CONSUME BETTER !

GAME -KIT

COCO
CONSCIOUS
CONSUMPTION

Co-funded by the European Union

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OTWARTY PLAN

ela

BLUE ROOM INNOVATION
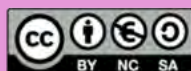
Game Goal

In Co.Co. Game, players collaborate to achieve goals related to conscious consumption, trying to use the fewest resources (COINS and ENERGY) to complete assigned goals.

Game Components

Character Cards (fig.1): At the start of the game, each player has a character card representing a friend or helper with special characteristics and abilities. These abilities influence the value of resources needed to complete goals. The character card can be used only once during the game.

Resource Cards (fig.2): Resource cards represent various types of resources players can use during the game and are divided into the following categories:
- Clothing
- Food
- Furniture
- Energy

Goal Cards (fig.3): Goal cards define the objectives players must complete, involving choices to reduce resource usage.

Score Sheet: A sheet to record the player's score.

Game Setup

Before starting the game:
- Provide each player with a **score sheet**.
- Divide the cards into 3 decks based on type (Character with Grey back, Resource with Blue back, and Goal with Light blue back).
- Shuffle the decks separately.
- Each player, starting with the youngest and proceeding clockwise, takes:
  1 card from the Character deck
  1 card from the Goal deck
  3 cards from the Resource deck

After each player has their cards:
- Remove the Character card deck from the table (possibly place it in the game box).
- Shuffle together the Resource and Goal cards and place the new deck face down in the center of the table.
- Start playing.

How to Play

Each turn, the player must draw a card from the deck. The game ends when the deck is exhausted.

> Note: Players cannot have more than 7 cards in hand; otherwise, they must discard one. Discarded cards are placed at the end of the deck.

After drawing a card, the player must perform one (and only one!) of the following actions:
- **Discard a card:** Place it at the end of the deck.
- **Exchange a card with another player:** Exchange a card to help each other complete goals.
- **Play resource cards to complete a goal:** Use the COINS and ENERGY values of resource cards to match the COINS and ENERGY values on the goal card. When you complete a goal, place the goal card, related resource cards, and, if used, the character card face up on the table (fig.6).
- **Play character cards:** Use the characters' special abilities to influence the game.

> Note: The player can perform only one of these actions per turn. For example, if you exchange a card with another player, you must wait until the next turn to complete a goal.

AR Contents

During the turn, you can always access the Augmented Reality contents of the Resource cards using the app. This feature allows you to learn more about the topics of the cards and get bonuses on their value. The COINS and ENERGY values in the AR view will be higher than those printed on the cards. Use these new values in the score calculation.

Collaboration

Players collaborate by discussing strategies to complete goals with the least possible impact.

> NOTE: To complete a goal, you can only use resource cards of the same category.

End of the Game

The game ends when the deck is exhausted, but players can complete their turns to make the best use of the remaining cards. At the end of the game, players calculate the total score based on the points obtained from Character cards and completed Goals, subtracting the value of used Resource cards. A higher score represents more conscious consumption.

VALENTINA
"Local Consumption" goals involving FOOD require -2 ENERGY
20   -2
COCO

fig. 1

SECOND HAND FURNITURE
2   3
COCO

fig. 2

LOCAL ARTISANS
Choose a clothing store that supports local artisans
35   7   4
COCO
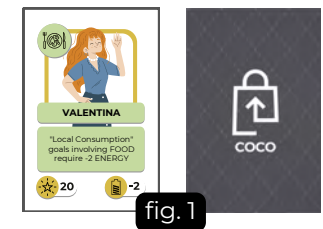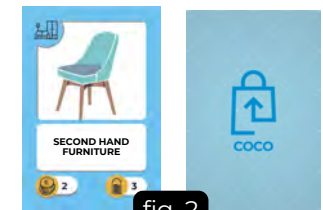
fig. 3

Scoring

The scoring system rewards players who complete missions with minimal consumption of resources (COINS and ENERGY) and promotes conscious consumption.

- **Goal Scoring**: Each goal has an initial COINS and ENERGY value representing its difficulty and a reward in POINTS. Players earn points by completing goals, aiming to use fewer resources since all used resources will be subtracted from the final score.
- **Resource Scoring**: Resource cards have a value in COINS and ENERGY representing the resources used to achieve a goal. These values are subtracted from the total POINTS.
- **Character Scoring**: Each character card has a value in POINTS added to the total POINTS when the card is used to complete a goal.

Character Cards (fig.1): At the start of the game, each player has a character card representing a friend or helper with special characteristics and abilities. These abilities influence the value of resources needed to complete goals. The character card can be used only once during the game.

Example:

The Goal card requires **7 COINS** and **4 ENERGY** and gives **35 POINTS**.

