

THE RULES

The first step in playing this game is reading the information sheet about Pollution Markets. If you have not done so, please do so before you begin playing.

Focus

Throughout the game you will produce and reduce pollution and have the opportunity to buy and sell allowances with your competition.

Objective

To have enough allowance cards to cancel all of your pollution cards when you land on the finish space. The player with the most money at the end of the game is the winner.

There are 27 spaces on the game board – a start, 3 move ahead spaces, 3 move back spaces, 4 Open Market spaces, 4 Chance card spaces, 10 Gain and Lose Pollution spaces, a turn-a-round spot, and a finish. Each space directs the player to perform a different task. Follow the directions on the square in order to proceed.

The person from the firm leading the class is designated as the EPA. The purpose of this individual is to pass out money and allowances as directed throughout the game. If there are allowance cards available in the EPA “bank”, the EPA representative may sell these pollution allowances for \$2,500 each to a player before his/her turn if that player wishes to buy some. The money goes to the bank, not the EPA representative.

Start (the smokestack)

Here is where everyone begins. Before you roll, each player receives 1-\$5000, 5-\$1000m 8-\$500, 10-\$100 (\$15,000 total), 10 Allowances cards and 10 Pollution cards. Each player places his/her marker on the start square. Each player will then roll the die to determine who goes first. Whoever rolls the highest number, rolls again and then moves their marker forward the appropriate number of spaces.

Open Market

1. Open market means an opportunity to buy and sell allowances from the other utility companies (the other players). A player may only buy pollution allowances from the EPA **before** he/she rolls the die. Only the player whose turn it is may do this. However, when a player lands on the Open Market square, all players may buy and sell pollution allowances from each other.
2. Besides the players buying and selling pollution allowances, the Clean Air Conservancy has an opportunity to buy allowances during an Open Market. To represent the Clean Air Conservancy, the player who landed on the Open Market square rolls the die to determine how many allowances the Conservancy purchases. If the player rolls a 1, 2, or 3 **each** player must forfeit **one** allowance to be retired from the game. These allowances can not be purchased from the EPA representative or any other player for the rest of the game. If the player rolls a 4, 5, or 6, then the Clean Air Conservancy does not buy any allowances during that Open Market.

3. At no time is any player obligated to buy or sell any allowances. The price of each allowance is determined by the owner. However, each player must keep in mind how close they are to finish and whether or not they have enough allowances to pay for their pollution. Remember, before you may finish traveling the game board, you must cancel out all your pollution cards with allowance cards.

Chance Card

When a player lands on a chance card spot, he/she picks a chance card and follows the direction on the card. If they receive allowances or money, the EPA representative will give that player the proper amount required by the card.

Gain and Lose Pollution

Throughout the game, pollution output is continually changing. Players will gain and lose pollution as directed by the squares they land on.

Finish (The Forest)

1. In order to finish the game, an individual must be in compliance. That means that they must have at least one allowance card for each pollution card. You might have more allowance cards (this is a good thing). You do not have to roll the exact number to finish. For example, if you are 3 spaces from the end and you roll a 4, you have finished **if and only if** you are in compliance. If you are not in compliance, then you “bounce” backward. This means that if you are 2 spaces from the end and you roll a 3 then you move forward 2 and backward 1. You would then continue back toward the turn-a-round spot. Once you get there, you may turn around and head back toward the finish. At any time that you are going back toward the turn-a-around spot, you may announce **before you roll** that you wish to now go back toward the finish (you would probably do this if your status changes and you are now in compliance). You may not roll the die and then state you are going the other direction. This decision must be made before you roll.
2. When a player lands on finish in compliance, he/she no longer gains any more pollution if they have enough allowances to cover the amount of pollution they have. For example, if Jane lands on the finish space and she has 10 allowance cards and 9 pollution cards, she is finished. However, the game is not over. She may continue to participate by selling her extra allowance during open markets. If she has 10 allowance cards and 10 pollution cards, she can still participate by buying extra allowances if she feels she has enough money. This allows her to sell the allowances later for whatever price she wants.

3. If a player reaches the finish and does not have enough allowance cards to cover their pollution cards, they must turn around and go backwards toward the turn-around spot. From there, they continue forward again, hoping to reach the finish line with enough allowance cards to cancel all of their pollution cards.
4. Players who reach the finish are allowed to continue to participate in the buying and selling of allowances since the objective is to have the most money at the end. However, they do not get to re-enter the game board once they have properly reached finish. If another player lands on an open-market space after some players have reached finish, the players who have reached finish do not have to surrender any allowances to the Clean Air Conservancy.

Turn-a-round

If a player is traveling forward when he/she lands on this spot, it is a free spot and they need to do nothing.

The EPA only has 20 extra pollution allowances to sell. If you find that you are getting to the finish and the other players are not selling, you might have to buy from the EPA. When the EPA has finished distributing all 20 of its allowances, there are no more to buy. The game is now over even if not everyone has reached the finish stop. Players then must finish the game by paying \$3000 for each pollution card they have that has no allowance card. After each player has paid for their extra pollution, then count your money to see who has the most in order to determine the winner.

The End of the Game

A time limit should be set that simulates the end of the year for the utilities (20-30 minutes works well). Once the designated time limit is reached (or once all players reach the finish spot with enough allowance cards to cancel their pollution cards), the game stops. Then the players must tally their total money, subtracting \$3000 for each pollution card above their number of allowance cards. The player with the most money is the winner.