

Torben Brandies

DISTRICTS

ENERGY & CLIMATE CHANGE

Districts is a card game in which you build your own towns. From your town's centre, the central station, you string the buildings and train stations from other districts together. The amount of money you have available in each round depends entirely on the buildings your town contains. The first player who succeeds in covering their town's energy demand from renewable energy alone wins the game. Caution: The EU constantly adopts laws and other measures to which you must adjust your building plans.



2-4
Players



30-60
Minutes



Ages
12+



This game was developed by students in the Industrial Design course at the University of Wuppertal as part of the project "Perspectives in Play", which has been funded by the German Federal Foreign Office. The project aims to develop games that turn different aspects of politics into an interactive experience. You will find all the games in the series at www.perspectives-in-play.com. For more information on the German Federal Foreign Office and its programmes, please visit www.diplo.de/aussenpolitiklive.



Warning: Contains small parts that can be swallowed. Not suitable for children under 3.

CONTENTS

Cut out the cards and read the instructions carefully. Sort the cards by card type (see overview below). Put the action, central station, and capital cards in separate piles to the side. Shuffle the remaining cards and stack them face down on to create the draw pile.

----- Cut

INCLUDED



245 building cards



21 train station cards, incl.
4 central station cards



8 action cards



4 capital cards

REQUIRED



3 paper clips
per player



1 pair of scissors



EXPLANATION

Cards

1. Train stations

Each player receives one central station at the beginning of the game. In the course of the game, you can buy more train stations and place them next to the central station or other train stations to open new districts. Train stations must always be placed above or below.

2. Energy producers

There are two types of energy producers: coal-fired power plants (CPP) and solar systems.

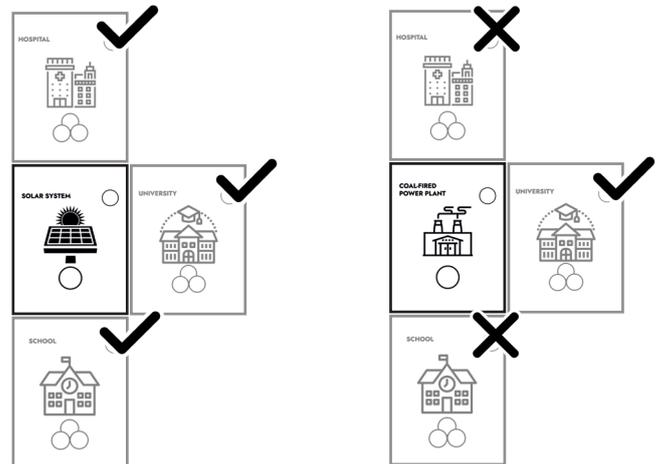
Energy producers can be placed to the right or left of other cards. They supply energy for the energy consumers (see sect. 3, page 4).

The CPP in one row only supply energy to the consumers in that row.

Directly adjacent CPP can be combined into one. Example: If three CPP are next to each other in a row, they count as one building. This is important for the action cards.

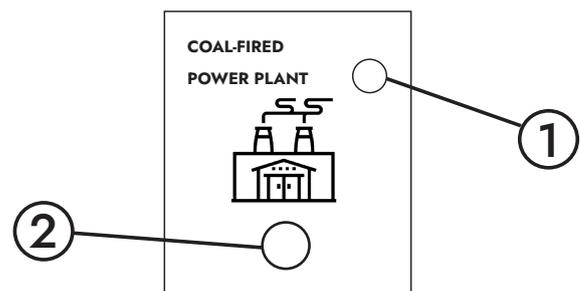
Consumers can be placed above and below solar systems, but not on CPP. Solar systems can supply these consumers as long as they produce sufficient energy.

Solar systems can be placed next to other cards or on top of existing CPP to replace them. A row is not considered completely operated with solar energy until there are no longer any CPP in the row.



Example card: Energy producer

- 1: Produced energy (coal/solar electricity)
- 2: Market price



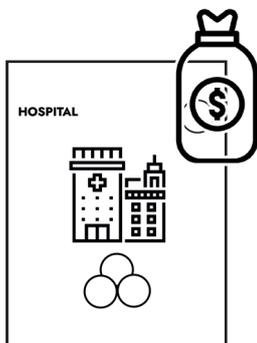
EXPLANATION

Cards

3. Energy consumers

Energy consumers are buildings that use the energy from the producers and generate income: schools and hospitals, for example. You can use the income they produce to buy new cards in the market.

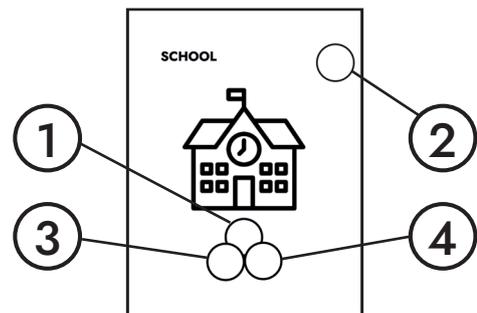
Unlike a CPP, energy consumers cannot be combined and always count as one building.



