

Reschool Community Game



Welcome to the Energy Community Card Game, designed to introduce players to energy communities and their goals.

Explore 32 Energy Communities across Europe, each dedicated to environmental preservation. Each card features six attributes and additional icons representing their activities. Strategize, collect cards, and discover the benefits of clean energy to win.

The game also aims to foster community spirit and promote collective action within energy communities. Part of the RESCHOOL project under Horizon Europe, it seeks to enhance engagement in energy markets, encourage household participation, and promote clean energy and efficiency.

Objective: Collect all the cards by

having the highest stat

each round.

Number of Players: 2-5

Age Range: 6+

Game Components:

• 32+ cards

Instruction card, Icon explanation card

Playing Time: 5-10 minutes

Key Features:

- Engaging and competitive
- Easy to learn and play
- Developed in collaboration with schools, experts, and energy communities.
- Promotes strategic thinking and knowledge about clean energy and community action

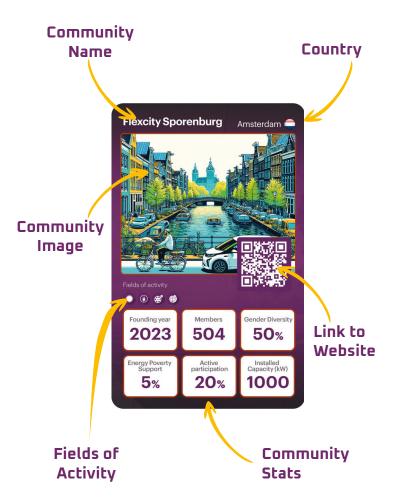






Basic Rules:

- 1. Shuffle and deal the cards face down.
- 2. Players pick up their cards and look at their top card only.
- 3. Player 1 calls out their best stat.
- 4. Other players see if they can beat this stat (highest wins, except "Gender Diversity" closest to 50%).
- 5. In case of a tie, the acting player picks another attribute to compare among the tying players.
- 6. The card with the highest stat wins all cards of that round and adds them to the base of their pile.
- 7. The round winner then chooses the next
- 8. Players are eliminated when they lose their last card.
- 9. The first player to collect all the cards wins!



Fields of Activity



Sun



Geothermal



Supply Electricity



Energy Efficiency



Network Electricity



Financing



Transport



Flexibility



Mobility



Community Development



District Heating



Energy Poverty Support



Wind



Biomass



Hydro



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in Reschool Project

CONTACT:

papadop@iti.gr



the European Union