

CARBON CLASH

PENNSYLVANIA EDITION

GAME MAKER: CHRISTINE URSINY



DECK SET UP

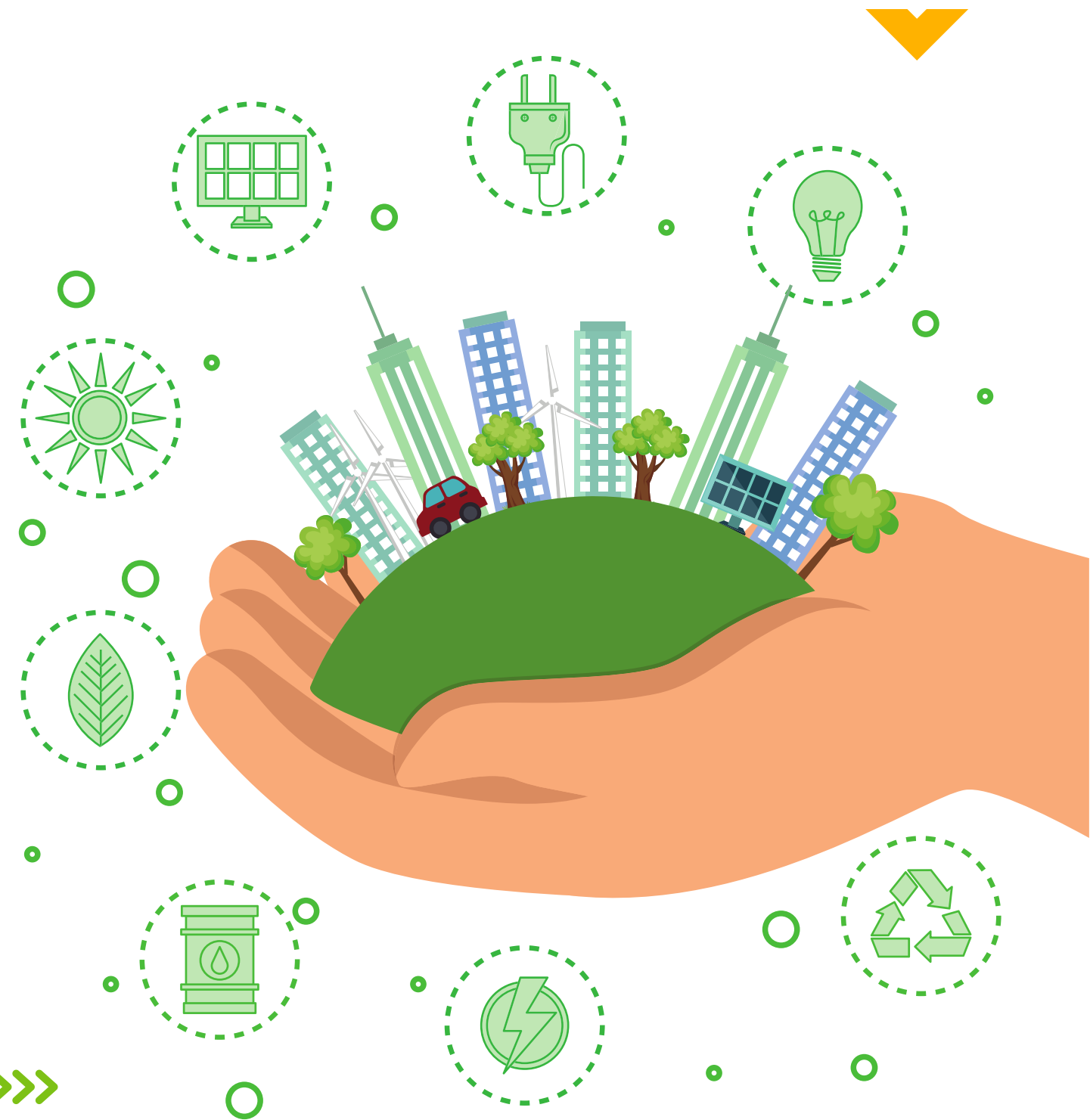
Deck

- A single deck of Activity Cards
- Each card includes:
 - Activity (e.g., Driving, Flying, Biking, Solar Power)
 - A carbon score (number value)