The building's price is in the top right-hand corner of the card. Under the consumer's icon, the value of the energy it consumes (top centre) and income it generates based on the electricity used are printed. The value for coal energy from CPP is at the bottom left and the value for solar energy is at the bottom right (see overview right).

Example card, energy consumer

- 1: Energy consumption
- 2: Market purchase price
- 3: Capital production, coal-powered
- 4: Capital production, solar-powered



4. Action cards

The action cards represent the influence of the EU. As soon as a card is drawn from the draw pile, it is active for the number of rounds indicated – beginning with the person who drew it. Upon becoming inactive, it is put aside (but not on the discard pile) and not played again in the round.

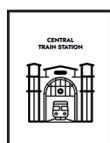
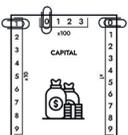
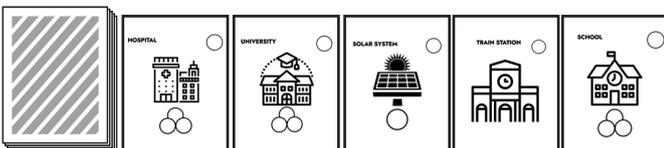


EXPLANATION

Layout

- Each player receives one central station.
Place it in your display (in front of you, centred).
- Each player receives a capital card showing their income. The start capital is € 10.
- Now put the pile with the action cards aside; it will be used later in the game.
- Shuffle the building and train station cards and place them face down at the centre of the playing area. They are the draw pile.
Turn the top 5 cards face up and place them in a row next to the draw pile. These 5 cards are the market from which you can buy your buildings.
- Pick a starting player.

Example layout at start:



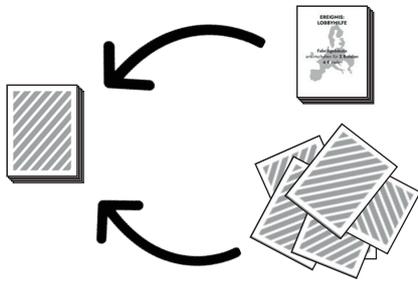
One move

- 1. Check income:** If your income $< € 10$, set it to € 10. If it is $\geq € 10$, you do not receive a bonus.
- 2. Buying:** You can use your income to purchase buildings in the market. You may own a maximum of one CPP. You can buy as many of the 5 cards as you can afford with the capital you have. At the end of the round, you will forfeit the capital you do not spend.
- 3. Disposal (optional).** Instead of buying, you can “dispose” of all 5 cards in the market and replace them with new cards. Place the cards on the discard pile. You may only buy 1 card in the new market.
- 4. Play or discard:** You can either play the cards you purchased by putting them in your display with the other cards or you can discard them.
- 5. End of move:** Fill the market with new cards from the draw pile. If the draw pile is empty, shuffle the discard pile and use it to make a new draw pile. Count the income values of your consumers and update your capital card by sliding the paper clips. Now the next player clockwise has a turn.



EXPLANATION

The **action cards** come into play as soon as the first solar system has been built. Shuffle them together with the cards on the draw and discard piles and create a new draw pile with them.



Aim of the game and game over

The first player who is able to completely supply at least 3 districts in one town with renewable energy wins the game.

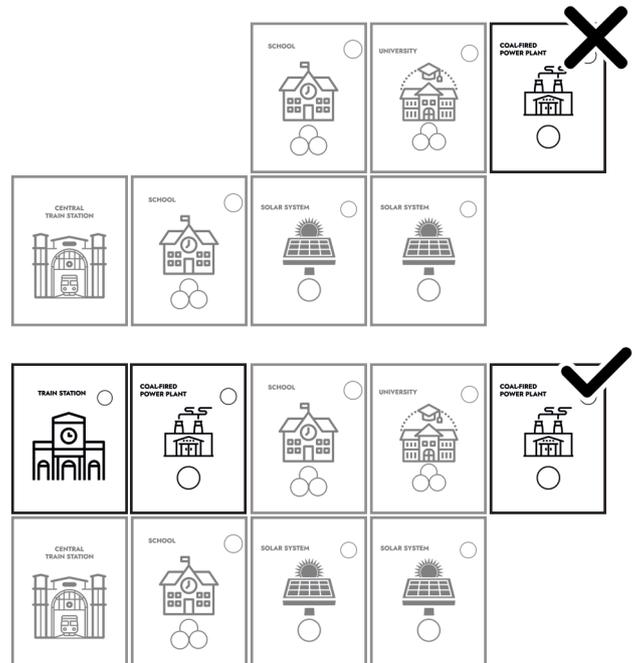
A district is a horizontal row of cards that have been played and contains a central train station or a regular train station.

