

KEEP COOL

Gambling with the Climate



Funded by the Federal Republic of Germany



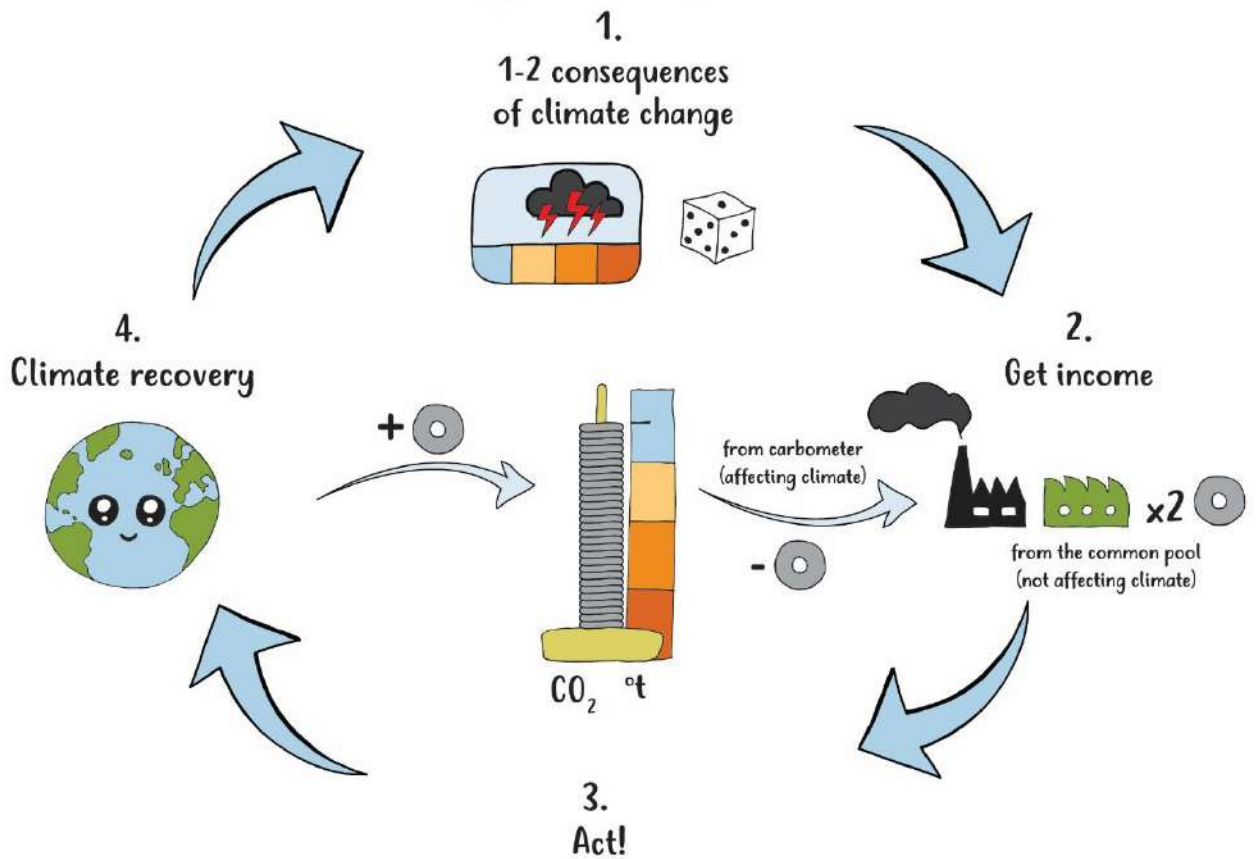


KEEP COOL!

How to win?

- ✓ economic target # of your  & 
- &
- ✓ 1 of 2 political targets   on Earth or in some regions


The game sequence



buy

demolish

innovate

7x 

hold a speech



Contents

Getting Started	3
Who Wins the Game?	4
The Game Sequence	5
1. Greenhouse Cards.....	5
The Refugee Rule.....	7
2. Revenue.....	8
3. Investment (black & green factories, protection tokens, innovations).....	8
4. Climate Recovery.....	9
Frequently Asked Questions	10
Suggestions for game moderators & players	12
Overview of the Game Elements	
• Greenhouse Cards.....	14
• Country Panels.....	15
• Political Target Cards.....	17
• Game Pieces in Action.....	18
About "Keep Cool"	19

In order to play, you will need:

- 1 game board (world map)
- 6 country panels, one for each world region: 1) USA & Partners, 2) Europe, 3) Developing Countries, 4) Tiger Countries, 5) Former Soviet Union and 6) Organization of the Petroleum Exporting Countries (OPEC)
- 1 dice
- 1 carbometer (3 pieces)
- 35 black factories (black cubes)
- 40 green factories (green cubes)
- 35 protection tokens (red cubes)
- 160 carbonchips (metallic shims)
- 51 greenhouse cards
- 11 political target cards

Country delegations (players or groups of players):

6 delegations: all countries / regions

5 delegations: all except Former Soviet Union or OPEC

4 delegations: all except Former Soviet Union and OPEC

3 delegations: only USA & Partners, Europe and Tiger Countries

Each delegation can be represented by one to two players, that is, 3-12 participants can play.

Time needed:

2-3 hours (explaining the rules, the game itself and discussion-reflection).