- **You reduce the MONEY cost by using a Character Card** (fig. 4a)
- **You use 2 Resource cards with the following values** (fig. 4b):
  - **1st card: 2 COINS and 3 ENERGY** (fig. 4c)
  - **2nd card: 2 COINS and 3 ENERGY** (fig. 4d)

fig. 4
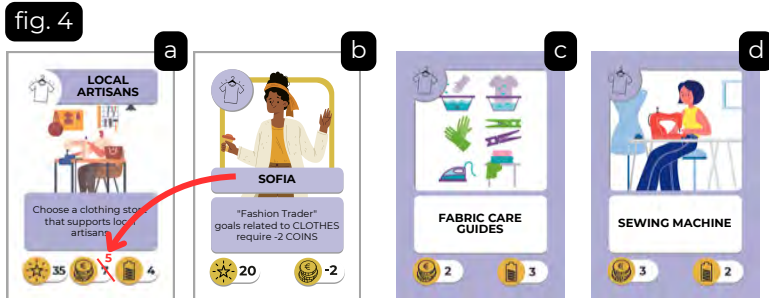
Final score calculation (score sheet fig. 5):

- Goal = 35 points
- Character = 20 points
- Resources used = 5 COINS and 5 ENERGY
- 35 + 20 Points - (5 COINS + 5 ENERGY)
- Total score = 55 - 10 = 45

NOTE: If you used the AR function to change the value of your cards, the final score must be calculated using the new value from the app.

fig. 5

fig. 6

Winning

Co.Co. Game is a collaborative game that aims to involve players in a common process to achieve goals with minimal waste. However, it is possible to elect, within the team, the Most Conscious Consumer, the one who achieved the highest score among all. It is also possible to organize game sessions in multiple teams at different tables; in this case, the table with the highest score, resulting from the sum of the individual players' scores, can be declared the winner.