Players who no longer operate a CPP but still supply all consumers with sufficient energy have won after the round is completed. The round is played to the end.

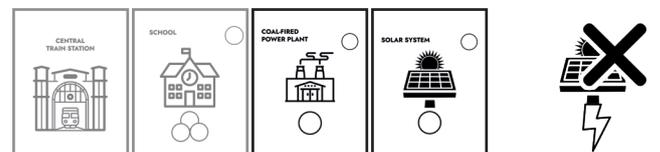
If another player achieves the goal in the same round, the town with the highest income wins the round.

Rules

No new cards can be placed on consumers that are above or below solar systems. They are not considered new districts until they have been connected to a train station in the same row.



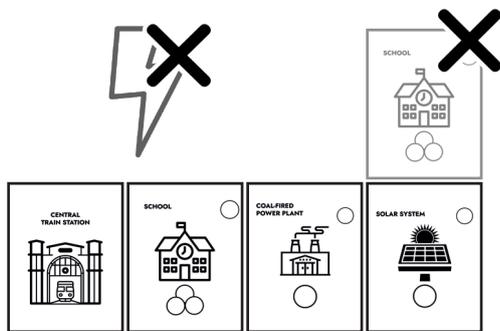
A district can only benefit from solar energy if it contains nothing but solar systems as energy producers.



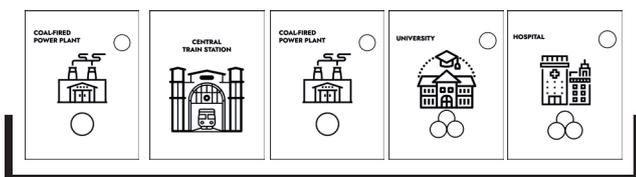
EXPLANATION

If insufficient energy is generated in a district, the largest consumer in the district is completely ignored. If there is still not enough power, the second-largest is ignored, etc.

In the event of insufficient energy, first the cards placed above and below solar systems are ignored for the round. The card with the highest energy consumption always has priority (see previous paragraph).



The maximum number of cards for each district is 13, including a (central) train station.



Max. 13

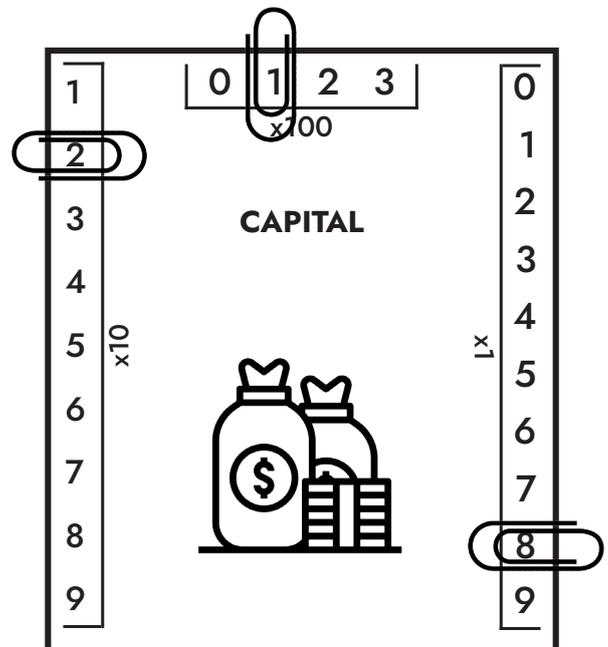
Capital cards

Using 3 paper clips, you can easily maintain an overview of your finances. Clip them to the edges of the card and slide them over the numbers that reflect your income.

If possible, glue the cards to Bristol board. The paper clips will stay in place more easily.

Example:

