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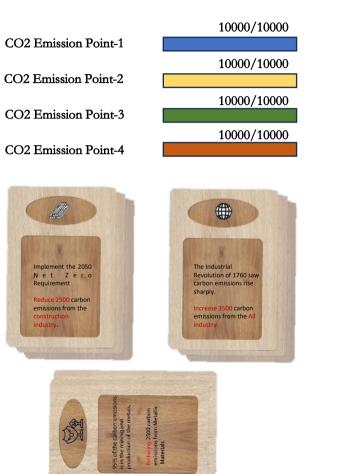
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Board Game-ECOPOLY

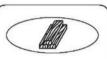




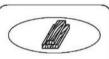
Carbon Card - Construction & Textile



Implement the 2050 Net Zero Requirement Reduce 500 carbon emissions from the construction industry



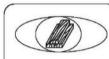
Implementation of UNECE recommendations Increase the proportion of wood-framed or steel-mixed buildings, Using wood for half of these buildings could reduce emissions by 0.15 billion tCO2e per year. Reduce 800 carbon emissions from the construction industry.



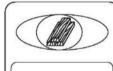
Because Harvesting Wood Has Overlooked Carbon Costs. Causing carbon emissions to rise New wood harvesting emissions estimates account for 3.5 to 4.2Gt per year. Add 1000 carbon emissions from the construction industry.



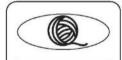
Carbon Capture Technologies" You have presented some of the advanced technologies where recycling wood can accelerate the process of global decarbonisation. Add 500 carbon emissions from the construction industry.



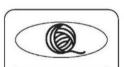
Drought Extreme climates cause forest fires, which lead to high levels of carbon emissions and alr pollution. construction industry and Opposite player add 800 carbon points.



The Industrial Revolution of 1760 saw carbon emissions rise sharply. Add 500 carbon emissions from the All industry.



The rapid development of fast fashion has led to an increase in cotton demand, resulting in a 30-40% increase in planting volume. Increase carbon emissions by 500 from the textile industry



Carbon Capture and Storage Technology Textile introduce advanced technologies that can help companies capture and store carbon emissions generated during production, such as Carbon Capture and Storage (CCS) technology, which textile reduce by 1,000 carbon emission points.



Material Renewal Textile choose fibres and materials that use less energy and emit fewer emissions in the production process, such as organic cotton, hemp and bamboo fibres, and textile reduced by 500 carbon emission points.

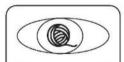


The rapid development of fast fashion has resulted in a large amount of fabric waste, the fashion industry produces about 10 percent of annual global carbon emissions Add 1000 carbon emissions

dd 1000 carbon emissions from the textile industry



Drought In the event of an extreme drought climate, all industries are unable to dispose of the wastewater and waste generated in the production process, resulting in more carbon emissions and all players adding 200 carbon emission points.

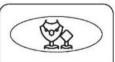


Chemical Pollution textile uses poor quality colouring chemicals that pollute the water and release large amounts of carbon dioxide and other greenhouse gases, textile and the players on its left and right squares add 800 carbon emission points each.

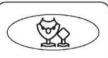
Carbon Card - Metal & Paper & Print



In 2012, the heat-trapping CO2 emissions from diamond mining were equivalent to about 1.5 million cars on the road. Add 800 carbon emissions from Metallic Materials.



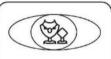
Carbon Capture Technologies You have presented some of the advanced technologies 'C C U S' and 'Green steel ' can reduce the process of global decarbonisation. Reduce 500 carbon emissions from the Metallic Materials industry.



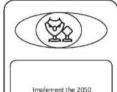
95% of the carbon emissions is in the mining and production of the metals. Reducing 1000 carbon emissions from Metallic Materials



The Industrial Revolution of 1760 saw carbon emissions in metal industry rise sharply. Add 500 carbon emissions from the Metallic Materials industry.



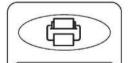
Extreme weather has caused the metal industry to shut down, the output of other related industries around the world has increased rapidly. In addition to the metals industry, the other increases in carbon emissions by 1,000 points.



Net Zero Requirement

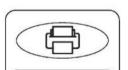
Reduce 500 carbon emissions

from the all industry



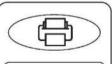
Producing 100,000 sheets of paper from new sources requires over 8 trees and almost 2,000kWh of energy.

