Breakthrough

A board game developed by
A new approach to talking about the future and climate change. By creating a board game that provides learning and fun to families and classrooms. Parents and teachers now have a product that encourages environmental thinking and understanding that they can play with youngsters and friends alike.
What is our Project
Prototype 1
Game Pieces

- 4 player pieces
- Resources
- Dice
- Event Cards (next slide)
- Board Tiles (next, next slide)
Event cards

The majority of the world's oceans collapse due to pollution, causing vast aquatic extinctions.
**Effect:** Everyone give up 2 energy resources.

A major technological breakthrough in photovoltaic cells occurs.
**Effect:** Every power plant touching solar gets 1 solar resource.

Severe drought renders hydroelectric power plants useless.
**Effect:** Block hydro energy until next event card.

Scientists discover how to use fungus to break down nuclear waste into an energy source.
**Effect:** Upgrade all power plants one level if they touch a Nuclear site.

Extraterrestrials make contact and bring with them the secrets to technological advances.
**Effect:** Pick 1 of whatever resource you want.
Tiles designed double sided. The tile starts on the “yellow side” where the town has one solar panel but would flip over to the “blue” side, where the town now has a solar panel on each roof. The probability also changes because the closer to seven a number is, the more likely that it will get rolled with two dice.
Fossil fuels are the opposite of renewables. They start with high probability and lots of “wells” and flip over to less fossil fuels with certain event card pulls.
Board Tiles— The rest
Set Up
Playing the Game
Playing the game – Event Card
The goals of each player is to trade and gather resources so that they can continue to build more power lines and generators. Whether the event cards and get enough points to be the first to reach sustainability.
How to Win

- The first to 20 points
- A level one power plant is worth one point for every non-fossil fuel resource it touches
- A level two power plant is worth two points for every non-fossil fuel resource it touches
- A level three power plant is worth three points for every non-fossil fuel resource it touches
- Longest power line is worth four points
Take Away Message
Target Audience

- Living rooms and classrooms
- Parents and teachers
- Anyone who sees value in talking about climate change in a fun setting
www.thegamecrafter.com

- Lets you upload documents and images for different types of pieces.
- Then prints, cuts, and ships the game for either a percentage of sale or for flat cost.
- We estimated that the game would cost to make would be roughly 40$ and would depend on a lot of different variables.
Road Blocks

- Finding times everyone could meet
- Getting things printed
- Lots of technical difficulties, especially with the graphic design and printing of tiles
Vision

- Fun Game
- Polished game pieces
- Teaching Material
Game in the Classroom

- Incorporate a chapter in the instruction booklet that goes over how to use play the game and teach a lesson at the same time.
- Incorporate blank event cards so that the students can come up with their own events they want to add and they can play it again with their added event cards.