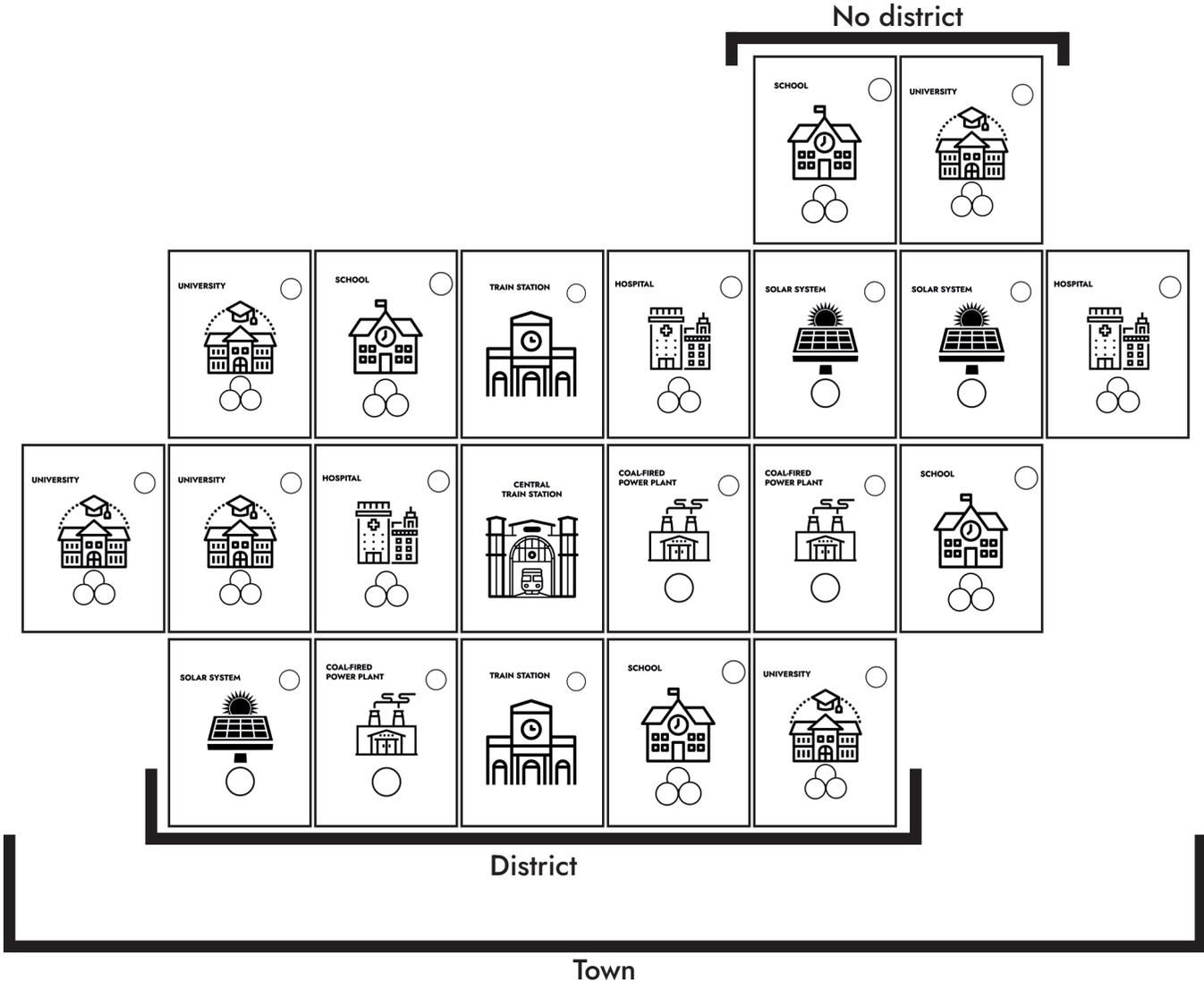
Current capital: € 128



EXPLANATION

Example display:

Town with 3 districts



SCHOOL

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SCHOOL

6



SCHOOL

6



SCHOOL

9



SCHOOL

7



SCHOOL

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SCHOOL

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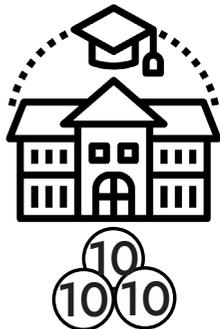
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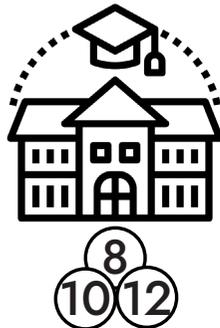
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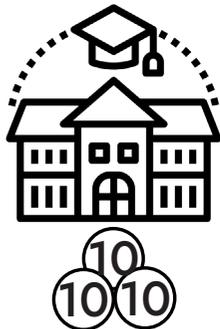
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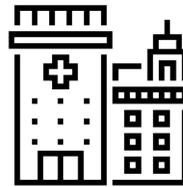
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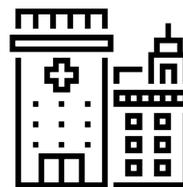
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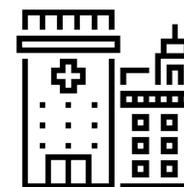
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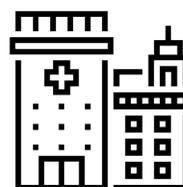
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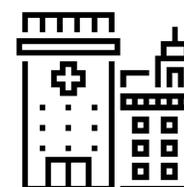
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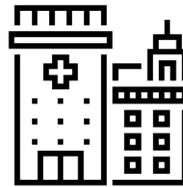
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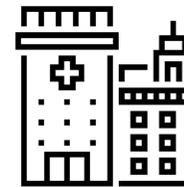
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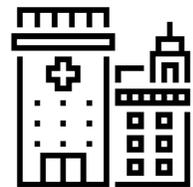
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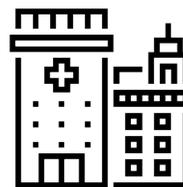
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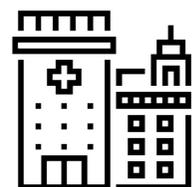
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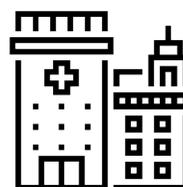
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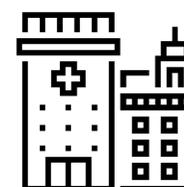
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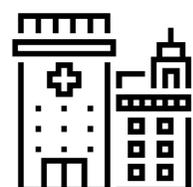
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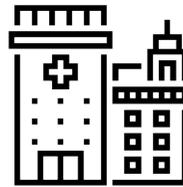
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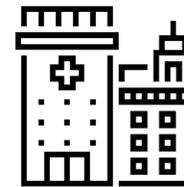
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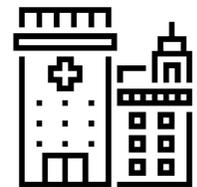
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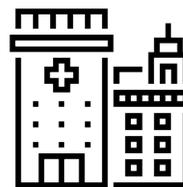
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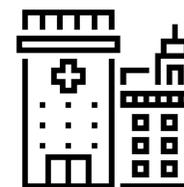
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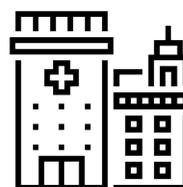
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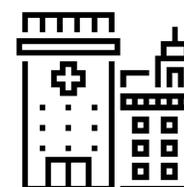
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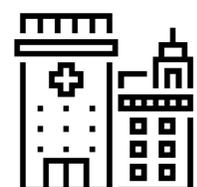
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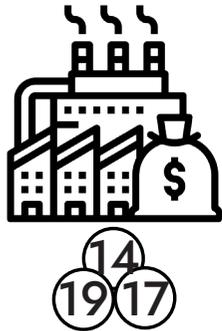
FACTORY

