

# CARBON NEUTRALITY – STANDARD



## Overview

Craft My Coast Standard is a real-time competitive game where 1 to 6 players try to make a region carbon neutral, balancing activities that generate and absorb carbon while maintaining the economy running.

Use 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 player has a secret agenda (card), setting the activity (icon) they want to promote more (have more in their region). Players score one point for each icon on their region that matches their agenda card. Players 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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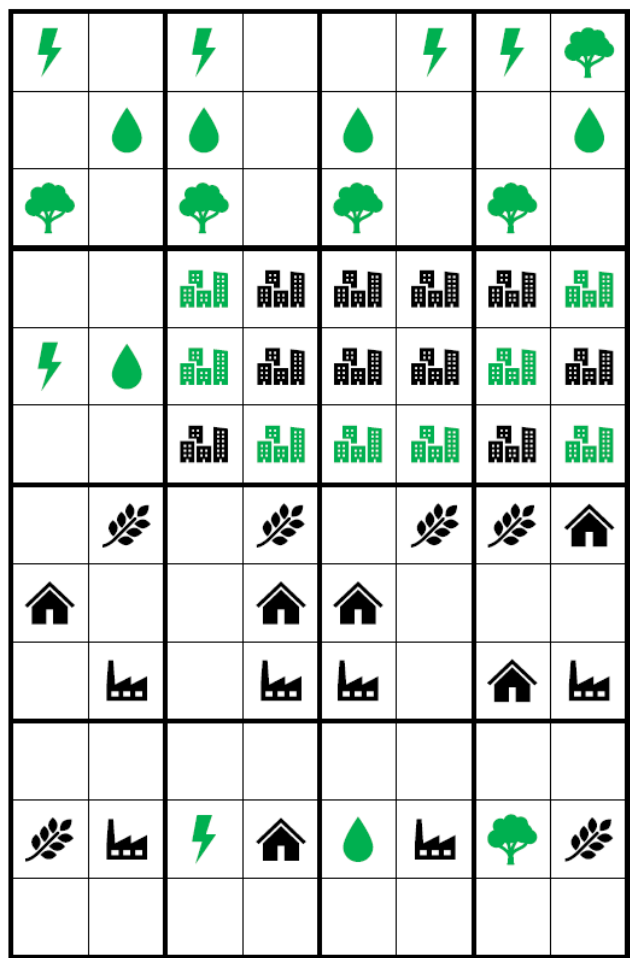
## Setup

Give a player deck to each player. (A)

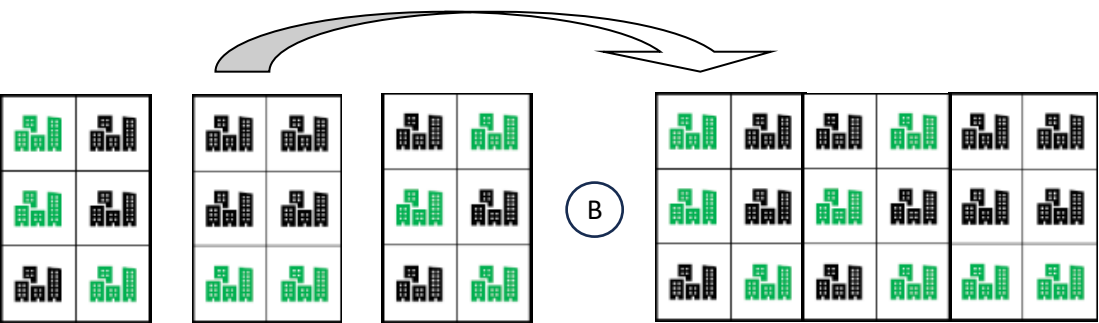
The player sets the 3 city cards side by side vertically as the wish without overlaying the cards. (B)

Each player shuffles their remaining 13 cards and forms a pile with the cards face down. (C)