➤ Getting started

1. **Assemble the carbometer and fill it with carbonchips** (metallic shims) up to the line visible on the blue part. The carbometer indicates the world temperature, but also serves as a source of profit for black factories. The fewer the chips on the carbometer, the higher the temperature. To identify the current temperature, the players will take into account the range/color visible above the uppermost carbonchip: blue, yellow, orange or red.
2. **Distribute the countries:** Each delegation (player or a group of players) draws a **country panel** that they then place in front of them face-up. The countries to be distributed depend on the number of players (see above). In the first field of the corresponding row on each country panel, the player(s) must place 1 black, 1 green and 1 red token. These are the **price tokens [1]** and their movements on the panel determine **the cost (in carbonchips) of each new factory or protection token**.
3. Each country panel provides information on the initial number of **black and green factories allocated to each delegation [2]**. Place the respective number of black and green tokens in the corresponding fields of the game board. Each delegation gets a number of carbonchips as an initial budget: USA & Partners gets **3 carbonchips**, the next two players clockwise also get **3 carbonchips** and all the other players receive **4 carbonchips**. All remaining carbonchips and tokens are left in the game box as a **common resource pool**.
4. Each delegation draws one **political target card**, which is not disclosed to the other players. If there are only three delegations playing the game, remove all cards referring to “Development Aid” or “Technical Cooperation” before drawing.
5. Shuffle the **greenhouse cards** and place the pile facedown on the table. If there are less than six delegations, remove all cards referring to the missing countries before shuffling.

TIGER COUNTRIES						NOILE ȚĂRI INDUSTRIALE						
Economic Target: 10 Factories						Obiectiv economic: 10 fabrici						
START: 3	6	5	5	5	5	5	5	5	5	4		
START: 1	9	8	8	7	7	6	6	6	5	5	5	4
	2	3	4	5	6	7	8	9				



➤ Who wins the game?

Whoever is first to reach both their economic and one of their political targets wins “Keep Cool”. All players jointly lose if the last carbonchip is taken from the carbometer or if no player has more than 2 factories of either color on the board.

For the **economic target** to be met, you need to have at least as many factories as you see printed on your country panel [3], regardless if they are green or black. The factories received at the start of the game are taken into account, but not the red protection tokens.

The **political target** is met if one of the secret goals on your political target card is achieved (it doesn't matter which one; you can switch between them as you like). These targets also vary according to the number of factories or protection tokens owned by the other players.

Environmentalists Ecologiștii		Development Aid Ajutor în scopul dezvoltării	
ALL TOȚI	max ↓ 	Former Soviet Union Fosta Uniune Sovietică	↑ min
		Developing Countries Țările în curs de dezvoltare	↓ min
		Tiger Countries Noile țări industriale	↓ min
[4]	3 4		4 4
	4 5		5 7
	5 6		6 9
	6 7		

For the “Oil Industry”, there must be a minimal number of black factories on the game board (their owner is not relevant). For the “Climate Sceptics”, the total number of green factories on the game board must not exceed a certain value. For “Development Aid”, there must be a high count of protection tokens in the Developing Countries, Tiger Countries and Former Soviet Union.

All political target cards are pictured on page 17. The exact target depends on the number of delegations playing. For each number of delegations (3, 4, 5 or 6 – numbers in the left column [4]) the political target card indicates – in the right column – the minimum or maximum number of tokens required on the game board (as a whole or in the listed regions).

For example, in the card above, if 6 delegations are playing, then the player(s) who drew this card ought to take into consideration numbers in the right column next to number six in the left – so, for them to win, there should be a MAXIMUM of 7 black factories on the whole game board, **or** a MINIMUM of 9 red protection tokens in the regions indicated. If 5 delegations were playing, then their goals would be “maximum 6” and “minimum 7”, respectively... and so on.

It doesn't matter whether it's your turn or not - if your economic and one of your political targets are met (in whichever order), the game ends with you as the winner.



➤ The game sequence

The delegation of USA & Partners starts the game, after which turns are taken in clockwise order. When your turn comes, you can negotiate with the other delegations, lend money or make a joint investment. For every joint action, the delegation that initiates it has to participate.

Each delegation must follow this sequence:

1. Draw a **greenhouse card** from the pile (one card if you are in blue range of the carbometer, or two, if the carbometer level is in the yellow range or lower, in orange or red) and **roll the dice** to determine whether the indicated event occurs or not.
2. **Collect the revenue** (carbonchips) from your factories. You get two carbonchips per any factory – only for the black factories carbonchips are taken from the carbometer (affecting the climate), and for the green ones – from the common pool (neutral). OPEC and Former Soviet Union get additional revenue (see page 8).
3. **Investment:** in exchange for your carbonchips, you can get **black factories, green factories, protection tokens or innovation**. You can do that in whichever order you prefer, as long as you have enough carbonchips. The Developing Countries have an additional option (see page 9).
4. **Climate recovery:** After each round, new carbonchips are placed on the carbometer (see page 9).

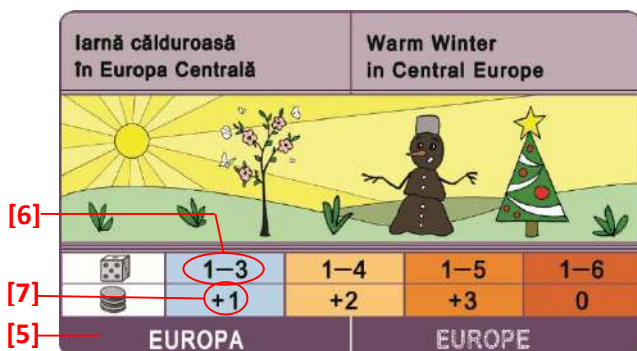
1. Greenhouse Cards

Draw the **uppermost card from the greenhouse pile** and show it to everyone. The card indicates the region or regions that may be affected by the negative or positive effects of climate change; their probability and scale depend on the type of map and on the current state of the climate.

