



Low-carbon fun from Dominic Boyer, Cymene Howe, Graeme MacDonald, Rhys Williams, and the A + E Collective (Finn Arschavir, Ane Lopez, Maria Sledmere, and Lucy Watkins).

THE INSTRUCTIONS

CLB is a card game that can be played in a number of different ways. We suggest three ways below but feel free to invent your own. The purpose of the game is to create a platform for low-carbon fun by offering you some random prompts to get started. But wait a minute, what is “low-carbon fun”?

Low-carbon fun is any pleasurable experience that does not require a lot of fossil fuels to make it happen. A walk in the park or a snowball fight with your friends are examples of low-carbon fun. Flying to a beach vacation in the Caribbean or joyriding in cars are high-carbon fun. The premise of this game is that we don’t need to give up fun to reverse global warming. We just need to focus on having more low-carbon fun. And that means using our imaginations and limbs more and our machines less. It’s a pretty simple idea you see. And since there’s nothing less fun than reading instructions, let’s get to the game already.

CLB has four different types of cards. Each type is color-coded. **Blue cards are Feeling Cards.** **Red cards are Action Cards.** **Yellow cards are Object Cards.** And, **Green cards are Wild Cards.** Each game begins by drawing one card from each stack and placing them in front of your group.

Wait, you’re by yourself? No worries. Then you’ll be playing **CLB v1**. Take those four cards and create an activity that fits what the four cards say. This is where your imagination comes in. There really aren’t any wrong ways to play the game. The only guidelines are; Keep It Low Carbon and Do No Harm (not to yourself and not to anyone else). Here’s an example of v1. You just drew:

BLUE CARD: HUNGRY
RED CARD: PLAY
YELLOW CARD: BICYCLE
GREEN CARD: SILVER

Maybe you happen to have a silver-colored bicycle on hand and decide to ride to get a snack near a playground. That sounds like fun! But suppose it’s raining or you don’t have a bicycle. No worries. Maybe you have some aluminum foil in your recycling bin or some old paper clips lying around. Why don’t you make a small bicycle statue out of those instead? And imagine writing a short play in which a food delivery person uses that bicycle to have an adventure. Even playing on your own, CLB will give you a steady stream of quirky ideas for new experiences.

But things are often more fun with friends, we know that. So, invite some over! **CLB v2** and **CLB v3** are versions of the same game that you can play with friends. Divide your friends into roughly equal groups. And do a card draw in each category. This time you got:

BLUE CARD: EXCITED
RED CARD: JUMP
YELLOW CARD: ROOTS
GREEN CARD: CARDBOARD

If it's raining outside or you don't have a lot of time, maybe you should play **V2**, the indoor version. In **V2**, every group gets 10 minutes to imagine an activity that uses all four cards and then the groups take turns explaining their idea to the others. Group 1 imagines jumping wind-up toy cars with cardboard wings over a big, gnarled tree root. Group 2 thinks it would be fun to jump around a cardboard obstacle course while trying to juggle root vegetables. Group 3 imagines inventing new jump-based dance moves while listening to Roots music with nifty slide moves performed on cardboard. Group 4 is sitting this round out because they are the judges. They get to decide which of the other three proposals sound like the most fun. That group gets awarded points = to the value of the points on their cards. And then there is a new card draw and a new group judges the other three. Play as long as you want and for as many rounds as you like. **Pro tip: It doesn't have to be about the points unless you want it to be.**

The main difference between **V3** and **V2** is that in **V3** you take more time and actually go out and do the things you are imagining. The game play is the same as in **V2** until the judges decide the most fun idea of the round. And then everyone from all the groups goes out and tries to do it for a specific length of time, let's say 45 mins. Everyone who pulls it off gets full points. But the people who have the most laughs, maybe they get a +1 for having a good attitude. And, if you do something you've never done before, give yourself +2 for changing your world.

That's it. Pretty easy, no? So put these instruction cards away and start your first draw. Oh, one more thing, if you ever happen to draw the three cards "Cauliflower," "Love," and "Bike" then whomever wins that round obviously wins the whole game.

GOOD LUCK AND HAVE A GREAT TIME!