consciousconsumption.eu

COCO
CONSCIOUS
CONSUMPTION

COCO
GAME RULES

VALENTINA

"Local Consumption" goals involving FOOD require -2 ENERGY

20

-2

DIEGO

"Urban Cultivator" goals involving FOOD require -2 COINS

20   -2
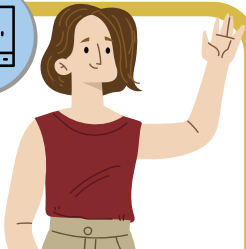
ALEXIS

"Waste Reduction" goals related to FURNITURES require -2 ENERGY

20 -2

NICO

"Clean Decoration" goals related to FURNITURES require -2 COINS

⭐ 20

€ -2

AMIR

"Minimal Impact" goals related to CLOTHES require -2 ENERGY

20   -2

SOFIA

"Fashion Trader"
goals related to CLOTHES
require -2 COINS

20

-2

LUKE

"Sustainable Mobility" goals related to ENERGY require -2 ENERGY

20

-2

MARTA

"Clean Energy"
goals related to ENERGY
require -2 COINS

20

-2

PACKAGING-FREE PRODUCTS

€ 2

🔋 3

FARMERS MARKET

€ 2

🔋 3

DRINKS IN REUSABLE BOTTLES

€ 2

🔋 4

SEEDS AND POTS

€ 3

🔋 2

WHOLE GRAINS

€ 2

🔋 2

SEASONAL FRUITS

€ 3

🔋 3

PLAN YOUR WEEKLY
#stayhealthy

	SUN	MON	TUES	WED	THU
Breakfast					
LUNCH					
DINNER					

PLANNED MEALS

€ 4

🔋 2
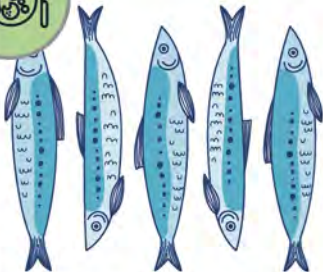
CERTIFIED FISH

2

2

VEGETABLE PROTEINS

€ 2

🔋 3

COOK BOOK

€ 2

🔋 2

HEALTHY SNACKS

2

3

FILTERED WATER DISPENSER

€ 2

🔋 3

SECOND HAND FURNITURE

2

3

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COCO

WOOD AND NAILS

€ 3

🔋 2

ONLINE TUTORIAL

€ 3

🔋 2

OLD BOOKSHELF

€ 3

🔋 2

WOOD PAINT

€ 3

🔋 3
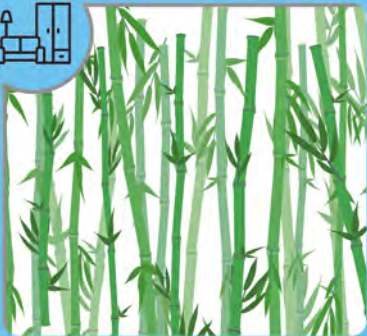
BAMBOO

€ 2

🔋 3

INDOOR PLANTS

€ 3

🔋 3

FURNITURE REPAIR KIT

€ 3

🔋 2

FURNITURE
BARTER INITIATIVE

€ 2

🔋 4

NATURAL FIBER RUGS AND CARPETS

€ 1

🔋 3

GREEN WALL

€ 2

🔋 3

ECO-FRIENDLY PAINTS

€ 2

🔋 2

USED CLOTHES

€ 2

🔋 3

SEWING MACHINE

€ 3

🔋 2

KNITTING LESSONS

€ 2

🔋 3

NATURAL FABRICS

€ 1

🔋 3

LONG LASTING CLOTHES

€ 1

🔋 3

SUSTAINABLE SNEAKERS

€ 3

🔋 2

ECO-FRIENDLY LAUNDRY DETERGENT

€ 1

🔋 3

RECYCLED DENIM

€ 2

🔋 3

ETHICAL JEWELRY

€ 1

🔋 3

CLOTHING RENTAL

€ 3

🔋 2

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CLOTHES SWAP APP

€ 2

🔋 2

FABRIC CARE GUIDES

€ 2

🔋 3

ELECTRIC BIKE

€ 1

🔋 3

PUBLIC TRANSPORT

€ 2

🔋 2

SOLAR PANEL

€ 1

🔋 4

MICROWAVE

€ 1

🔋 3

HYBRID CAR

€ 1

🔋 4

CARPOOLING

€ 2

🔋 3
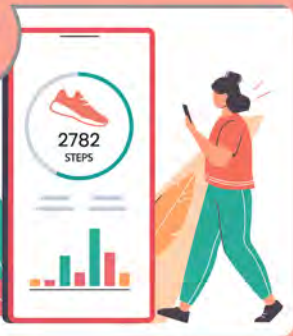
WALK

€ 4

🔋 4

MONTHLY TICKET

€ 2

🔋 3

SMART HOME APPLIANCES

€ 1

🔋 4

HOME COMPOSTING PLANT

€ 2

🔋 3

WINDOW INSULATION KIT

2

3

PORTABLE SOLAR CHARGER

€ 1

🔋 4

REUSABLE BOTTLES

Use reusable water bottles instead of plastic bottles

⭐ 20 € 7 🔋 4

HOUSE GARDENING

Grow vegetables on your balcony

50   5   7

FOOD WASTE

Reduce food waste in your daily life

⭐ 35   € 4   🔋 7

FRUIT JUICE

Made your own juice from fruits instead of buying industrial softdrinks

⭐ 20   € 4   🔋 6

SOLIDARITY PURCHASING GROUP (GAS)

Participate in a GAS that encourages direct purchasing from local producers at fair prices

50 | 6 | 6

FILTERED WATER DISPENSER

Reduces the purchase of bottled water and the use of plastic bottles

35 €6 5

SECOND HAND FURNITURE

Decorate your new room only with second-hand furniture

⭐ 50   € 8   🔋 5

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CRAFTWORK

Build a bookshelf or a coffee table

⭐ 50 € 7 🔋 6

PICK UP

Find a company that pick up the furniture you want to donate

35 6 6

RENEW YOUR SOFA

Get a new cover to upholster your sofa instead of buying a new sofa

20 5 5

ECOLOGICAL FABRICS

Furnish a room in the house with only curtains and carpets in ecological and sustainable fabrics

35 | 7 | 5

PLASTIC-FREE ZONE

Eliminate all plastic furniture and decor items from one room in your house

⭐ 50   € 8   🔋 5

LOCAL ARTISANS

Choose a clothing store that supports local artisans

⭐ 35   € 7   🔋 4

WEDDING DRESS

Borrow a dress to wear at a wedding instead of buying a new one

⭐ 20 € 5 🔋 6

RECYCLE UPCYCLE

Recycle/upcycle a piece of your clothing (turn it into a bag, turn a dress into a skirt etc.)

50 € 5 🔋 7

SHOE REPAIR SERVICE

Extends the life of shoes instead of replacing them

20 | 5 | 5

CLOTHES SWAP FESTIVAL

Organize an event to exchange clothes and accessories promoting sustainable fashion

50 € 6 🔋 6

STYLISH REUSABLE BAGS

Easy to change style, and promote the use of sustainable alternatives to plastic bags

35 €4 4

TRAIN

Choose to travel by train
during summer holidays

35 6 5

LIGHT BULB

Change your light bulbs to energy efficient models

50   7   4

HOME HEATING

Set thermostat to a lower temperature

20 · 6 · 4

LOCAL REFORESTATION PROGRAM

Supports tree planting in your community or remotely

35 € 7 🔋 5

RAINWATER COLLECTION SYSTEMS

For watering plants or for other non-potable domestic uses

50 € 7 🔋 5

CARBON FOOTPRINT REDUCTION

Reduce your household's carbon footprint by 10% over three months

⭐ 20   € 5   🔋 4

COCO
CONSCIOUS
CONSUMPTION

Scan this QR Code
with your mobile
phone to use the
CoCo Game Web
App and access
Augmented Reality
content.

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