



World Youth Parliament for Water

Simulation game

COY11 workshop

Introduction

Welcome to Coyel Heaven! Since a few decades, people in Coyel Heaven have seen their harmony with nature challenged : the raise in carbon emissions is threatening all the ecosystems and the citizens depend on them. Help restore clean air, water and land of Coyel Heaven before it is too late!

Rules

At the beginning of the game, the moderator will give each players a role card they look at secretly and keep face down. Players then elect a mayor. (3 min) Begins the game, consisting of night and day rounds until either carbon emissions are eradicated or global temperature reaches +5°C.

During the night

As the sun sets on Coyel Heaven, all the players close their eyes. The moderator says "Carbon emissions, open your eyes" so they recognize each other. The moderator then asks "Carbon emission, pick an ecosystem to damage". In silence, the carbon emissions agree on a player and point at him/her. Once understood, the moderator says "Carbon emission, close your eyes". The moderator goes like this for each night power of the extra players:

- Environmental NGO points at a player to protect an ecosystem, preventing damage if it's the same target of carbon emissions. Nothing happens if it's not.
- Banker choose to use Social Responsibility (thumb up) or Speculation (thumb down), once a game each max. To use neither, the banker simply shakes his head.
- Fossil fuel CEO points at a player to lobby on them. The moderator walks around and taps the shoulder of the target player. That player opens its eyes, recognizes the CEO and becomes corrupted.

→ *If the bank is targeted, the CEO receives extra funds and may lobby on an extra player, eg:*

- Mod: "The CEO opens their eyes... The CEO points a player to lobby..."

CEO points. The Mod walks around and taps the player shoulder, who happens to be the banker.

- Mod: "The CEO colluded with the bank. The CEO points to another player to lobby."

CEO points again. Mod walks around and taps player.

- Mod: "The FF CEO closes their eyes."

→ *The mayor can only be lobbied on after the bank has been corrupted.*

During the day

The moderator wakes up all the players by saying "Everyone open your eyes, it's a new day in Coyel Heaven. Bad news is upon the city, the carbon emission raises the global temperature and/but an ecosystem has been destroyed/saved." If an ecosystem is destroyed, the player reveals its identity and is out of the game. The players talk together about what to do and who to remove. Climate change implies a lot of uncertainties, and so removing a player may result at unwillingly removing an healthy ecosystem. Once the vote's negotiations are over, the player is removed and identity shown.

The game is over when either all the ecosystems are damaged (citizens out of the game), all carbon emissions stops or global warming reaches +5°C. The moderator decides when the temperature rises according to the time allowed for one game. (Ex. A game of 25 minutes will see temperature rise of 1°C every 5 minutes)

Roles

Base players

Game moderator

The moderator is the only one knowing all the other player's roles.

Citizens-Ecosystems

Citizens are regular players. Their goal is to eradicate carbon emissions in the city by voting out one player. Citizens are removed as ecosystems are damaged by carbon emissions. **Fragile Ecosystem** is a special citizen card that will be affected by speculation (see Banker).

Carbon Emission

Carbon emission raise the global temperature. Their goal is to keep heating the planet until it's too hot to live on it. They win reaching +5°C. During the night, the carbon emission players select one ecosystem to damage.

Extra players

Mayor (additional card to role)

Mayor is elected at the beginning of the game, without people knowing its role (could be a carbon emission!). Its vote counts for two.

Environmental NGO

During the night, the NGO can organize a protest with a citizen of its choice, protecting their ecosystem for the day. On the other hand, the fossil fuel CEO can prevent that with a [SLAPP](#)-suit.

Fossil fuel CEO

During the night, the CEO can lobby on another player, who becomes corrupted. During the day, it can block the NGO protest, but this action reveals the Fossil fuel CEO identity (thus becoming more likely to be removed by citizens vote)

Bank CEO

Once a game, bank CEO has two possible actions, depending on his status:

→ not corrupted : *Social responsibility* (thumb up) will fund the rehabilitation of an ecosystem, allowing the dead fragile ecosystem to come back in the game. The fragile ecosystem cannot reveal information learned during it was dead.

→ corrupted: *Speculation* (thumb down) destroys the fragile ecosystem.

Corrupt player (no card, additional to role)

A corrupt player cannot vote to destroy the fossil fuel CEO. They must vote for someone else, but not necessarily the same player as the fossil fuel CEO will choose. The environmental NGO can not be corrupted.