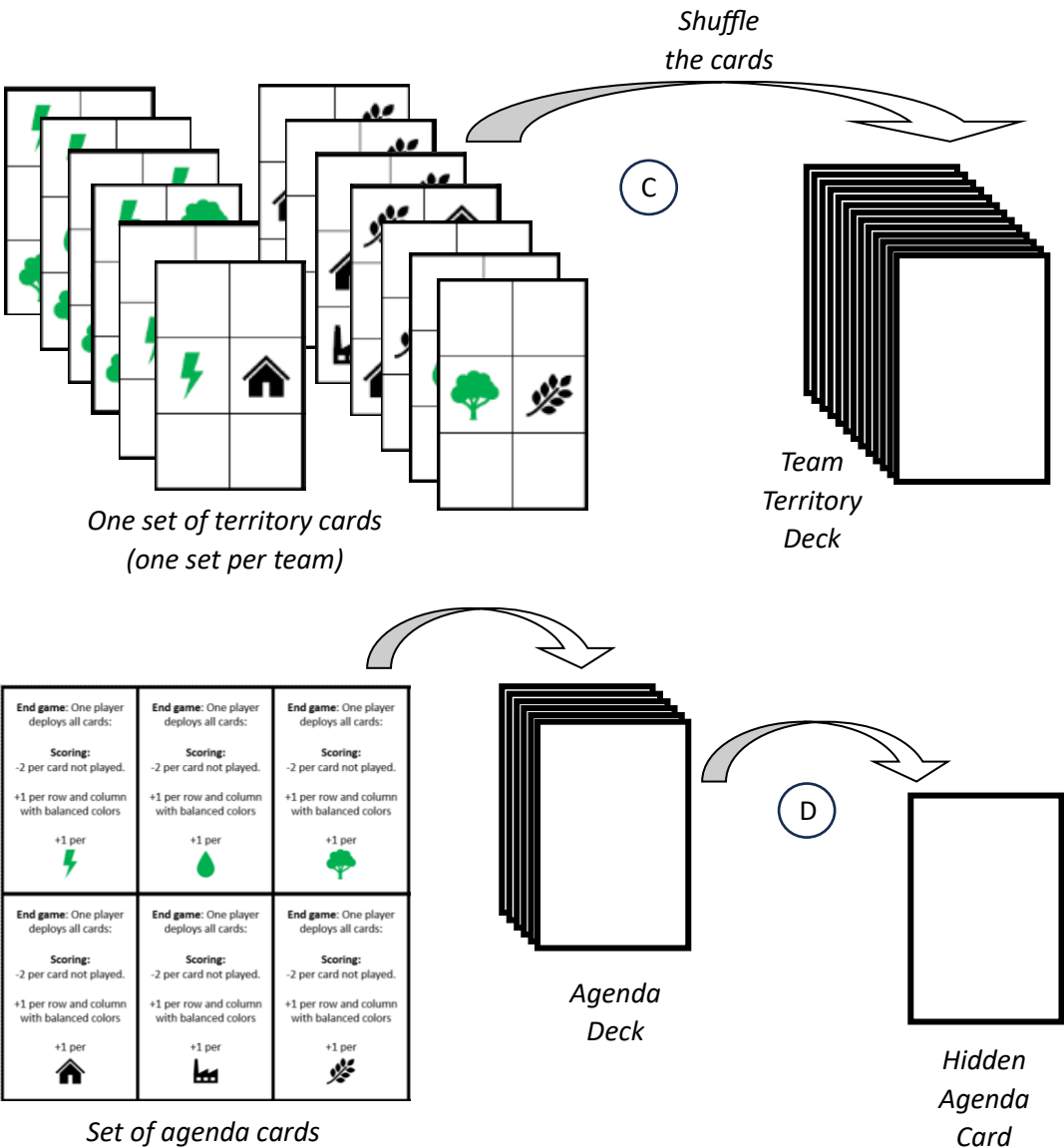

One set of territory cards (one set per team)

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City cards

Example of set up for the city cards.

