



Author:
Ana Caroline Chagas de Almeida



COMPETITIVE GAME



40 MINUTES



2 TO 5 PLAYERS



RECOMMENDED FOR AGES 10 AND UP

Summary

Overview - 1

Game Components - 2

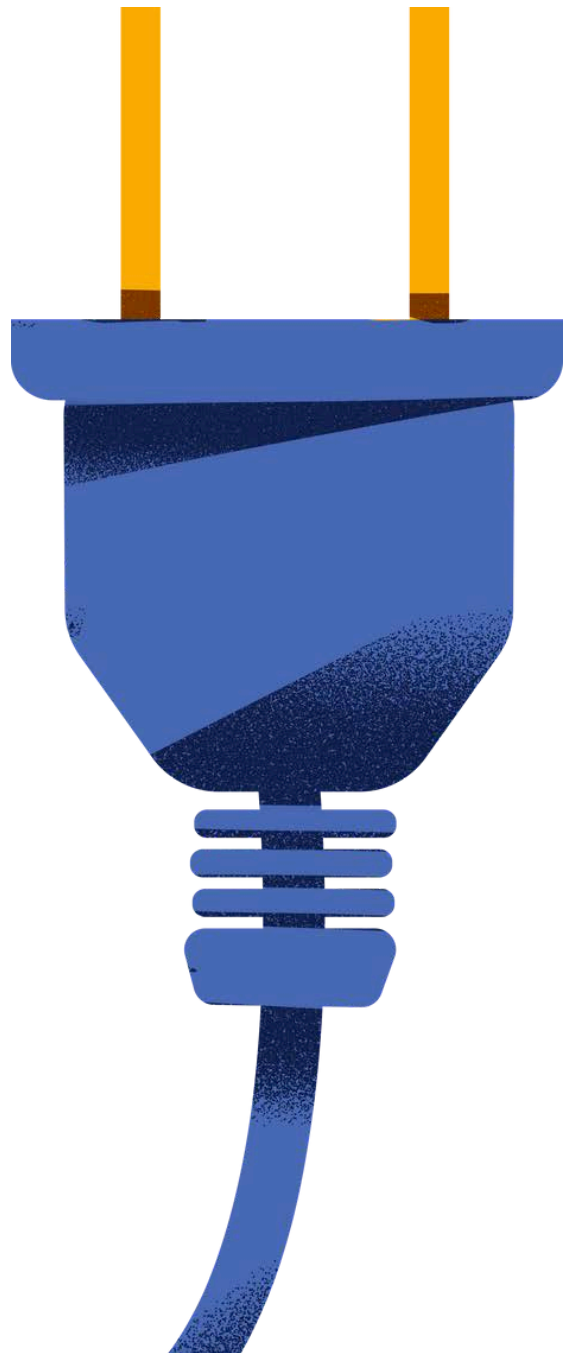
Set-up - 3

How to play? - 6

Ending the Game - 10

Variant - 11

Print and Play - 12



Overview

We live in a world where it is necessary to use household appliances and consume electricity. However, we need to have the necessary knowledge so that this consumption is as conscious as possible.

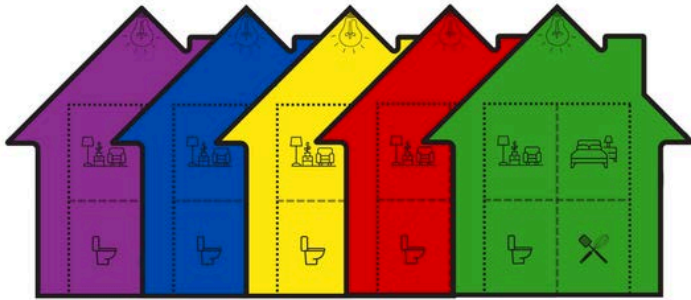
Marcos da Silva, mayor of the city of Nevoeiro, received a notification from the company responsible for supplying electricity to his city, saying that there are several problems with the residents regarding electricity consumption: people are consuming too much energy and many people are having accidents at home due to the misuse of electrical appliances. Concerned about the situation of his population, the mayor issued a challenge to the residents of Nevoeiro, saying the following:

“Residents of Nevoeiro, I am here today to issue a challenge to you. Right Energy and I will monitor your energy consumption and whoever presents the best result after three months will win three appliances as a gift from the city hall.”

