

CARBON CLASH



PENNSYLVANIA

EDITION

Game Designed
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HOW TO PLAY

1. BREAKDOWN

Carbon Clash is designed to educate players about different forms of transportation and their environmental impacts.

The game is played like a reverse war, where the player with the most cards and or highest scores (biggest carbon footprint) loses.



HOW TO PLAY

1. FLIP

Each round, all players flip the top card from their Primary Stack into the center at the same time.

- Cards are revealed simultaneously
- Players may not look ahead in their deck



HOW TO PLAY

2. COMPARE

Compare the carbon scores on each card.

- The higher carbon score represents the worse environmental impact
- Determine if the matchup is arguable or not

Arguable Matchups (Debate allowed):

Biking vs. Walking

Hybrid Car vs. Carpooling

Flying vs. Driving

Not Arguable (No Debate):

Walking vs. Private Jet

If the matchup is not arguable:

The higher carbon score automatically wins



HOW TO PLAY

3. DEBATE

A Debate occurs only if both cards are arguable.

- Debate on the impact of similar cards, not the value
 - ex. Bus versus Train cards
- Each player has 1 minute total to argue their case
- Players must argue why their activity is worse for the environment
- Use logic, facts, or Pennsylvania-based examples
- Players take turns speaking

Decision:

- The group (or opposing player) chooses the winner
- The stronger argument wins the round



HOW TO PLAY

4. COLLECT

The loser (or the highest carbon score player) of the round collects all the cards played.

- Cards are placed in the winner's Secondary Stack (Carbon Debt)
- These cards will be used to count against you at the end of each round



HOW TO PLAY

5. WAR

If a debate does not produce a clear winner due to the same value and transportation:

- Each tied player flips one new card
- Repeat FLIP → COMPARE → (DEBATE if needed)
- Continue until a winner is determined

This replaces repeated ties and keeps gameplay moving



HOW TO PLAY

ROUND STRUCTURE (BEST OF 3)

- The game is played in one round
- The game ends when a player's Primary Stack is empty
- The player to have the fewest cards at the end wins



SCORING

END OF ROUND SCORING

- Count the cards in your Carbon Debt pile
- The player with the fewest cards wins the round

- Endgame Tie-breaker:
 - Add total carbon scores
 - The lowest Carbon value score wins



LET'S PLAY

FLIP. COMPARE. DEBATE. COLLECT.

DEBATE. DEFEND. WIN.