*Shuffle
the cards*

C

*Team
Territory
Deck*

*One set of territory cards
(one set per team)*

End game: One player deploys all cards:	End game: One player deploys all cards:	End game: One player deploys all cards:
Scoring: -2 per card not played. +1 per row and column with balanced colors +1 per ⚡	**Scoring:** -2 per card not played. +1 per row and column with balanced colors +1 per 💧	**Scoring:** -2 per card not played. +1 per row and column with balanced colors +1 per 🌳
Scoring: -2 per card not played. +1 per row and column with balanced colors +1 per 🏠	**Scoring:** -2 per card not played. +1 per row and column with balanced colors +1 per 🏭	**Scoring:** -2 per card not played. +1 per row and column with balanced colors +1 per 🌾

Set of agenda cards

*Agenda
Deck*

D

*Hidden
Agenda
Card*

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Goal of the game and the win condition

When one of the teams gets their deck empty, the game is immediately over, and all teams must stop playing cards. Then, each team shows their agenda card and counts their points according to the balance of rows/columns (those with the same number of black and green icons) in their region and icons in their agenda card. Teams lose 2 points (-) per remaining card in their territory deck.

See the scoring example of the team's region after the endgame below:

→ 1 Point
→ 1 Point

→ 1 Point

→ 1 Point

→ 1 Point

↓ 1 Point   ↓ 1 Point   ↓ 1 Point   ↓ 1 Point
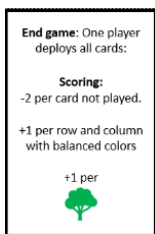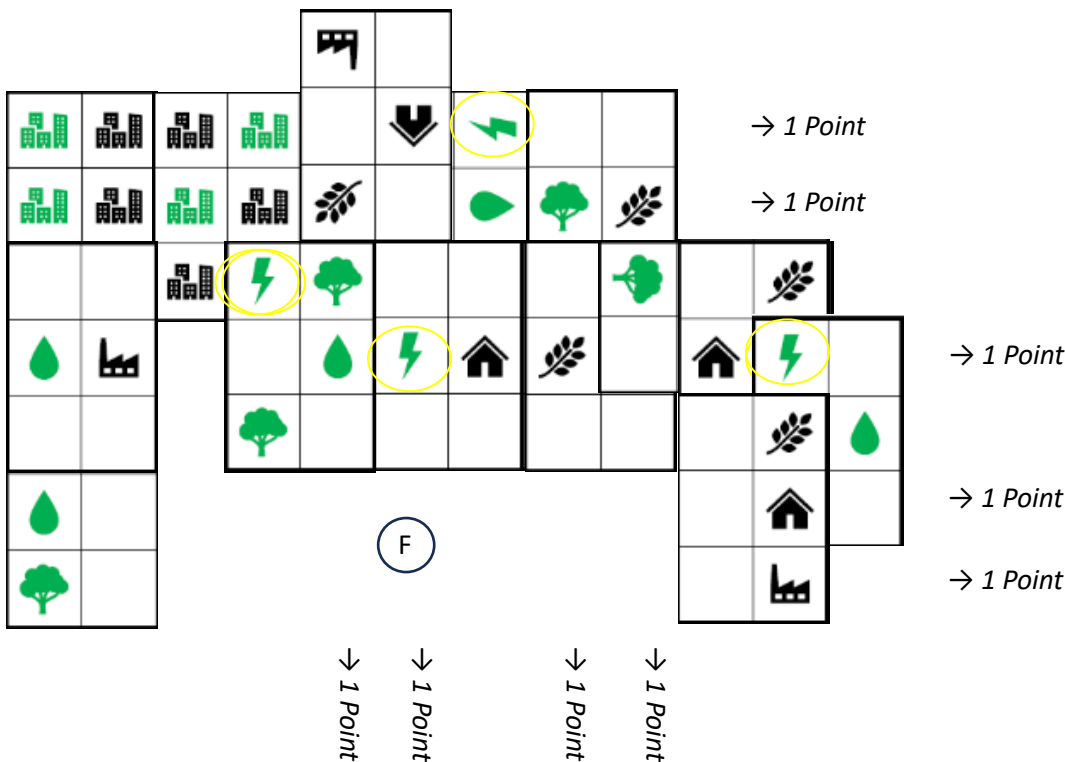
Team's agenda card
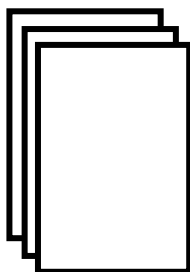
Team's territory deck