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



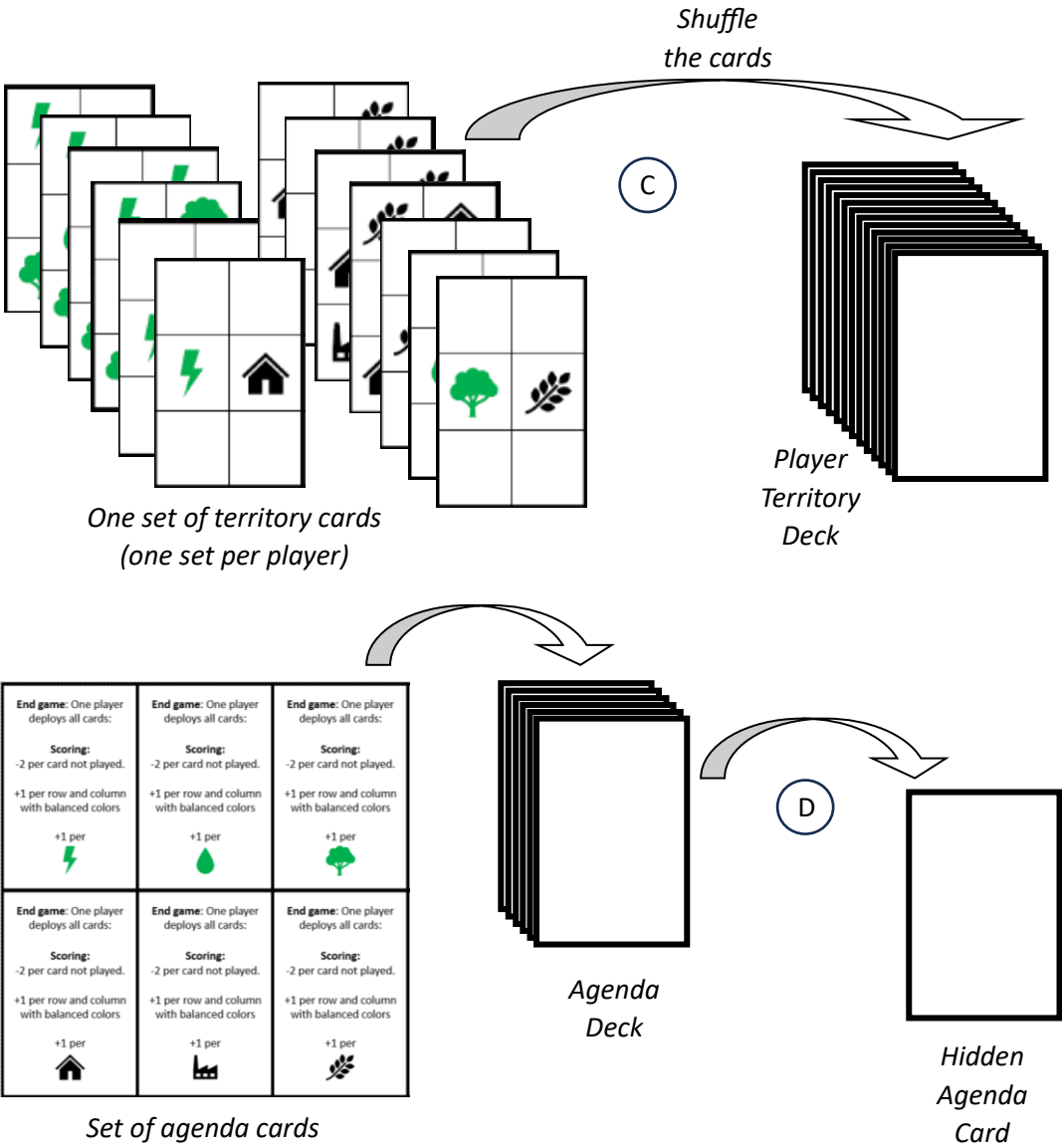
One set of territory cards  
(one set per player)



City cards

Example of set up for the city cards.

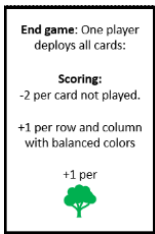
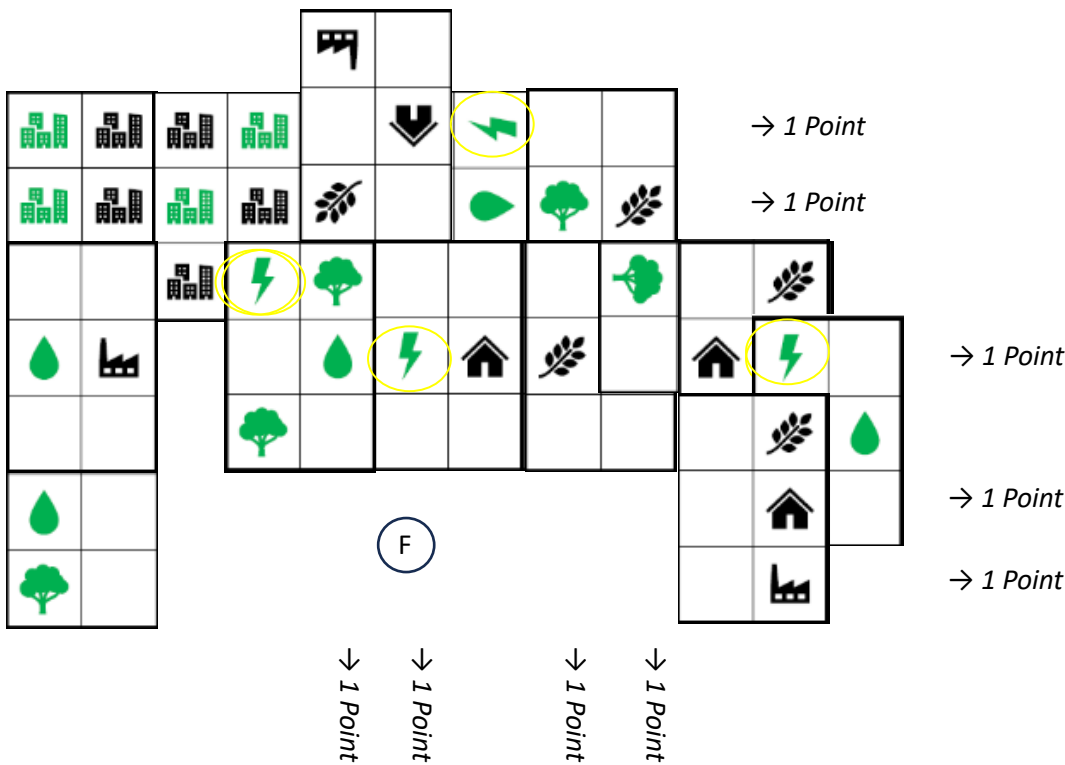
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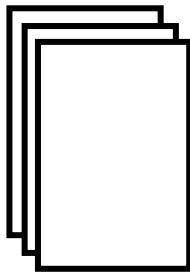
Goal of the game and the win condition