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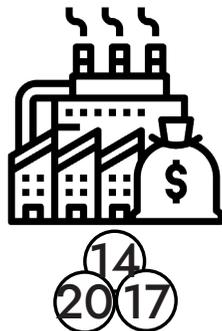
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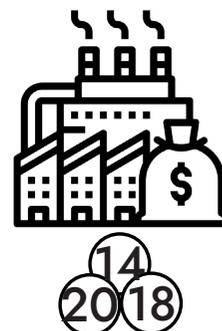
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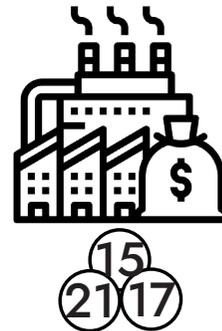
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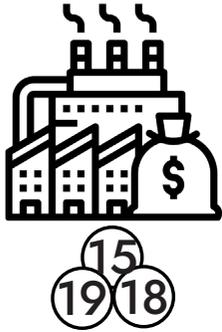
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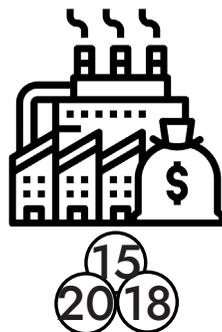
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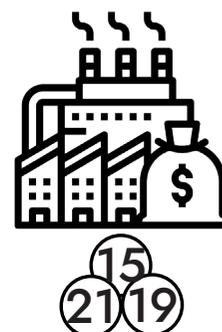
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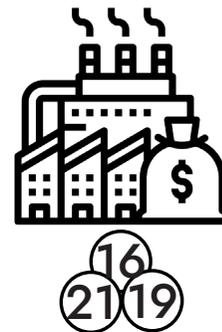
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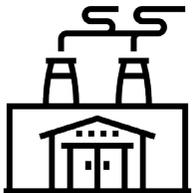
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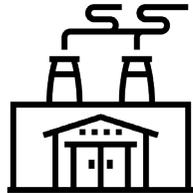
COAL-FIRED POWER PLANT

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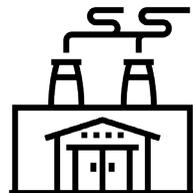
COAL-FIRED POWER PLANT

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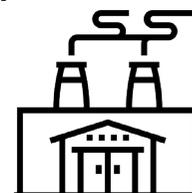
COAL-FIRED POWER PLANT

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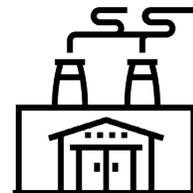
COAL-FIRED POWER PLANT

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COAL-FIRED POWER PLANT

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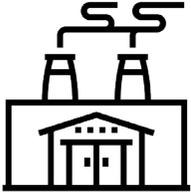
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COAL-FIRED POWER PLANT

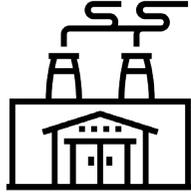
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COAL-FIRED POWER PLANT

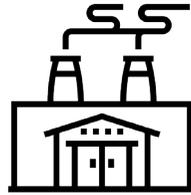
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COAL-FIRED POWER PLANT