Total score = 4 + 4 + 5 - 6 = 7 Points

Rows = 5

Columns = 4

Agenda icon = 4

*Remain cards on the deck = -6 = (3 x- 2)*
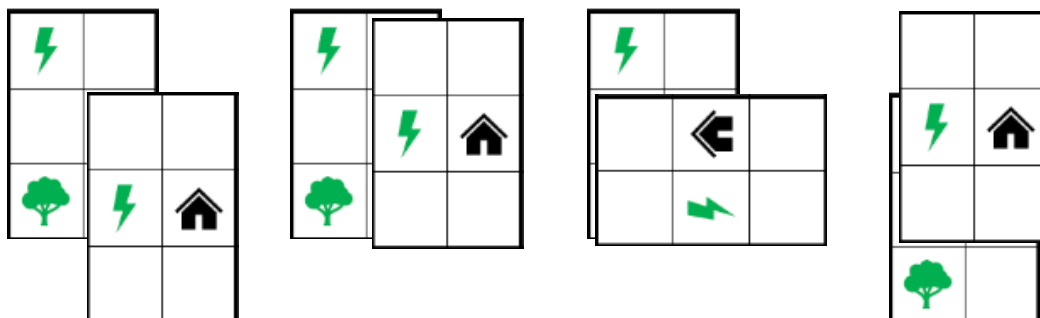
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Gameplay Sequence

Teams pick the top card of their territory deck and try to trade it for another team's card. The card the team received from the other team is the one to place in their region. (E)

Each team's region at the beginning of the game will result from the alignment of their three city cards. (B)

Example of play: Team A and Team B.

Trading cards

Team A

Team A

Play in region.

Play in region.
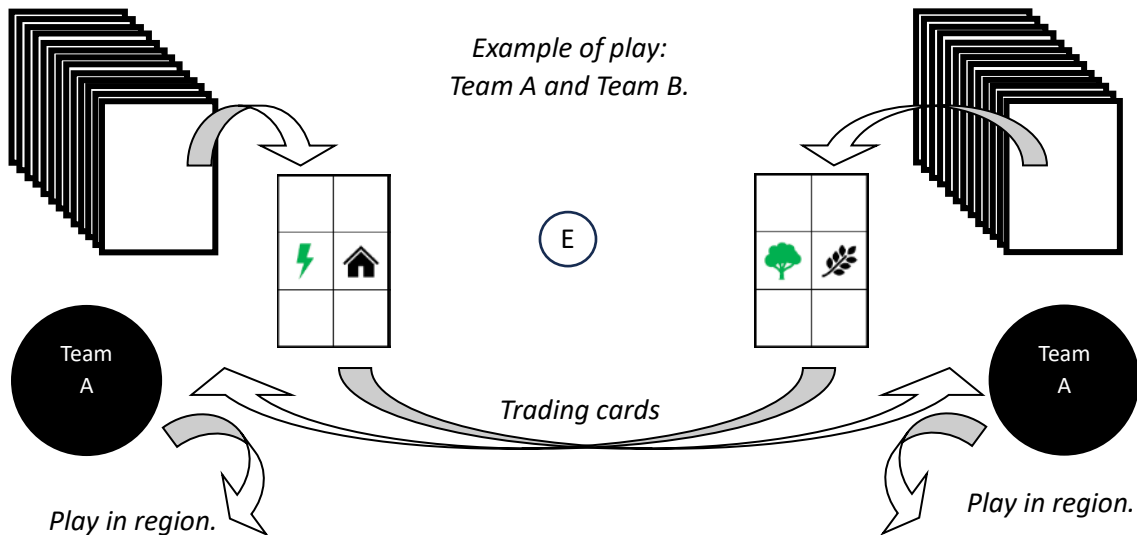
Teams change their region by placing cards obtained from trading with the other players. Each team card must overlay existing cards (one or more) on the team´s region. The cards must overlay at least two squares of an already existing card on a region and can never overlay more than four squares (of one or several cards). A card cannot replace all the squares of an existing card nor be placed side by side like the initial city cards. All examples below are considered valid card placements over a team's region.

It is recommended that only one player of each handle the card available to trade. The team's decision must be consensual (trading and placing the card in their region).

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Special rules and common doubts

For trading to be valid, both teams must agree with the exchange.

Teams cannot play in their territory region the card from their territory deck. They must exchange their card to obtain one from the other team to play in their territory region. (E)

One team may never have more than a card in their hand.

There are no turns or order of play. Teams do not need to wait for their turn to play, they can immediately play the cards from the trade agreements in their region territory and keep trading and playing new cards.

Blank squares are considered carbon neutral, they do not affect scoring. Empty spaces that might result from the card placements are considered neutral.

Cards should be placed aligned to facilitate calculating the rows and columns. Empty spaces might exist when calculating the rows or columns (see bottom rows of the scoring example above). (F)

Whenever the end game is triggered, all teams stop what they are doing. No more cards can be played on the teams' territories. The cards in the hands of the teams do not count for the negative points. Only the cards in the deck count for negative scoring.

It is possible to have a negative score, although it is unlikely.