When one of the players gets his deck empty, the game is immediately over, and all players must stop playing cards. Then, each player 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. Players lose 2 points (-) per remaining card in their territory deck.

See the scoring example of the player’s region after the endgame below:



Player's  
agenda card



Player's  
territory deck

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

Rows = 5

Columns = 4

Agenda icon = 4

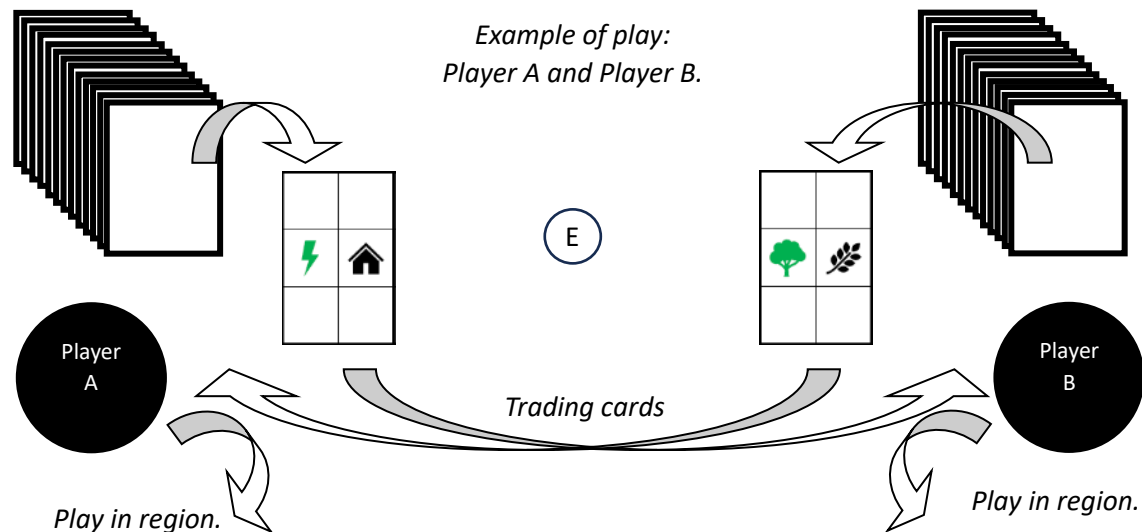
Remain cards on the deck = -6 = (3 x -2)

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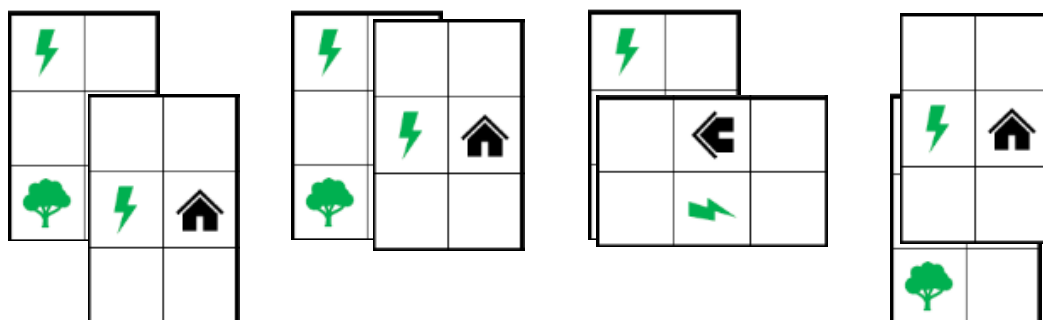
## Gameplay Sequence

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



Each player's region at the beginning of the game will result from the alignment of their three city cards.

Players change their region by placing cards obtained from trading with the other players. Each played card must overlay existing cards (one or more) on the player'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 player's region. (B)



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## Special rules and common doubts

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

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

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

There are no turns or order of play. Players 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 players stop what they are doing. No more cards can be played on the player territories. The cards in the hands of the players 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.