When the level of the carbometer is in the **blue zone**, **one greenhouse card** is drawn at each turn. When the carbometer level reaches the **yellow zone or lower**, **two cards** have to be drawn at each turn.

Catastrophe or a positive outcome?

An extreme climate event might happen. If it does (determined by rolling the dice), one or all players experience damage. First, you should **announce which player(s) might be affected [5]**. Then, the probability of the event, which depends on the state (=color) of the carbometer: blue, yellow, orange or red. For each of these color zones, there is a range printed on the card (1–3, 1–4, 1–5 or 1–6) **[6]**.



The delegation whose turn it is **rolls the dice**. If the dice shows a number in the range (for example: 2, when the upper carbonchip is in the blue zone, corresponding to the range 1-3 on the card), the event occurs – and the affected player(s) has to **pay for the damage** indicated by the appropriate range **[7]**. The damage to be paid is reduced by 1 point for each protection token the affected delegation owns. The damage is paid in carbonchips, which are

KEEP COOL! GAMBLING WITH THE CLIMATE



put back in the common resource pool. The protection tokens remain on the game field.

Example: OPEC region suffers from greenhouse card consequences and has to pay 2 carbonchips for the damage. OPEC has 2 carbonchips; however, it also has a protection token bought in the previous rounds. Thanks to this protection token (2-1=1), OPEC has to pay only one carbonchip to the resource pool.

If you can't pay the damage from your own carbonchips and no other delegation helps you, you have to demolish one or more of your factories (color of your choosing). In exchange for each factory, you will receive two carbonchips, which you can use to cover the damage.

Example: OPEC region suffers from greenhouse card consequences and has to pay 2 carbonchips for the damage. OPEC has no carbonchips and no protection tokens. OPEC asks for support from other countries, but no one has money or wish to help. OPEC is forced to demolish one of its factories and decides to demolish a black one. OPEC receives 2 carbonchips for the demolished factory from the resource pool, and immediately pays them back to the resource pool to compensate for the damage.

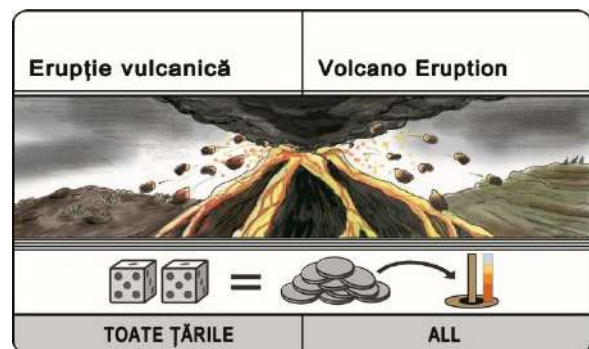
Some cards, however, are **beneficial** to the player. Instead of the damage costs, you will see either "0", "+1" or "+2" printed on the card. In this case, if the event occurs, the player gets the respective number of carbonchips from the resource pool. Protection tokens have no effect in this situation.

Volcano Eruption

If the volcano eruption card is drawn, new **carbonchips from the common resource pool have to be placed on the carbometer**. Roll the dice two times as indicated on the card and put **1 carbonchip** per point (2–18).

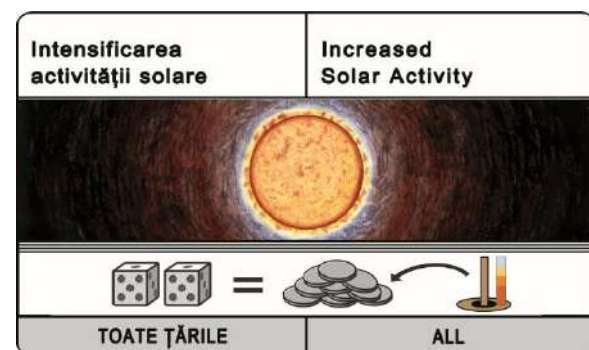
Why? When a volcano erupts, dust and ashes reach the atmosphere and block incoming solar radiation, producing a cooling effect.

After a volcano eruption card is drawn, the deck of greenhouse cards has to be shuffled again, together with the ones that have been previously drawn.



Increased Solar Activity

If you draw an increased solar activity card, **take carbonchips from the carbometer and place them in the common resource pool**. Roll the dice two times, as indicated on the card, and take **1 carbonchip** per point (2–12).





The Refugee Rule

It's possible that a player is unable to pay for a catastrophe's damage, with only one factory left and nobody willing or able to help even after negotiations. In this case, the last factory will be taken away and the region becomes **uninhabitable for humans**. The game is not over, but **the last inhabitants of that region must leave and flee to the richest region where the most factories are located**. If there is just one such region, it must pay **5 carbonchips** to its new refugees – **AT ONCE** (even if they do not have the money on hand)! If there are two or more such regions with an equal number of factories, these regions each have to pay **3 carbonchips** (also at once).

The refugees can now decide whether they:

- a) **leave the game and become silent observers**. In this case, the money owed to them by the richest regions goes to the resource pool.
- b) **take on an active role within their new home region**. In this case, the money (5 or 3 carbonchips) goes to the refugees and the rich region(s) now has two budgets and more speakers. These can cooperate peacefully and work on a common agenda using a single budget, or they can choose to act separately. For instance, refugees could build their own factory and thus have their own income source on the territory of the host region.

