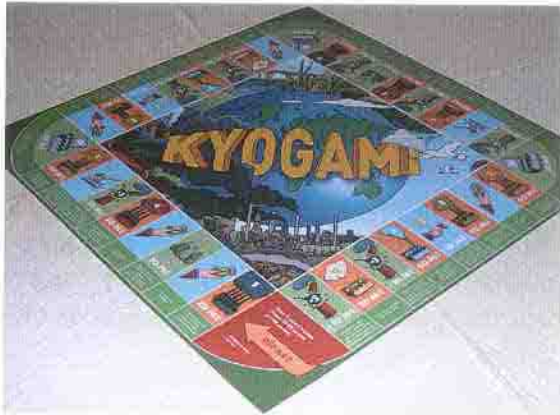


PRINCIPLES OF THE GAME

Players are producers who want to develop their businesses. Their plants must be fitted with as many **emission quotas** as the greenhouse gas volumes they emit.

In the game, gas emissions and quotas are symbolised by visible and easy to handle components.



When the game begins, **all players' plants emit large quantities of greenhouse gas**. The aim is to own the largest possible number of non-emitting plants.

In order to build more plants, players need to clean up the first ones: as these plants emit less gas, they can reuse the left over quotas to fit new plants. Besides, the Kyoto Protocol provides '**flexible mechanisms**' to get more quotas.

Kyogami has translated these **flexible mechanisms** into simplified forms:

- **clean development mechanism:** the player may build a clean plant in a developing country;
- **joint implementation:** the producer may clean up a plant belonging to another producer;
- **carbon sink:** the player may plant a forest;
- **quotas trading:** the player may buy quotas from other players who own more than needed, or in some circumstances, from the Bank.

Commitment periods of the Kyoto Protocol are symbolised by the passage of GO. Each passage triggers a reduction in the allocation of quotas and the return on assets.

SPECIAL CHARACTERISTICS

Handling a **collective commitment** (reducing greenhouse gas emissions) through **individual initiatives** makes the game original. Hence each player both competes and cooperates with other players.

In order to win, players have to take advantage of every opportunity. They must also stay aware of the other players' situations, in order to trade quotas or plants in the most favourable terms.

KYOGAMI :

A GAME & A TEACHING TOOL

Kyogami was originally designed for corporate staff to gain a practical sense of the Kyoto Protocol main features. As the prototype received a warm welcome, it was suggested transforming it into a real game for all public aged from 10 to 100.

It took 3 years to work out the details. A large number of tests proved that it was possible to make it **fun as well as instructive**.

Kyogami may help towards a progressive awareness. The game may also convince that **action is possible**, balancing freedom of initiatives with collective objectives. Moreover, the game may set off a desire to learn more, and even to become more active.

AN INVITATION TO A BETTER UNDERSTANDING

Kyogami will familiarise players with a new economic tool, the tradable quota. Those who only **want to enjoy themselves** will learn about the mechanism unconsciously while playing! Those who take an interest in the game foundations will get an opportunity to test the relevance of this tool in the fight against climate change.