



Chameleon Island

Summary of Games

Introduction

There are 7 different games based on Home Energy Efficiency.

All of the games utilise a pack of 32 cards and are played in pairs. Some of the games also utilise boards, currency, permits and a dice.

The games are packaged into 5 different game boxes targeted at different ages:

1. ZiggySplash at the setShop

Two games introducing energy consumption of home appliances.
Suitable for ages 5 – 9. Games: **Ziggy Splash®** and **setShop®**

2. Taking Care of Business

Two games introducing energy rating systems.
Suitable for ages 9+. Games: **A-topia®** and **starMaximiser®**

3. Energise My Wallet

Two games on carbon tax and government subsidies.
Suitable for ages 12+. Games: **lowCarbs®** and **smartMoolah®**

4. Carbon Investments

This game is about the emissions trading scheme (ETS).
Suitable for ages 15+. Game: **Bulla Exchange®**.

5. Sheer Greening Pleasure

This package contains ALL 7 GAMES.
Suitable for ages 5 – 105.

Classroom packs are available.

Please note that all the games are supplemented with HD videos on how to play and are accessible on YouTube or our website

www.chameleonisland.co.nz

Game package 1: **ZiggySplash at the setShop**

Ziggy Splash at the setShop, contains two games, **ZiggySplash®** and **setShop®**. They are suitable for age 5 years and older.

Ziggy Splash®

Objective: To show that some appliances use less energy than other like appliances.

Summary: It introduces the appliances commonly used in a household (i.e. cooker, refrigerator, hot water tank, heater, washing machine, lights, computer and television). The different energy efficiencies of appliances are easily identified by the different colours and facial expressions of their images on the cards.

Each player takes a board that has a unique set of appliances. The idea is for players to pick up a card in turn from a shuffled pile and see whether the card matches the appliance on their board. If not, the card is discarded onto a new pile face-down. The player to fill up his or her board first with the correct cards wins the game.

setShop®

Objective: To further enhance the idea that some appliances use less energy than other like appliances, and that going “green” carries rewards.

Summary: Like Ziggy Splash® This game also introduces the appliances commonly used in a household and utilises the boards used in ZiggySpash®. It is a point scoring game that involves “runs” and “sets”.

Players form *runs* (a selection of 3 or 4 cards with the same appliance running down the board) or *sets* (a selection of 3 or 4 cards of similar energy category going across the board). A maximum number of 2 *sets*, *runs* or combination of both is allowed on the board at any one time. *Sets* with better energy efficiency will always award a player more points than *sets* with lower energy efficiencies. *Runs* score a constant set of points. Players will employ strategy when they realise that acquiring a *set* with lower energy efficiency will award them with higher points.

Game package 2: **Taking Care of Business**

Taking Care of Business, contains two games, **A-topia®** and **starMaximiser®** described below. The games introduce energy rating systems that are important when purchasing new household appliances. They are suitable for age 9 years and older.

A-topia®

Objective: To acquire as many appliances with the highest energy rating as possible.

Rationale: Not all appliances of the same kind use the same amount of energy. Energy rating labels enable the public to distinguish between those appliances that are more energy efficient than others. Also, acquiring the most energy efficient hot water tank is expedient since this appliance generally uses the most energy in a “chameleon” home, a situation reminiscent of the general New Zealand home.

Summary: This is a point scoring game that involves strategy and exposes the players to the energy rating system of appliances used in the European Union.

starMaximiser®

Objective: To acquire as many energy efficient appliances as possible for home use, identified by the number of stars. The more stars an appliance has, the more energy efficient it is.

Rationale: Purchasing an appliance that uses less energy has advantages such as lower energy (and sometimes water) bills and less carbon emissions.

Summary: This game is based on the star rating system used in Australasia. It is one of both luck and strategy, and the player with the most stars in his or her hand of cards over a set time wins. It has a twist to it that injects excitement – roll the dice and if a player lands an even number, his or her opponent must show their hand and allow any card to be taken and replaced with a card of the same appliance, but with a lower energy rating (and thus less stars). Roll an odd number and you get to pick up a card from a pile in anticipation of picking up a card that has a better energy rating.

Game package 3: **Energise My Wallet**

Game package *Energise My Wallet*, contains two games, **lowCarbs®** and **smartMoolah®**. They are suitable for age 12 years and older.

lowCarbs®

Objective: To show that acquiring more energy-efficient appliances is expedient because it equates to paying **less carbon tax**.

Rationale: Electricity generation is one of the major sources of carbon emissions contributing to human-induced green house gases and it is advantageous to therefore use it conservatively.

The idea of a carbon tax is to encourage households to switch to more energy efficient appliances.

Summary: It introduces the players to how a carbon tax would work but based on household emissions. The most energy efficient household will avoid paying tax. The game is won by the first player to successfully pay for his or her carbon tax with the correct denominations in a given time. Players must juggle between acquiring money to pay for their carbon emissions from a limited common pool and picking up a card from a face-down pile in the hope that they will pick up a card with a more energy efficient appliance.

smartMoolah®

Objective: The objective of this game is to show that acquiring more energy-efficient appliances equates to receiving a higher monetary government subsidy (or rebate).

Rationale: Subsidies are one way in which governments can encourage households to switch to purchasing appliances that require less electricity, thereby reducing carbon emissions.

Summary: Players strive to acquire more energy efficient appliances that attract a higher subsidy. Each player is randomly allocated a household income at the start of the game, and after 7 turns, each player will sum up the cost of his purchases (if any), and a dice is rolled to find out his credit card status. This can result in jubilation when number 6 on the dice is rolled and the player finds out that his credit card is loaded with C\$2000 chameleon dollars, or doldrums when 2 is rolled and the player must first pay C\$50 chameleon dollars credit card fees.

Game package 4: **Carbon Investments**

Carbon Investments contains one game **Bulla Exchange®**.
It is suitable for age 15 years and older.

Bulla Exchange®

Objective: To simulate the Emissions Trading Scheme (ETS) by trading permits through financial contracts/derivatives.

Rationale: Every New Zealander and most people around the world will be affected by the ETS although few people understand how it works. i.e. reward the non polluter and penalise the polluter.

Summary: This game is fully participatory and uses the terminology that the real scheme uses.

Starting with a randomly allocated **chamsuite** (i.e all the 8 appliances) each, players strive to achieve household low consumptions in kilowatts-hour and more permits in addition to the randomly allocated ones. There are 10 extra cards added to the 32 cards, which will enable players to acquire more permits and/or money. Players will also be able to use derivatives, such as futures contracts and put/call options contracts to either buy or sell more permits over a period of time. Our web site provides information that will enable players to use any of these derivatives.

The winner will have a total energy efficiency covered by his permits, and more money (the remaining permits being converted to cash based on the spot price of carbon on the 8th day of trading. The game requires shrewdness and luck to win.