

CARBON CLASH

PENNSYLVANIA

EDITION



Game Designed
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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

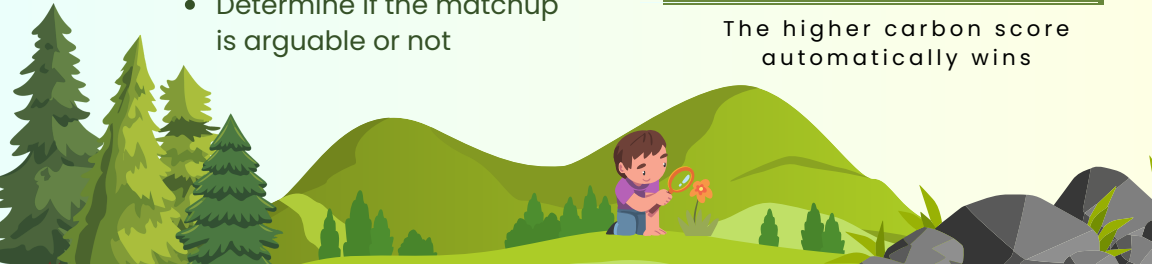
Flying vs. Driving

Not Arguable (No Debate):

Walking vs. Private Jet

If the matchup is not arguable:

The higher carbon score automatically wins



HOW TO PLAY

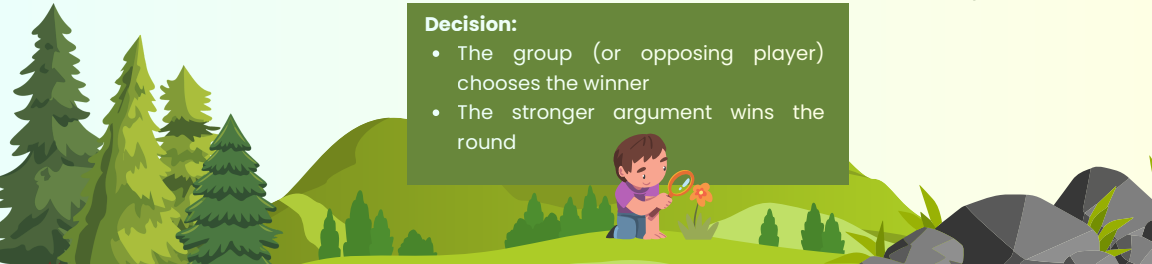
3. DEBATE

A Debate occurs only if both cards are arguable.

- 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 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



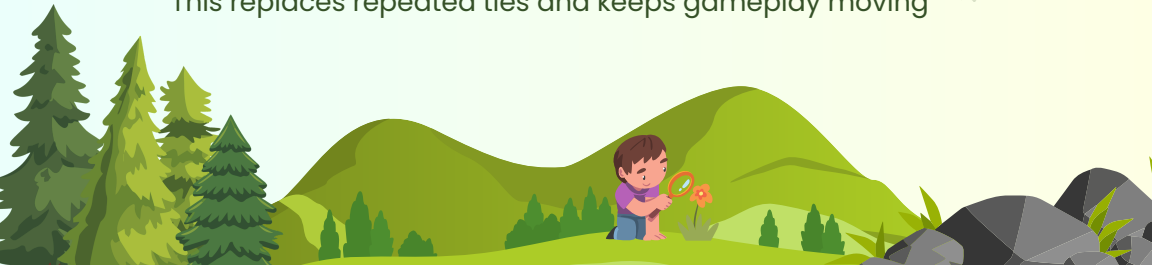
HOW TO PLAY

5. DEBATE TIEBREAKER

If a debate does not produce a clear winner:

- 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 rounds
- A round ends when a player's Primary Stack is empty
- The game follows a Best 2 out of 3 format
- First player to win 2 rounds wins the game



SCORING

END OF ROUND SCORING

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

- Tie-breaker:
 - Add total carbon scores
 - Lowest total score wins



LET'S PLAY

FLIP. COMPARE. DEBATE. COLLECT.

DEBATE. DEFEND. WIN.