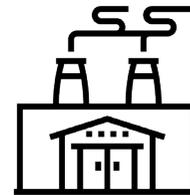
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16

COAL-FIRED POWER PLANT

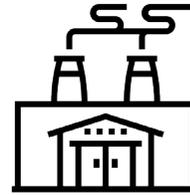
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16

COAL-FIRED POWER PLANT

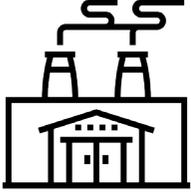
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COAL-FIRED POWER PLANT

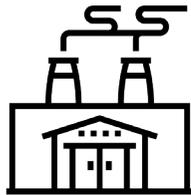
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COAL-FIRED POWER PLANT

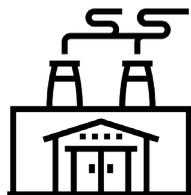
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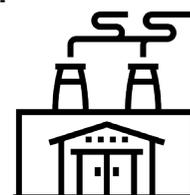
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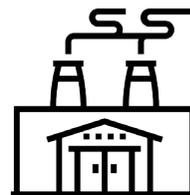
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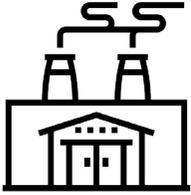
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COAL-FIRED POWER PLANT

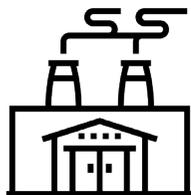
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COAL-FIRED POWER PLANT

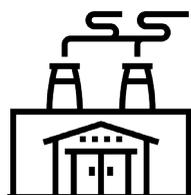
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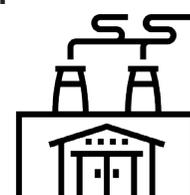
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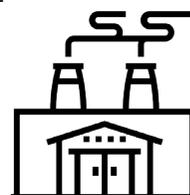
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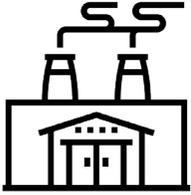
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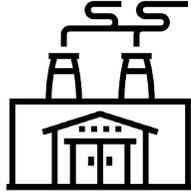
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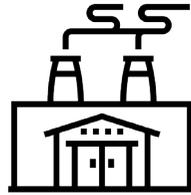
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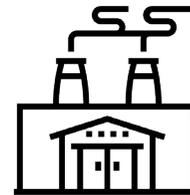
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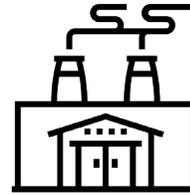
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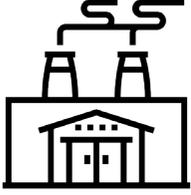
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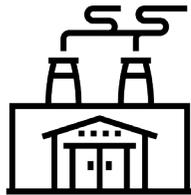
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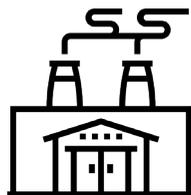
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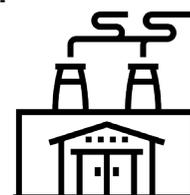
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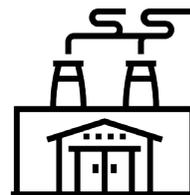
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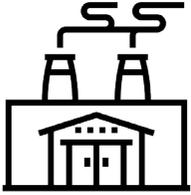
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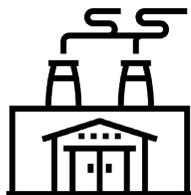
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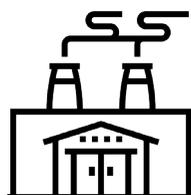
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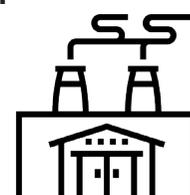
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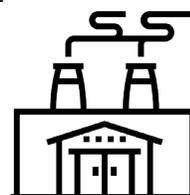
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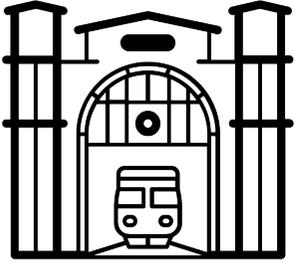
COAL-FIRED POWER PLANT

11

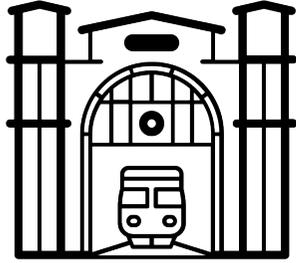


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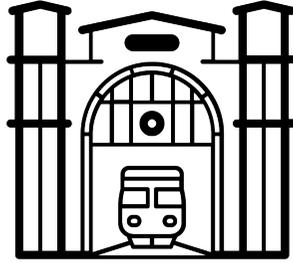
CENTRAL TRAIN STATION