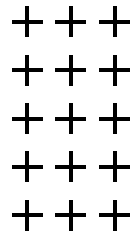
Setup

- Shuffle the deck
- Deal all cards evenly to players (face-down)
- Players do not look at their cards
- Keep cards in a stack in front of you

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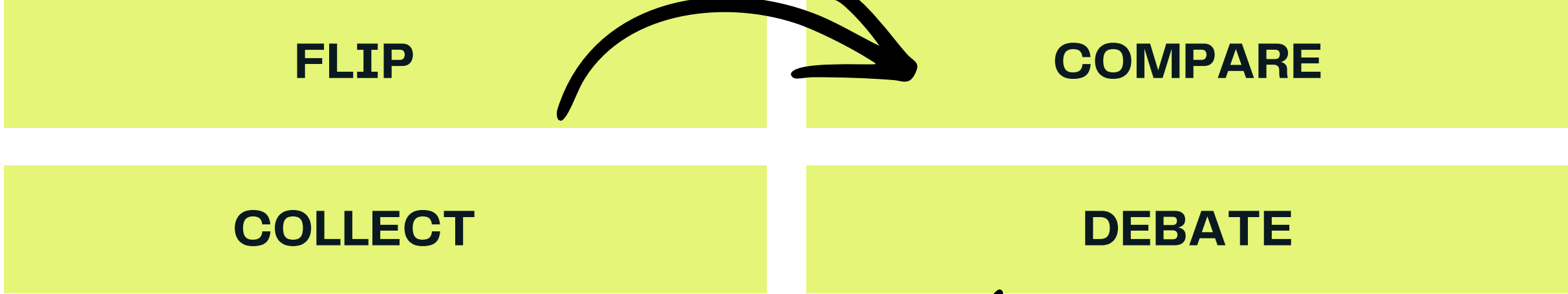


HOW TO PLAY



1. The "Clash" (The Win/Loss Flip)

- On your turn, choose one card from the top of your pile to play into the center.
- All players reveal their chosen card.
- The player with the HIGHEST carbon footprint (highest score) must collect all cards played in that round.
- These cards go into your Secondary Pile (your "Carbon Debt").