In both cases, the devastated region is out of the game, including all of its protection tokens and bonuses.

Example: The Developing Countries can no longer afford the costs incurred by the last catastrophes and after 5 minutes of intense international debates, they obtain no foreign aid. They first have to sell their last factory. With the region now officially uninhabitable for humans, its protection tokens are returned to the bank and the country panel card is turned over on the table. This region is out of the game, future catastrophes have no effect on their people's economy anymore. At this point in the game, both Europe and USA & Partners own 7 factories each, which means they both have to take in refugees. The players of the Developing Countries (let's say there are two of them) can now decide if they:

- a) **leave the game**. USA & Partners and Europe have to pay their 3 carbonchips to the resource pool.
- b) **want to keep on playing as active refugees and both players go to one region** – let's say in this example, Europe. USA & Partners then have to put money into the resource pool, since they only have silent refugees. Europe pays 3 carbonchips to their new citizens, who now have their own budget and sit next to Europe.
- c) **split between the two regions as active refugees**. USA & Partners and Europe each have to pay 3 carbonchips to their new citizens and give them a new lobby with a small budget at their disposal. The host governments should try to integrate them into their plans, but of course, these refugees might still be affected by the traumatic events they've endured...



2. Revenue

For each of your factories, regardless of their color, you get **2 carbonchips as revenue each round**. **The revenue of black factories is taken from the carbometer** and with that, the world temperature rises. **The revenue of green factories comes from the common resource pool** (neutral).

OPEC and Former Soviet Union get additional revenue:

OPEC, the fossil fuel exporter, counts how many black factories are on the game board **not counting their own** (they already get the revenue of 2 carbonchips per factory on their territory). The delegation receives one carbonchip per 3 black factories, rounded down (e. g. 3 carbonchips for 11 factories, and 4 for 13 factories). The carbonchips are taken from the carbometer.

Example: There are 11 black factories on the world map: 2 belong to USA & Partners, 1 to Europe, 2 to Former Soviet Union, 1 to Developing Countries, 2 to Tiger Countries and 3 to OPEC. OPEC cannot count their own factories, so: $11 - 3 = 8$ factories to be considered for a bonus.

$8 : 3 = 2,66$, rounded down – OPEC gets 2 more carbonchips from the carbometer.

Former Soviet Union, another well-known fossil fuel-exporter, can demand one carbonchip both from the European and Tiger Countries delegations at each turn, as long as these groups of countries have more than two black factories each. If the delegation cannot pay, they have to demolish one of their black factories (for the usual 2 carbonchips scrap value).

Example: Europe has demolished all their black factories except one. Former Soviet Union cannot demand a carbonchip from them anymore – but can still demand it from Tiger Countries, as long as they have more than two black factories.

3. Investment

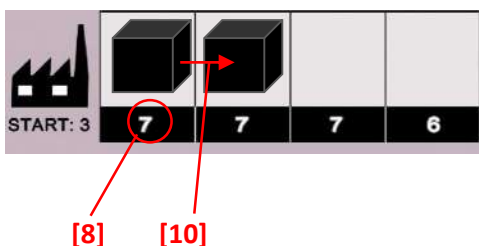
By building new factories, you increase your revenue in the following turns.

Black Factories

The price of a black factory is written under the black price token on the country panel **[8]**. Pay this amount of carbonchips to the resource pool and place one black factory from the pool onto its corresponding lot in your section of the game board **[9]**. With each new factory bought, the price token moves one square to the right **[10]**; thus, the price of the next factories gets progressively lower.

Green Factories

Green factories are built similarly to black ones, except the price is determined using the green price token, also moved one square to the right with each new purchase. Place a green token on the game board for each green factory you own **[11]**.





Protection Tokens

Each protection token reduces **by one carbonchip** the damage from catastrophes affecting its owner. Protection tokens are bought in the same way as factories. Their price is indicated under the red price token and you add the tokens you buy onto the corresponding field on the game board [12]. Unlike the price of factories, which decreases with each new purchase, the price of protection tokens increases relative to the amount purchased.

Innovation

Innovation decreases the price of green or black factories. The player whose turn it is announces whether their region wants to conduct research in **green or black factories**. Investment in innovation costs **7 carbonchips**, but more players can collectively pay and profit from it. All have to agree on the type of innovation they will invest in, whether it will be green or black. Each group of countries pays its share so that

START: 3	7	7	7	6	6
START: 2	10	9	8	8	7

together they pool 7 carbonchips, which then go to the common resource pool. All participating delegations profit in the same way: the corresponding price token for their factories moves by **two squares** to the right on their country panel [13]. The delegation whose turn it is decides whether or not they allow the delegations which have not contributed to the innovation cost profit from it.

Developing Countries Bonus

The Developing Countries can place **up to 3 carbonchips from the common pool on the carbometer** or **from the carbometer into the pool**. The delegation can ask for financial support from other players (e.g. “I will only do this if you give me carbonchips”) or raise some other conditions. Why? That’s because, among other practices (that can influence the situation positively or negatively), they can cut or replant forests.