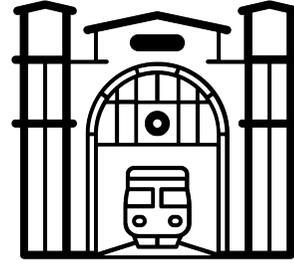
CENTRAL TRAIN STATION



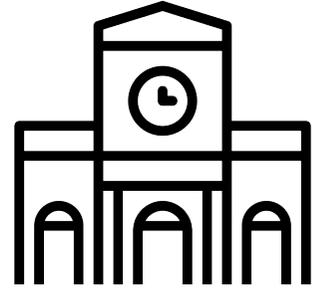
CENTRAL TRAIN STATION



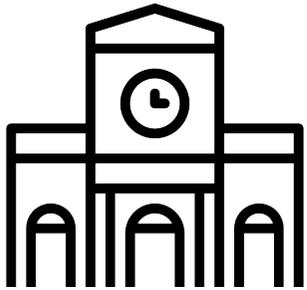
CENTRAL TRAIN STATION



TRAIN STATION 17



TRAIN STATION 16



0
1
2
3
4
5
6
7
8
9

x10

0 1 2 3
x100

CAPITAL



1x

0 1
2 2
3 3
4 4
5 5
6 6
7 7
8 8
9 9

x10

0 1 2 3
x100

CAPITAL



1x

0 1
2 2
3 3
4 4
5 5
6 6
7 7
8 8
9 9

x10

0 1 2 3
x100

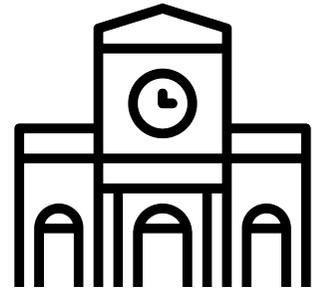
CAPITAL



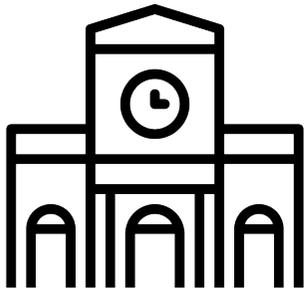
1x

0
1
2
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9

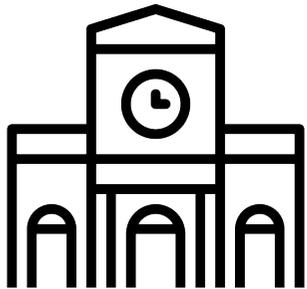
TRAIN STATION 18



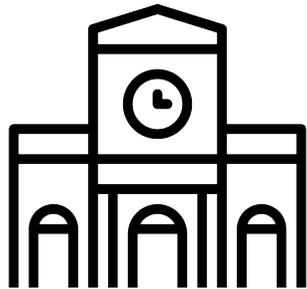
TRAIN STATION 15



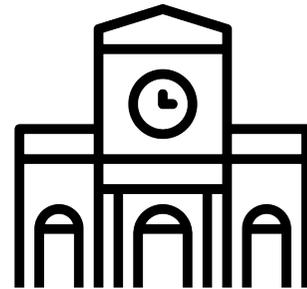
TRAIN STATION 17



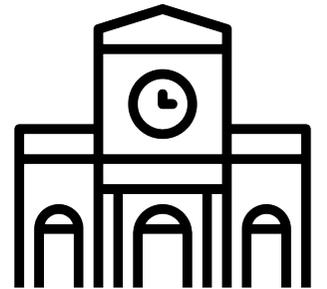
TRAIN STATION 15



TRAIN STATION 16

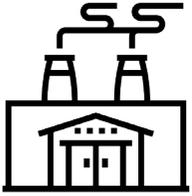


TRAIN STATION 16



COAL-FIRED POWER PLANT

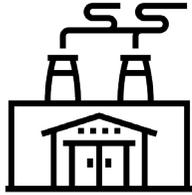
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16

COAL-FIRED POWER PLANT

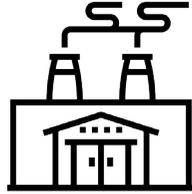
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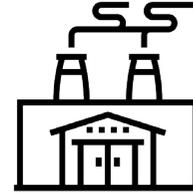
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COAL-FIRED POWER PLANT

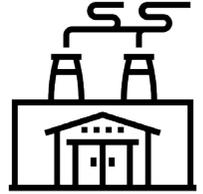
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COAL-FIRED POWER PLANT