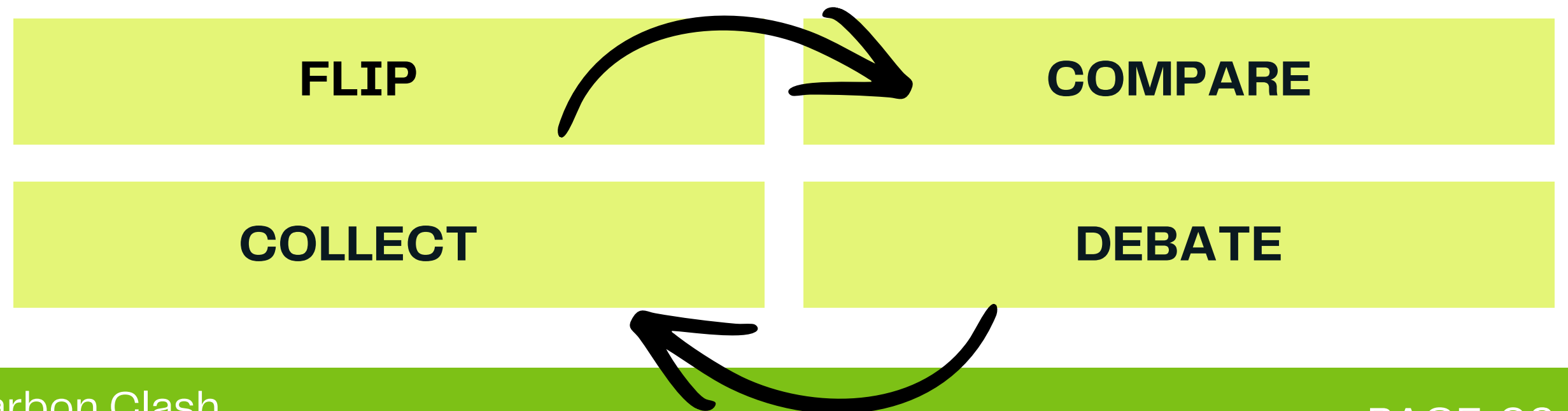




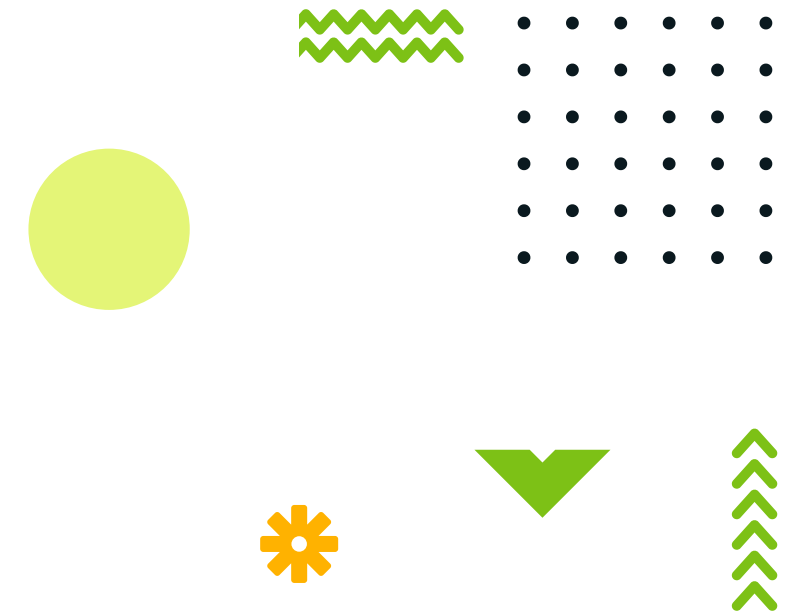
2. The Debate (Tie Rule)

If two players play cards with similar emissions (e.g., a Hybrid Car vs. Carpooling):

- Players enter a Debate.
- Each player has 15 seconds to argue why their activity is worse for the environment, specifically (e.g., "PA has a high-density bus network in Philly, making it more efficient than a single Hybrid, therefore, a hybrid has worse emissions").
- The other players vote. The winner of the debate takes the cards.



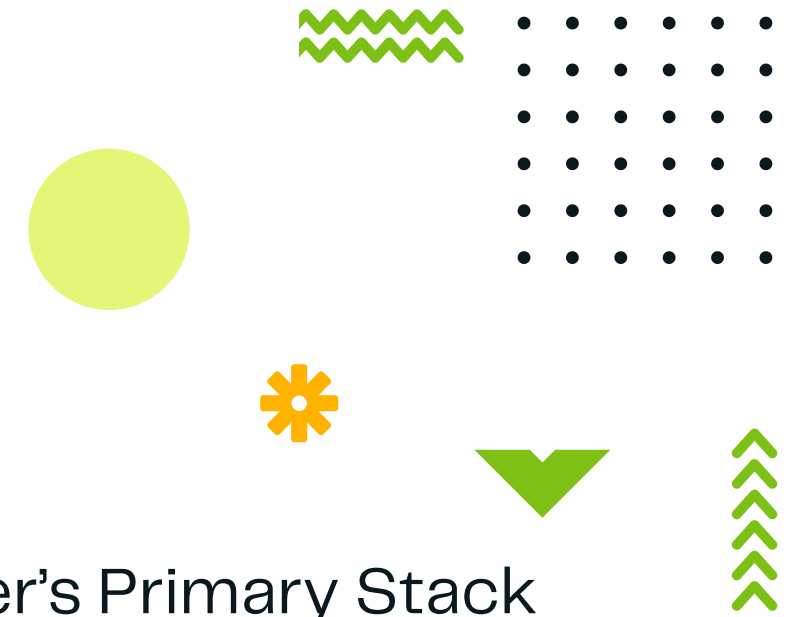
PENNSYLVANIA "LEARNING TWIST."



If you play a "High Impact" card (score 200+), you may discard it instead of giving it to the winner if you can name one specific PA-based initiative or fact (ex, "The state's transition toward natural gas over coal").



END OF GAME & SCORING



The game ends immediately when any player's Primary Stack (the cards they were dealt at the start) runs out.

Determining the Winner:

1. Count the cards in your Secondary Pile.
2. The player with the FEWEST cards wins.
3. Tie-breaker: If card counts are equal, sum the carbon scores. The lowest total score wins.





LET'S PLAY

Carbon Clash – Christine Ursiny

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