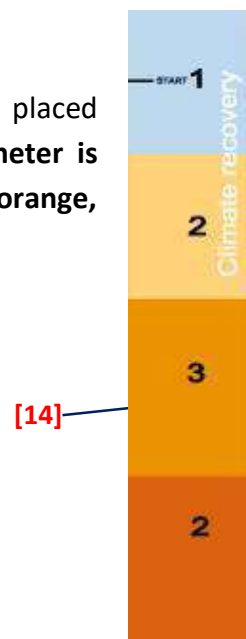
4. Climate Recovery

At the end of each turn, a number of carbonchips is taken from the pool and placed onto the carbometer. The actual **number depends on the range the carbometer is currently in, so it’s +1 carbonchip in the blue zone; +2 in the yellow; +3 in the orange, and +2 in the red zone.**

Why? That’s oceans, soils and forests absorbing greenhouse gases.

If the carbometer is in the **3rd (orange) range for the first time** at the end of the turn [14], reshuffle all greenhouse cards (the remaining ones and the ones previously drawn) and put them in a new pile next to the game board.

After climate recovery, it’s the next delegation’s turn.





➤ *Frequently Asked Questions*

Why these six regions?

The process of Climate Change negotiation within the United Nations Framework Convention on Climate Change (UNFCCC) has 198 parties (2023). This game had to reduce complexity of the process and to make it playable, so it groups countries into regions representing different parts of the world. The six regions are not political or military blocs – they are reflecting the similarity of positions on climate change that have historically developed due to the regional economic / social / climatic features. In general, we ask the players not to pay too much attention to this division, but, rather, embrace their roles as representatives of an interest group that has certain goals: the oil industry? Adaptation and protection measures? These interests differ from game to game due to the various political target cards drawn by the players.

Which targets have to be achieved in order to win?

It doesn't matter which political target on your card is achieved as long as you also reach your economic target. Usually, political targets have specific regions in view (all countries or Developing Countries, Tiger Countries and Former Soviet Union). For the economic target, only your own delegation's factories count.

Is it possible for multiple players to win?

It is possible to win even if it is not your turn. Thus, multiple delegations can win at the same time - for example, if they share the same political targets.

May I change my chosen political target?

You have to keep the target card drawn at the beginning for the entire duration of the game. It makes strategic sense to concentrate on one of the targets printed on the card. However, because you only need to achieve one of them and none of the other delegations know which you have chosen, you can change your target as well as the strategy at any point during the game.

What can be negotiated?

In short - everything, as negotiation is at the very heart of "Keep Cool". You can jointly innovate, invest in factories and lend carbonchips to other delegations. For example, it may be in the USA's political interest to build a green factory in the Tiger Countries or to pay a share of the costs. However, players are not allowed to exchange factories or protection tokens amongst themselves.

Am I allowed to help climate catastrophe victims?

If another group of countries doesn't have enough carbonchips to pay the damage incurred by a greenhouse card, you may offer them your own carbonchips to save them from having to demolish their factories. If and how you get the carbonchips back is a matter of negotiation.

Who has to pay if all players are affected by a catastrophe?

Everyone must pay the same damage printed on the card, taking into account each player's protection tokens.



May I build factories or buy protection tokens for other countries?

You can, if it's your turn **and the other delegation agrees**. The prices are read off the corresponding price token from their country panel, and undergo changes only for their region. For example, if Europe builds a black factory in Developing Countries, the black price token for Developing Countries moves one square to the right – but not for Europe.

How can I demolish factories?

You can do this at any point in the game when your turn comes (or when you urgently need money to cover damage from extreme climate events). The scrap value for any factory is 2 carbonchips (which you get from the common pool). The cubes are removed from the game board and put back into the pool. The price of the factories remains the same (the price token stays where it is on the country panel).

Demolishing factories can be used to switch from a black economy to a green one (or vice versa), as well as to prevent other players from achieving their political targets.

What happens if I have to demolish all of my factories?

You become a refugee (see The Refugee Rule on page 7).

Can I sell or lose protection tokens?

No, you cannot sell, donate or exchange protection tokens (red cubes); you cannot lose them as a consequence of catastrophes. You can only give them away (back to the common pool) voluntarily. In this case, the red price token is moved to the left side on the country panel. However, unlike demolishing factories, discarding protection tokens doesn't earn you any monetary benefit (carbonchips).

Can I reduce the price for protection tokens?

No, as innovation is not possible in this case.

Can I sell a factory to another delegation?

If you want to sell your factory to another region (and the respective delegation is interested in buying it), the rules state that you can freely negotiate the price. Still, in case of a factory sold between delegations, the **seller must pay 2 carbonchips to the bank per transaction (1 for dismantling the factory, 1 for shipping)**. Hence, a price below 5 doesn't make economic sense for the seller, as they can get the same amount or more from the bank.

May I convert black factories into green ones (or vice versa)?

A direct conversion is not possible. However, when it's your turn, you can choose to demolish a black factory and use the resulting scrap value to build a green factory (or vice versa).

Which prices are relevant if I build multiple factories or buy multiple protection tokens?

For every factory or protection token you buy, the corresponding price token is taken into account. For every new factory, this token moves one step to the right, lowering the price for the next factory. If you build three factories, it's possible that the first one has a price of 7 carbonchips, while the second and the third ones have a price of 6 carbonchips. Same for the protection tokens.



What happens if a price token reaches the right-hand side limit? Is there a limit on the number of factories and protection tokens I can buy?

When a price token reaches the right-hand side limit, the price cannot change anymore. However, you can build an unlimited number of factories or protection tokens for the price written under the last square to the right.

What happens if you run out of green, black or red cubes in the common pool?