THE CARDS

FEELING CARDS

Scared, Lost, Joy, Connection, Desire, Confusion, Weird, Warmth, Surprise, Curious, Hungry, Anxious, Hilarious, Love, Creative, High, Ruined, Talkative, Excited, Free, Stable, Easy, Relaxed, Sheltered, Yearning, Present, Absent, Trashy, Hopeful, Bumpy, Persistent

ACTION CARDS

Bounce, Move, Grow, Lick, Intensify, Hug, Communicate, Retreat, Reveal, Walk, Listen, Give, Eat, Illuminate, Warm, Kiss, Smell, Shout, Whisper, Like, Ignore, Jump, Write, Dance, Laugh, Shape, Smile, Shock, Wink, Play, Argue

OBJECT CARDS

Window, Mammal, Cloud, Fish, Stump, Sail, Fruit, Wheel, Rock, Dust, Bubble, Styrofoam, Shoe, Leaf, Trash, Cake, Bicycle, Roots, String, Grass, Wall, Plastic, Insect, Wood, Mesh, Ball, Tube, Web, Bread, Machine, Book

WILD CARDS

Soil, Rain, Secret, Underground, Sunshine, Shadows, Memory, Intimate, Infinite, Cauliflower, Shimmer, Green, Water, Infrastructure, Energy, Weather, Body, Found, Dark, Light, Reuse, Precious, Art, Silver, Wonder, Escape, Becoming, Cardboard, Dream, Emerge, Challenge.