Increase carbon emissions 800 to paper and printing.



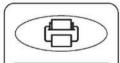
For each kg of tissue paper manufacturing, only 'the wood pulping stage' produces 559g CO2 eq- three times more GHG emissions in comparison to waste paper collection.

Increase carbon emissions 500 to paper and printing.



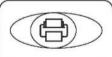
Manufacturing one tonne of 100% recycled paper emits 38% less CO2* than paper produced from virgin fibres.

Reduce carbon emissions 1000 from paper and printing.



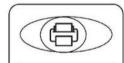
Manufacturing one kg of virgin paper releases 1.5 kg GHGs into the environment whereas recycled paper releases 1.3 kg GHGs.

Reduce carbon emissions 800 from paper and printing.



Greenhouse gas emissions, and hence humanity's carbon footprint, have been increasing during the 21st century.

Increase carbon emissions 200 to All industry.



The current rise in global average temperature is more rapid than previous changes. It is primarily caused by humans burning fossil fuels.

Increase carbon emissions 500 to All industry.

Game Setup

Choose character (4 Players) ٠





Metal Print & Paper





Each player selects one of four character types, each associated with a distinct material: print & paper, metal, wood, or textile.

Get the carbon card •



Each player receives 10,000 total carbon emission cards.

Setting up the pieces



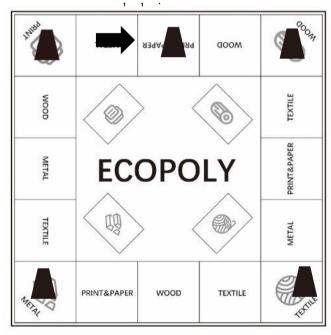
Position the pieces in their respective squares located at the corners of the board.

Gameplay

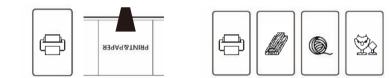
• Step 1 Throw the dice



Player #1, chosen at random to begin, rolls the dice and moves the indicated number of spaces

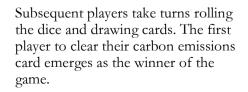


• Step 2 Drawing cards



The player lands on a square and picks a card that represents an industry's carbon event, affecting emissions positively or negatively.

• Step 3 Cycle





Overall Showcase

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500 POINTS

Royal College of Art

Gameplay Showcase



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Storage Showcase



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Detailed Showcase



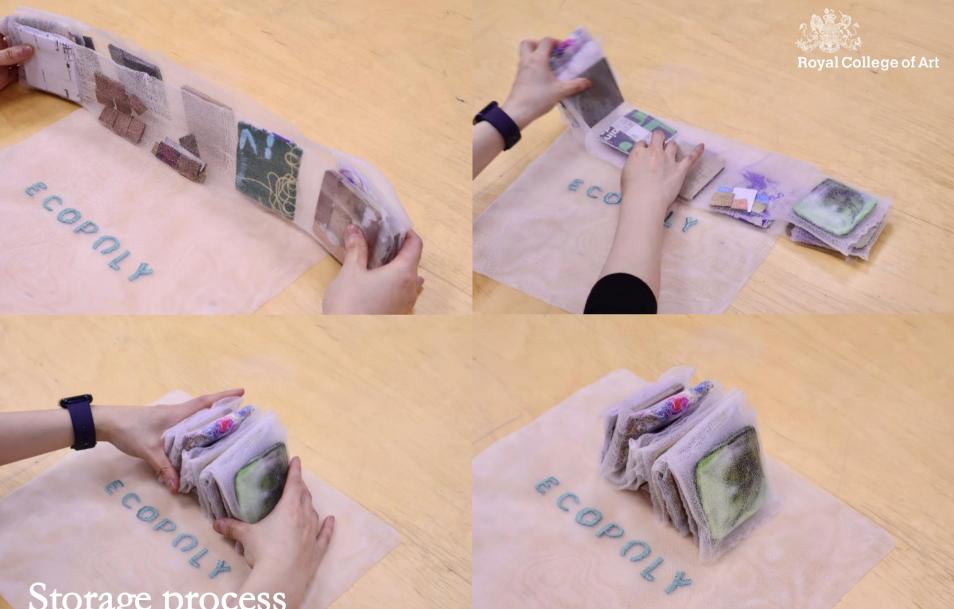
ECOPOLY

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Storage process

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Storage process