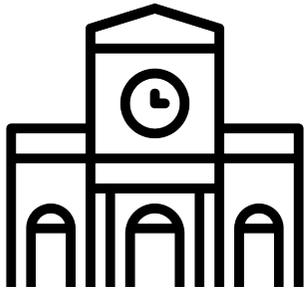
9



18

TRAIN STATION

16



0
1
2
3
4
5
6
7
8
9

x10

0 1 2 3

x100

CAPITAL

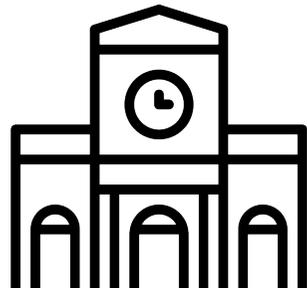


1x

0
1
2
3
4
5
6
7
8
9

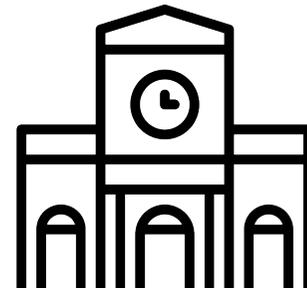
TRAIN STATION

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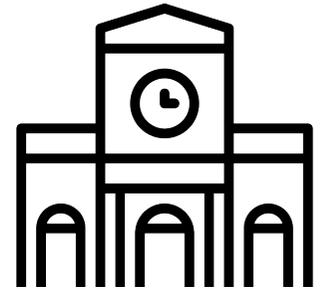
TRAIN STATION

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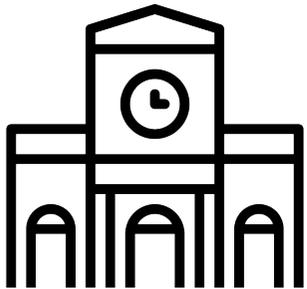
TRAIN STATION

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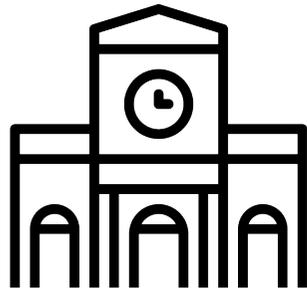
TRAIN STATION

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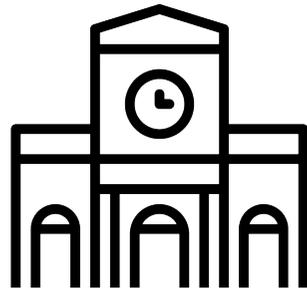
TRAIN STATION

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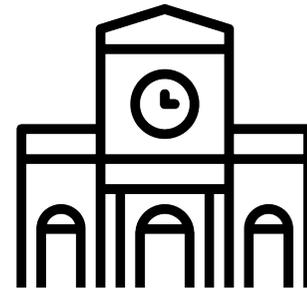
TRAIN STATION

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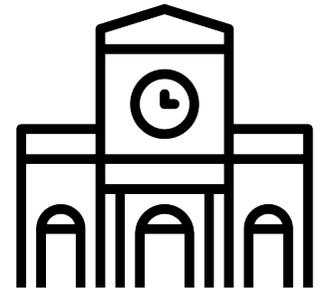
TRAIN STATION

16



TRAIN STATION

16



**ACTION:
BUSINESS DEVELOPMENT**



Earn **factory building**
for **2 rounds**, € 4 more.

**ACTION:
EDUCATION PACKAGE**



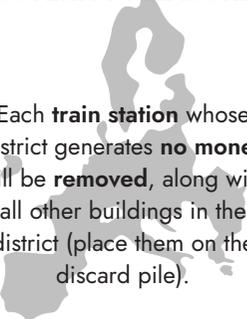
Schools
cost € 2 less for
3 rounds.

**ACTION:
CARBON TAX**



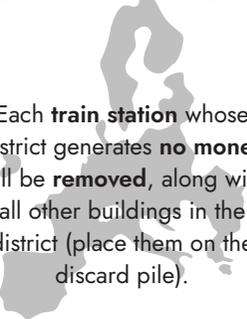
For each
CPP played,
each of you has
€ -10 available
for **2 rounds**.

**ACTION:
AUSTERITY MEASURES**



Each **train station** whose
district generates **no money**
will be **removed**, along with
all other buildings in the
district (place them on the
discard pile).

**ACTION:
AUSTERITY MEASURES**



Each **train station** whose
district generates **no money**
will be **removed**, along with
all other buildings in the
district (place them on the
discard pile).

**ACTION:
UNIVERSITY FUNDING**



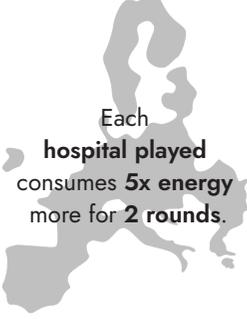
Universities
cost € 4 less for
3 rounds.

**ACTION:
CARBON TAX**



For each
CPP played,
each of you has
€ -10 available
for **2 rounds**.

**ACTION:
PANDEMIC MANAGEMENT**



Each
hospital played
consumes **5x energy**
more for **2 rounds**.

**ACTION:
CLIMATE PACKAGE**



Solar systems
cost € 12 less
for **1 round**.

**ACTION:
CLIMATE PACKAGE**



Solar systems
cost € 12 less
for **1 round**.