Energy Trumps

How many people?: Energy Trumps can be played with 2-6 people, you could stretch to 8 but it might get a bit crowded. This pack has 30 cards but several could be removed to keep numbers even. See *Suggestions of cards to remove*.

Object: The first object of the game is to learn more about 30 energy related technologies and behaviours. The second object is to win all the cards! The lowest answers win. For example, the lower the environmental side effects, the cheaper the cost of supply or the greater the available resource, the better.

Catagories: Energy Trumps are similar to other trump card games, except you may need to familiarise yourself with the eight categories we use to define each technology or practice.

Climate change CO_2e per kWh	The greenhouse gas emissions related to this energy technology. These contribute to climate change. Measured in carbon dioxide (or equivalent greenhouse gas) emissions per kilowatt hour.
Impact on nature	How this technology impacts upon natural eco-systems
Risks	Some of the possible risks when using this energy
Visual impact	How this technology changes the visual landscape around us
Cost now – pence per kilowatt hour	The cost of using such an energy supply now
Cost in 20 years - pence per kilowatt hour	Predicted cost in 20 years due to factors such as reduced supplies, improved technologies
UK resource	The UK resource and how well it can be made use of.

⬛	Dark Red	Extremely high/Terrible
🟥	Red	Very high/Very Poor
🟧	Orange	High/Poor
🟨	Yellow	Moderate
🟩	Light Green	Low/Good
🟩	Mid Green	Very Low/Very Good
⬛	Deep Green	Tiny/excellent

The coloured columns contain a rating for that category. The ratings are organised in a spectrum that moves from red to green. Dark red is the worst rating and deep green is the best.

Generally, each category is an assessment of the technology's effect upon the environment and living creatures, be it the climate, the natural world or human beings. The lower the environmental side effects and the cheaper the cost of the supply or the greater the available resource, the better.

How do we play?: The cards are shuffled and dealt out to the players equally, face down. To make numbers even some cards could be removed and looked at later. See *Suggestions of cards to remove*.

All players draw the first cards from the stacks in front of them. The player to the left of the dealer starts by reading the name of the card and the sentence or two at the top of the card, then choosing a category and the related information from the card to read out. The rest of the players read their scores and information from that category and comparisons are made. The best impact card wins (nearest to deep green) and the owner of that card gets to keep all the other cards played in that round by putting them to the bottom of their stack. This process is then repeated until one player has all the cards. Some categories have two colours. If there is not a clear winner, a player may use the more environmental choice if they can explain it to the group.

In the event of one round ending in a draw, the cards involved are placed in the middle of the table, face up. Players then pick new cards from their stacks and compare the same category, this should result in a winner for that round, if not, repeat this process.

It is also possible to play the game with players holding their cards and choosing which card to start or respond with in a particular category. This may have the educational advantage that more of the information on the cards is read.

Suggestions of cards to remove (to make numbers even)

Concentrating solar power as this is the only card not suitable for the UK unless imported via a "Supergrid". One from *Tidal lagoon* or *Tidal barrage,* as they are fairly similar technologies. *Energy efficiency* and *Low carbon lifestyles* as ways of using energy. These can of course have a major impact on overall energy requirements.
There are two different *Crops for liquid bio-fuel* cards, one or both could be removed.