If the common pool runs out of green, black or red cubes, you can replace them with some other objects or keep track of the game developments on a piece of paper. This does not affect the rules of the game.

What happens if you run out of carbonchips in the common pool?

If you run out of carbonchips in the common pool, you can replace them with some other objects or keep track of the game developments on a piece of paper. This does not affect the rules of the game.

What happens if the carbometer spills over?

In the event of a volcano eruption or climate recovery, the carbonchips may not fit on the carbometer anymore. In this case, the carbometer is filled up to its maximum limit and all additional carbonchips are transferred to the common resource pool.

What happens if there are no more carbonchips on the carbometer?

If the last carbonchip is taken off the carbometer, that means the game is over and all players jointly lose. It means that the climate change has reached such a scale that human life on earth is no longer possible.

What happens if you run out of greenhouse cards?

If there are no more greenhouse cards available, you have to reshuffle the ones previously drawn and place the resulting pile next to the game board.

➤ Suggestions for game moderators and players

Recommendations for adapting the game depending on...

Age of players: if you have a group of players who are 7-11 years old (yes, you can play with them, too!), we recommend not using political target cards at least in the first (and maybe also the second) game. You can also forego political target cards if the time is limited.

Number of players: one delegation can be composed of 1-2 players (3 is the maximum, but we do not recommend such large groups, especially with first-time players). Someone from the delegation can be a „president“, and someone else can be a „representative of civil society“, a „director of a national bank“ etc.. What counts is that everyone feels important and seen/heard. Keep Cool is a role game, so creativity is very welcome. However, if there are more than 12 players, plan for more than 2,5 hours – the game will most likely be a long one.



Questions to reflect on (in group or individually):

- How do you feel after the game? Why do you feel this way?
- What happened? Why? What strategies did you use? Why?
- Have you had any discoveries / realizations? What did you discover / realize? How connected is this game to reality? What is different? What is similar?
- What are the black and green factories in your personal / professional life? What do you need or what prevents you from having less black and more green?
- Do you take something from here into the future? Would you like to make any new commitments?

What could be your green factories in daily life?

Energy:

- ✓ Insulate your house in order to reduce energy consumption for heating or cooling it;
- ✓ control the consumption of thermal energy;
- ✓ use thermosolar batteries for heat generation and water heating;
- ✓ use energy-saving lighting equipment: LEDs, motion sensors;

Agriculture & Food:

- ✓ buy local products to reduce CO₂ emissions from their transportation;
- ✓ buy products grown using environmentally friendly practices;
- ✓ reduce consumption of animal products (meat, dairy, fish) – or exclude them completely;
- ✓ grow resilient crops; apply eco- and health-friendly practices.

Waste:

- ✓ sort your waste, at least separating dry waste (plastic, glass, metal, paper) from wet (food) waste;
- ✓ compost food waste, leaves and other organic matter – this way you don't just reduce CO₂ and methane emissions, but also turn "trash" into valuable fertilizer;
- ✓ and, most importantly – REDUCE the amount of waste, especially those that cannot be recycled!

Transport:

- ✓ use the public transport rather than a personal car;
- ✓ choose travelling by train or bus rather than by plane;
- ✓ cycle or walk, when possible :-)

Production & Consumption:

- ✓ buy new things only when they are really necessary;
- ✓ REFUSE buying (or taking) stuff that will become waste too quickly; REDUCE consumption; REUSE and REPAIR things!
- ✓ buy from local & social producers;
- ✓ buy secondhand, exchange things through FreeShop and FreeCycle, giving them a new life;
- ✓ buy goods without packaging – don't forget your reusable bags and containers!

Activism:

- ✓ be an example through your own practices and habits;
- ✓ tell your family, classmates, colleagues, neighbours about the problem and the practical solutions!



