

Overview

In this game, you trade, recycle, and reuse your way to victory.

You gather resources, manufacture products, and reuse old, broken materials.

Over time, un-recycled resources run out and are destroyed, and people who want products get restless.

It's a race against time and nature to produce as many products as you can with reusable resources! In the meantime, learn about the challenges of circular economy.

What role in the jam it fills.

Choices- in recycling or producing

Importance of Recycling - its all about recycling

Diversifiers,

- Classic Game Experience - card game
- Patience is Key - may lose the first time you play when not recycling enough, aim for the longer term
- Play to learn - an educational game

Optional,

- Absolutely no violence - Cooperative game, no violent mechanics (well, unless flipping the table....)
- No genders present

Literal facts.

The game is played this way...**VIDEO**

What we did...

Designed the card game

Iterated, refined the idea, it's fun now and also put together well

We designed the layout of cards

How it could be used.

In classrooms or demonstrations. It lasts between 15 to 20 minutes on first playthrough, then 20-30 on a second play.

Cooperative, targeting situations like lessons at school, end product is a physical game rather than what we show here.

Language independent, can just translate the rules..

What we would do to improve it.

With more time, we would... Make cooler graphics and make a box for the product, and print the game.

Blind playtest.

Closing Statement/word.

This game can start conversations about circular economy and maybe spark new ideas, raise awareness.

We hope you'll try our game!