

TURN UP THE HEAT!

For 2 to 5 players
Ages 9 and up

Overview

Your goal is to earn 20 Green Points and 20 Comfort Points while staying out of debt. All players cooperate to achieve these point totals by the end of one full year.

Contents

- 27 Resource Cards
- 18 Event Cards
- 5 Player Cards
- Gameboard
- 1 Player Token
- 1 Die
- Play Money

Setup

Place the team token on Earth Day. Your team starts with \$400. Shuffle the Resource and Event cards and place them face down on the table in two separate piles. Deal 3 Resource cards to each player—it's okay if other players see your cards. Download and launch the game app from greenhomegames.com or the App Store.

Picking a Player

Each player draws one Player card from the deck to determine the character that he or she will play. Each character has its own comfort profile. Some characters prefer warmer temperatures and some colder. Knowing your comfort range will help your earn Comfort Points.

Play

The youngest player goes first, and players take turns after that. On your turn:

1. Roll the die and move the token in a clockwise direction.
2. If you land on or pass payday, collect \$400 from the bank.
3. If you land on Groundhog Day, Tax Day, or Holiday Bonus, follow the instructions on the space.
4. If you land on Summer Vacation, your turn is over. Play passes to the next team member.
5. If you land on an Event space, draw an Event card from the top of the deck and enter the card by pressing the **Add Event** button in the app.
6. Use the game app to complete the rest of your turn.

Turn Up the Heat App

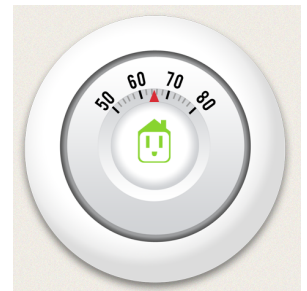
Start by selecting your character at the top of the screen.



Next, select the month of the year based on the token's position on the game board. Press the **Spin** button to find out the weather conditions on your turn. The ideal weather conditions will depend on your character.

Setting the Thermostat

Press the Next button to set the thermostat. Your temperature setting will determine how many points you earn and the amount of your energy bill. Remember to set the thermostat mode to HEAT, COOL, or OFF depending on the weather.



Running the Simulation



When you are ready, press the Next button again to go to the simulation screen. Press the Play button to see how many points you earned or lost. **Hint:** try to line up the green line with the orange bands on the screen. The green

line shows the thermostat temperature, the orange bands show your character's comfort zones, and the dark blue line shows the outside temperature. Sometimes it can be a good idea to set the temperature outside of your comfort zone in order to earn Green Points and save money.

Playing a Resource Card

Before you press the Play button, you can play one of your three Resource cards by pressing the Add Resource button. Resources help you earn points and save money. Once you've used your card, put it in a discard pile and draw a new card from the deck (you should always have three cards in your hand). You can also discard one of your Resource cards and draw a replacement from the deck instead of playing it.

Note: some Resource cards cost money to play. These cards will benefit the entire team by improving the infrastructure of your home and making it easier to earn Green Points and Comfort Points.

Paying the Bill

Finally, your team must decide how to pay off your energy bill. Paying in full will keep you out of debt, but it might not always be the best strategy if your team is low on money or you're saving up to pay for an expensive Resource card. If you choose to pay nothing, you will be charged a \$30 fine that will be added on to your next bill. Alternatively, you can pay the minimum amount to avoid a fine, but the difference will be added on to your next bill.

Credits

Turn Up the Heat was produced at Northwestern University by the Tangible Interaction Design and Learning (TIDAL) Lab and the Learning, Interaction, and Media in the Everyday (LIME) Lab.



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