➤ Overview - Greenhouse Cards

<p>USA & Partners</p> <ul style="list-style-type: none"> • Blizzard on the East Coast (-3/-6/-8/-12) • Drought in California (-3/-5/-8/-10) • Failed Harvests in the USA (-2/-4/-6/-13) • Cold Snap in North America (-1/-3/-5/-7) • Bush and Forest Fires in Australia (-2/-4/-7/-9) • Hurricane in Florida (-2/-4/-7/-10) • Summer Tourism in the Hudson Bay (+1/+2/+2/0) • Floods in Manhattan (-2/-4/-8/-5) 	<p>Tiger Countries</p> <ul style="list-style-type: none"> • Floods in China (-1/-3/-5/-9) • Malaria Pandemic in China (0/-2/-3/-8) • Hurricane in the Philippines (-1/-2/-4/-8) • Melting Glaciers in the Himalayas (-1/-3/-5/-9) • Increasing Rainfall in South Africa (0/+1/+2/0) • Drought in South Africa (-1/-3/-4/-7) • Forest Loss in Amazonia (-1/-3/-4/-9) • Failure of Indian Monsoon (-1/-3/-4/-9) • Drought in India (-1/-3/-4/-11)
<p>Europe</p> <ul style="list-style-type: none"> • Late Frost in April (-1/-3/-5/-6) • Warm Winter in Central Europe (+1/+2/+3/0) • Avalanches in the Alps (-1/-2/-4/-5) • Floods in Central Europe (-1/-3/-5/-8) • Extremely Cold Winter in Europe (-1/-3/-5/-9) • Hot Summer in Northern Europe (0/+1/+2/0) • Heatwave in Southern Europe (-1/-2/-4/-5) 	<p>Former Soviet Union</p> <ul style="list-style-type: none"> • Failed Harvests in Russia (-1/-2/-3/-8) • Forest fires in Central Russia (-1/-2/-5/-8) • Heavy Steppe Winds in Kazakhstan (-1/-3/-4/-7) • Permafrost Melting (0/-2/-3/-10) • Landslides in Central Asia (-1/-3/-4/-6) • Desertification in Kazakhstan (-1/-3/-4/-9) • Wheat successfully cultivated in Siberia (0/+1/+2/0) • Summer tourism in Arkhangelsk (0/+1/+2/+4)
<p>Developing Countries</p> <ul style="list-style-type: none"> • Dengue Fever in Central Africa (0/-1/-2/-6) • Increasing Rainfall in Somalia (0/+1/+2/0) • Drought in Ethiopia (0/-2/-2/-7) • Coral Bleaching in the Pacific (0/-1/-2/-7) • Civil Wars caused by Crop Failures in Africa (-2/-3/-4/-7) • Hurricanes in the Caribbean (-1/-2/-4/-6) • Floods in Bangladesh (-1/-2/-2/-8) 	<p>OPEC</p> <ul style="list-style-type: none"> • Increasing Rainfall in Iran (0/+1/+2/0) • Flash Flood in Saudi Arabia (0/-2/-3/-7) • Tropical Storm in Indonesia (-1/-2/-3/-8) • Landslides in Venezuela (-1/-3/-4/-10) • New Cow Disease in Libya (-1/-3/-4/-9) • Civil Wars caused by Crop Failures in the Middle East (-2/-4/-5/-8) • Floods in Indonesia (-1/-2/-4/-7)
<p>All</p> <ul style="list-style-type: none"> • Worldwide Agricultural Losses (-1/-2/-4/-10) • Sea Level Rise (0/-2/-4/-9) • Global Loss of Biodiversity (-1/-2/-4/-8) • Increased Solar Activity (-2 - -12) • Volcano Eruption (+2 - +12) 	

KEEP COOL! GAMBLING WITH THE CLIMATE



➤ Overview - Country Panels

USA & Partners

Economic Target:

12 factories

To start:

Black factories – 5

Green factories – 1



Europe

Economic Target:

10 factories

To start:

Black factories – 3

Green factories – 2



Developing Countries

Economic Target:

4 factories

Bonus: up to 3 carbonchips onto/from the carbometer (from/to the pool)

To start:

Black factories – 1

Green factories – 0





➤ Overview - Country Panels

Tiger Countries

Economic Target:

10 factories

To start:

Black factories – 3

Green factories – 1

TIGER COUNTRIES						NOILE ȚĂRI INDUSTRIALE					
Economic Target: 10 Factories						Obiectiv economic: 10 fabrici					
START: 3	6	5	5	5	5	5	5	5	5	4	
START: 1	9	8	8	7	7	6	6	6	5	5	4
	2	3	4	5	6	7	8	9			

Former Soviet Union

Economic Target:

7 factories

Bonus: 2 carbonchips from Europe and Tiger Countries (1 from each)

To start:

Black factories – 2

Green factories – 0

FORMER SOVIET UNION						FOSTA UNIUNE SOVIETICĂ					
Economic Target: 7 Factories						Obiectiv economic: 7 fabrici					
Bonus: 2 carbonchips from Europe and Tiger Countries						Bonus: 2 jetoane de carbon de la Europa și Noile Țări Industriale					
START: 2	7	7	7	6	6	6	5	5	5	4	
START: 0	10	9	8	8	7	7	6	6	5	5	4
	2	3	4	5	6	7	8	9			

OPEC

Economic Target:

6 factories

Bonus: 1 carbonchip per 3 black factories (except their own!)

To start:

Black factories – 1

Green factories – 0

OPEC						OPEC					
Economic Target: 6 factories						Obiectiv economic: 6 fabrici					
Bonus: 1 Carbonchip per 3 Black Factories (except their own)						Bonus: câte 1 jeton la fiecare 3 fabrici negre (în afară de OPEC)					
START: 1	7	7	7	6	6	6	5	5	5	4	
START: 0	9	8	8	7	7	6	6	6	5	5	4
	2	3	4	5	6	7	8	9			

KEEP COOL! GAMBLING WITH THE CLIMATE



➤ Overview - Political Target Cards

Oil Industry Industria petrolieră	Technical Cooperation Colaborare tehnologică
ALL TOPI ↑ min	Former Soviet Union Fosta Uniune Sovietică ↑ Developing Countries Țările în curs de dezvoltare min Tiger Countries Noile țări industriale
3 7 4 8 5 9 6 10	4 6 5 9 6 11

Protection Measures Măsuri de protecție	Technical Cooperation Colaborare tehnologică
ALL TOPI ↑ min	Former Soviet Union Fosta Uniune Sovietică ↑ Developing Countries Țările în curs de dezvoltare min Tiger Countries Noile țări industriale
3 11 4 13 5 15 6 17	4 6 5 9 6 11

New Technologies Tehnologii noi	Protection Measures Măsuri de protecție
ALL TOPI ↑ min	ALL TOPI ↑ min
3 14 4 15 5 17 6 18	3 11 4 13 5 15 6 17

Climate Sceptics Scepticii climatici	Protection Measures Măsuri de protecție
ALL TOPI max ↓ ↓	ALL TOPI ↑ min
3 8 4 10 5 12 6 14	3 11 4 13 5 15 6 17