ACTION



CLÉ

ACTION



CLÉ

ACTION



CLÉ

ACTION



CLÉ

ACTION



CLÉ

ACTION



CLÉ

ACTION



CLÉ

ACTION



CLÉ

ACTION



CLÉ

ACTION



CLÉ

ACTION



CLÉ

ACTION



CLÉ

ACTION



CLÉ

ACTION



CLÉ

ACTION



CLÉ

ACTION



CLÉ

BOUNCE



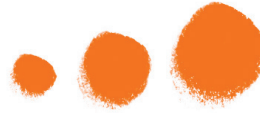
CL5

MOVE



CL5

GROW



CL5

LICK



CL5

INTENSIFY



CL5

HUG



CL5

COMMUNICATE



CL5

RETREAT



CL5

REVEAL



CL5

WALK



CL5

LISTEN



CL5

GIVE



CL5

EAT



CL5

ILLUMINATE



CL5

WARM



CL5

KISS



CL5

ACTION



CLÉ

ACTION



CLÉ

ACTION



CLÉ

ACTION



CLÉ

ACTION



CLÉ

ACTION



CLÉ

ACTION



CLÉ

ACTION



CLÉ

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ACTION



CLÉ

ACTION



CLÉ

ACTION



CLÉ

SMELL



CL5

SHOUT



CL5

WHISPER



CL5

LIKE



CL5

IGNORE



CL5

JUMP



CL5

WRITE



CL5

DANCE



CL5

LAUGH



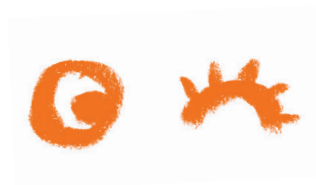
CL5

SHAPE



CL5

WINK



CL5

PLAY



CL5

ARGUE



CL5

SHOCK



CL5

SMILE



CL5

MAKE YOUR OWN

CL5

SCARED



CLC

LOST



CLC

JOY



CLC

CONNECTION



CLC

DESIRE



CLC

CONFUSION



CLC

WEIRD



CLC

WARMTH



CLC

SURPRISE



CLC

CURIOUS



CLC

HUNGER



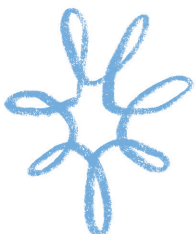
CLC

ANXIOUS



CLC

HILARIOUS



CLC

LOVE



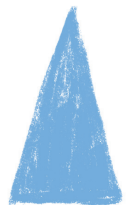
CLC

CREATIVE



CLC

HIGH



CLC

RUINED



CLC

TALKATIVE



CLC

EXCITED



CLC

FREE



CLC

STABLE



CLC

EASY



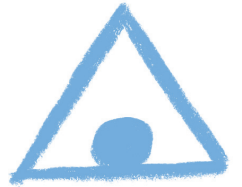
CLC

RELAXED



CLC

SHELTERED



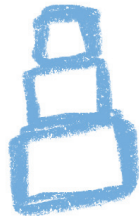
CLC

YEARNING



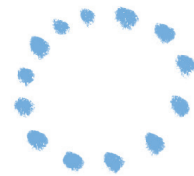
CLC

PRESENT



CLC

ABSENT



CLC

TRASHY



CLC

HOPEFUL



CLC

BUMPY



CLC


PERSISTENT




CLC

MAKE YOUR OWN


CLC

OBJECT



CLÉ

OBJECT



CLÉ

OBJECT



CLÉ

OBJECT



CLÉ

OBJECT



CLÉ

OBJECT


CLÉ

OBJECT



CLÉ

OBJECT


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OBJECT



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OBJECT



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OBJECT


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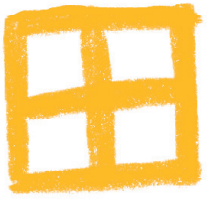
OBJECT


CLÉ

OBJECT


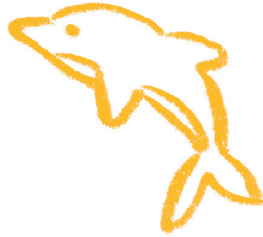
CLÉ

WINDOW



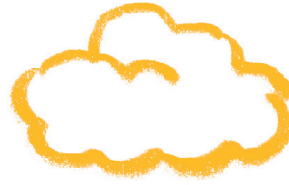
CLÉ

MAMMAL



CLÉ

CLOUD



CLÉ

FISH



CLÉ

STUMP



CLÉ

SAIL



CLÉ

APPLE



CLÉ

WHEEL



CLÉ

ROCK



CLÉ

DUST



CLÉ

BUBBLES



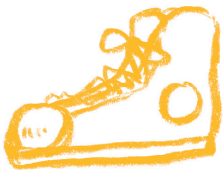
CLÉ

STYROFOAM



CLÉ

SHOE



CLÉ

LEAF



CLÉ

TRASH




CLÉ


CAKE



CLÉ

OBJECT



CLÉ

OBJECT



CLÉ

OBJECT



CLÉ

OBJECT



CLÉ

OBJECT



CLÉ

OBJECT


CLÉ

OBJECT



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OBJECT


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OBJECT



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OBJECT


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OBJECT


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OBJECT


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ROOTS



CL5

STRING



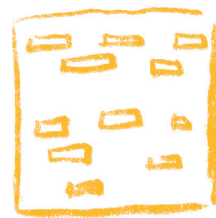
CL5

GRASS



CL5

WALL



CL5

PLASTIC



CL5

INSECT



CL5

WOOD



CL5

MESH



CL5

BALL



CL5

TUBE



CL5

WEB



CL5

BREAD



CL5

MACHINE



CL5

BOOK



CL5

BICYCLE



CL5

MAKE YOUR OWN

CL5

SOIL



CLS

RAIN



CLS

SECRET



CLS

UNDERGROUND



CLS

SUNSHINE



CLS

SHADOW



CLS

MEMORY



CLS

INTIMATE



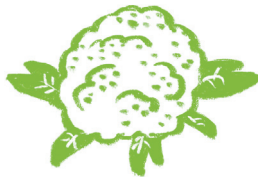
CLS

INFINITY



CLS

CAULIFLOWER



CLS

SHIMMER



CLS

GREEN



CLS

WATER



CLS

INFRASTRUCTURE



CLS

ENERGY



CLS

WEATHER



CLS

BODY



CLC

FOUND



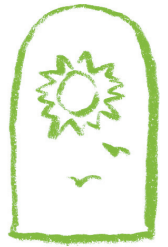
CLC

DARK



CLC

LIGHT



CLC

REUSE



CLC

PRECIOUS



CLC

ART



CLC

SILVER



CLC

WONDER



CLC

EXIT



CLC

BECOMING



CLC

CARDBOARD



CLC

DREAM



CLC

EMERGE



CLC

CHALLENGE



CLC

MAKE YOUR OWN

CLC