Environmentalists Ecologiștii	Protection Measures Măsuri de protecție
ALL TOPI max ↓ ↓	ALL TOPI ↑ min
3 4 4 5 5 6 6 7	3 11 4 13 5 15 6 17

New Technologies Tehnologii noi	Development Aid Ajutor în scopul dezvoltării
ALL TOPI ↑ min	Former Soviet Union Fosta Uniune Sovietică ↑ Developing Countries Țările în curs de dezvoltare min Tiger Countries Noile țări industriale
3 14 4 15 5 17 6 18	4 4 5 7 6 9

Oil Industry Industria petrolieră	Development Aid Ajutor în scopul dezvoltării
ALL TOPI ↑ min	Former Soviet Union Fosta Uniune Sovietică ↑ Developing Countries Țările în curs de dezvoltare min Tiger Countries Noile țări industriale
3 7 4 8 5 9 6 10	4 4 5 7 6 9

Environmentalists Ecologiștii	Development Aid Ajutor în scopul dezvoltării
ALL TOPI max ↓ ↓	Former Soviet Union Fosta Uniune Sovietică ↑ Developing Countries Țările în curs de dezvoltare min Tiger Countries Noile țări industriale
3 4 4 5 5 6 6 7	4 4 5 7 6 9

Environmentalists Ecologiștii	Economic Growth Creșterea economică
ALL TOPI max ↓ ↓	ALL TOPI ↑ min
3 4 4 5 5 6 6 7	3 24 4 26 5 30 6 32

Oil Industry Industria petrolieră	Economic Growth Creșterea economică
ALL TOPI ↑ min	ALL TOPI ↑ min
3 7 4 8 5 9 6 10	3 24 4 26 5 30 6 32

Climate Sceptics Scepticii climatici	Economic Growth Creșterea economică
ALL TOPI max ↓ ↓	ALL TOPI ↑ min
3 8 4 10 5 12 6 14	3 24 4 26 5 30 6 32

KEEP COOL! GAMBLING WITH THE CLIMATE



➤ *Game pieces in action*

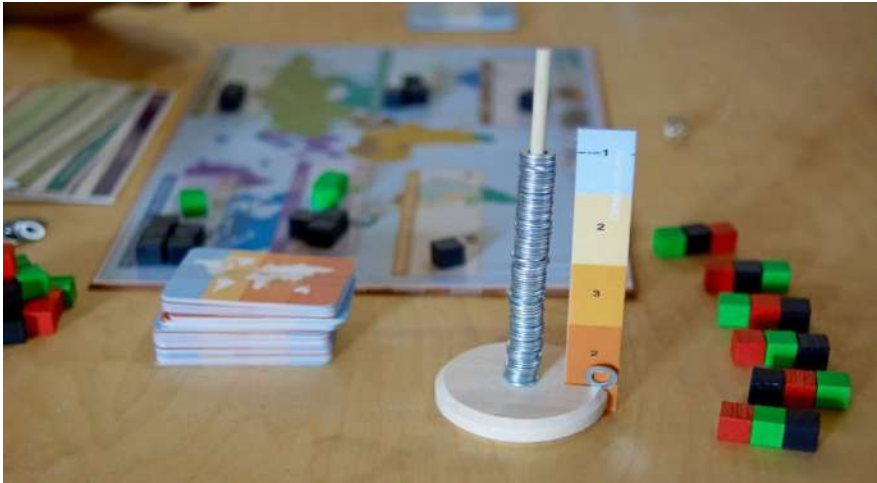


Image 1. A carbometer with carbonchips placed up to the start line, located in the first (blue) zone. Right-hand side: wooden tokens representing green factories, black factories & protection measures. Left-hand side: deck of greenhouse cards.



Europe's country panel, which mentions its economic target as well as its starting # of factories. The tokens have each been placed on the squares representing their price at that moment. Notice how the price of green factories is now down to 8 carbonchips.



The game board with the "Keep Cool" regions, showing how many green factories, black factories and protection measures each region owns. Next to the country panels you can see the political target cards, placed facedown so as to be out of the other players' sight.



➤ *About the “Keep Cool”*

In the “Keep Cool” board game, 6 players (or 6 teams of 2-3 players) represent 6 main regions of the world and attempt to develop their economy and to achieve their political goals without endangering their own existence – that is, without exacerbating the global warming. The game contributes to developing communication skills, cooperation, strategic and systems thinking.

The “**Keep Cool**” board game was created by Klaus Eisenack and Gerhard Petschel-Held of the Potsdam Institute for Climate Impact Research and published by the German company Spieltrieb in 2004.


In 2013, the game was brought to Moldova by **EcoVisio**, a grassroots environmental association. In 2015-2016, the game was updated and translated with support from the MitOst Association in Germany and the British Council in Ukraine. Whereas initially “Keep Cool” only had an English & German version, since 2016 it is also available in **Russian, Romanian and Ukrainian**.


This latest edition of the game was published in 2023 within the framework of the project “**“Keep Cool” climate simulation game in the schools of the Republic of Moldova**”, funded by the Federal Republic of Germany.

If you are interested, you can join our Facebook group, “**Keep Cool**” in Eastern Europe, or check out the online version of “Keep Cool” at keepcoolmobile.org

*We wish you an exciting game, productive reflections
and real actions to combat climate change and adapt to it!*

For more information:

 www.ecovisio.org | www.climate-game.net

 info@ecovisio.org | keepcool@ecovisio.org