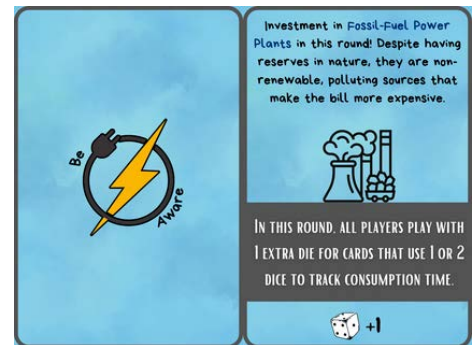
Therefore, you represent the residents of Nevoeiro and will manage the energy consumption of your home over the course of three months. To do this, you will buy electrical appliances and consume energy and whoever has the lowest energy consumption at the end of the game will win the match.

Game Components

5 Individuals Boards - Houses:



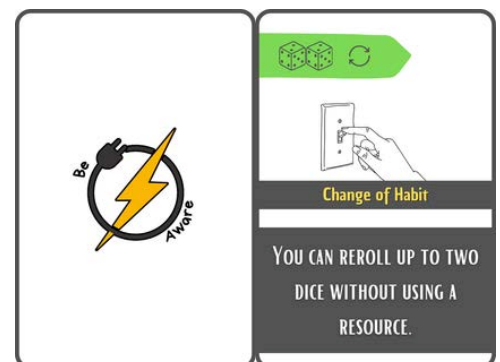
3 Blue Event Cards:



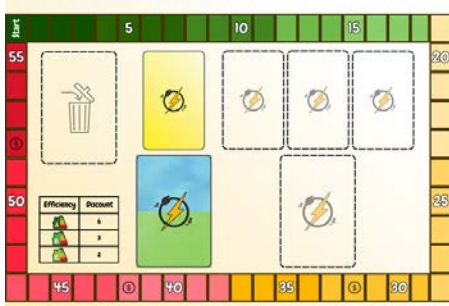
42 Electrical Appliances Cards:



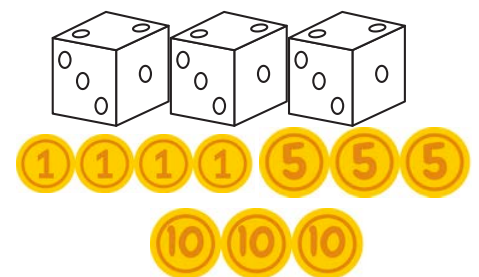
6 Individual Bonus Cards:



1 Central Board:



3 Dices and Coins:



3 Green Event Cards :



5 Meeples:



Set-up

Player Components

All players receive a house, a meeple of the same color as the house, and 20 coins (\$20).

Electrical Appliances Cards:

Shuffle all the cards and open three on the central board and place the rest of the deck, faced down, in the indicated place on the board.

Event Cards:

Shuffle the green cards and the blue cards separately. Alternate the cards starting with the blue cards and ending with the green card. Reveal the first blue card and place both the deck faced down and the revealed card on the spaces indicated on the board.

Set-up

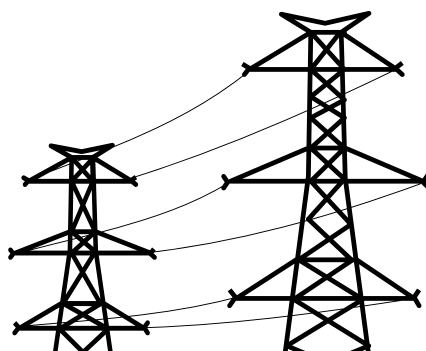
Individual Bonus Cards:

Reveal the six individual bonus cards and leave them near the board. For fewer players, follow the instructions below:

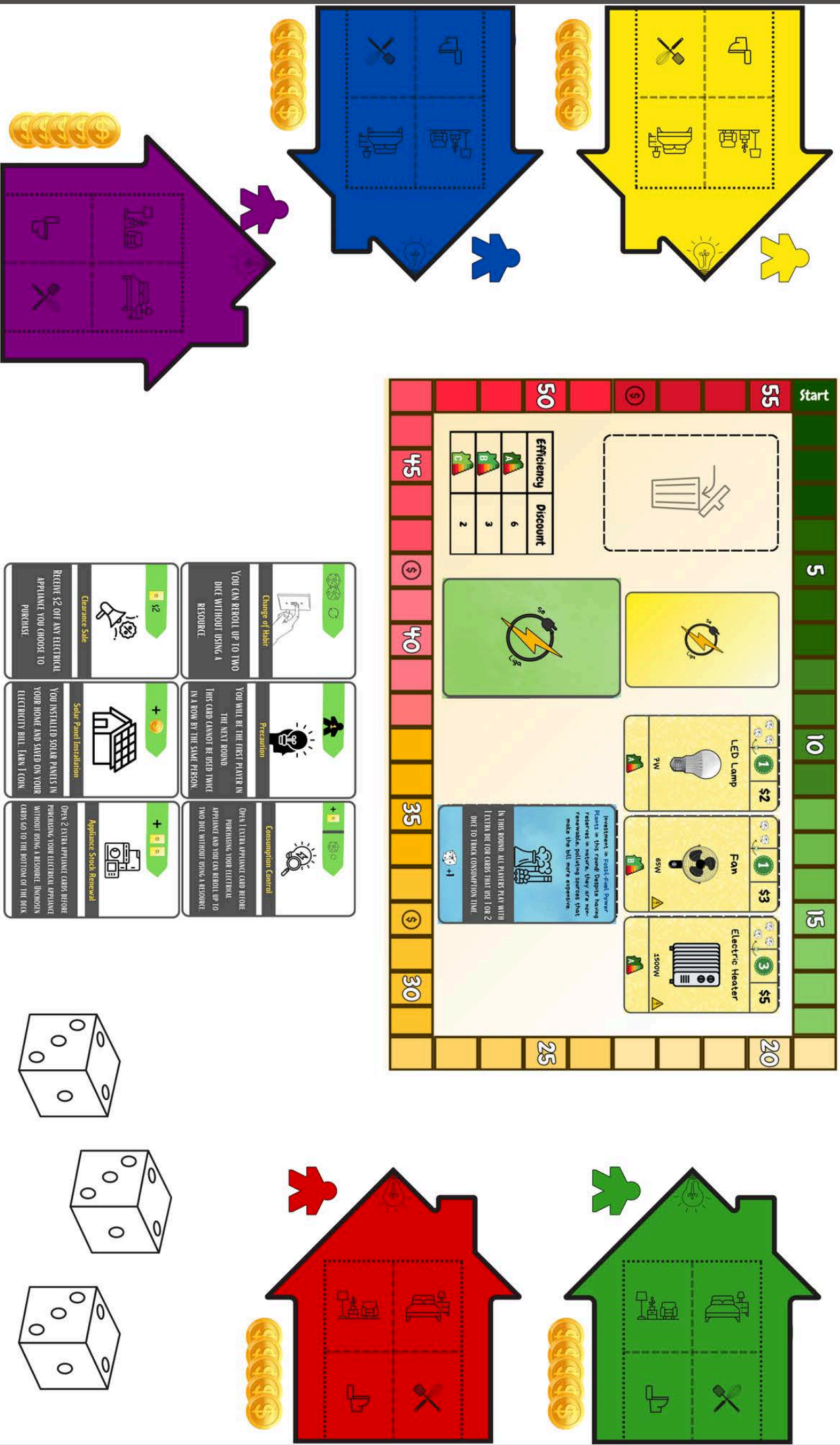
- For 4 players: All except the Precaution card.
- For 3 players: All except the Precaution card and the Consumption Control card.
- For 2 players: All except the Precaution card, the Consumption Control card and the Clearance Sale card.

Dice e Coins:

The dice and coins should be placed close to the central board.



GAME ORGANIZATION - 5 PLAYERS

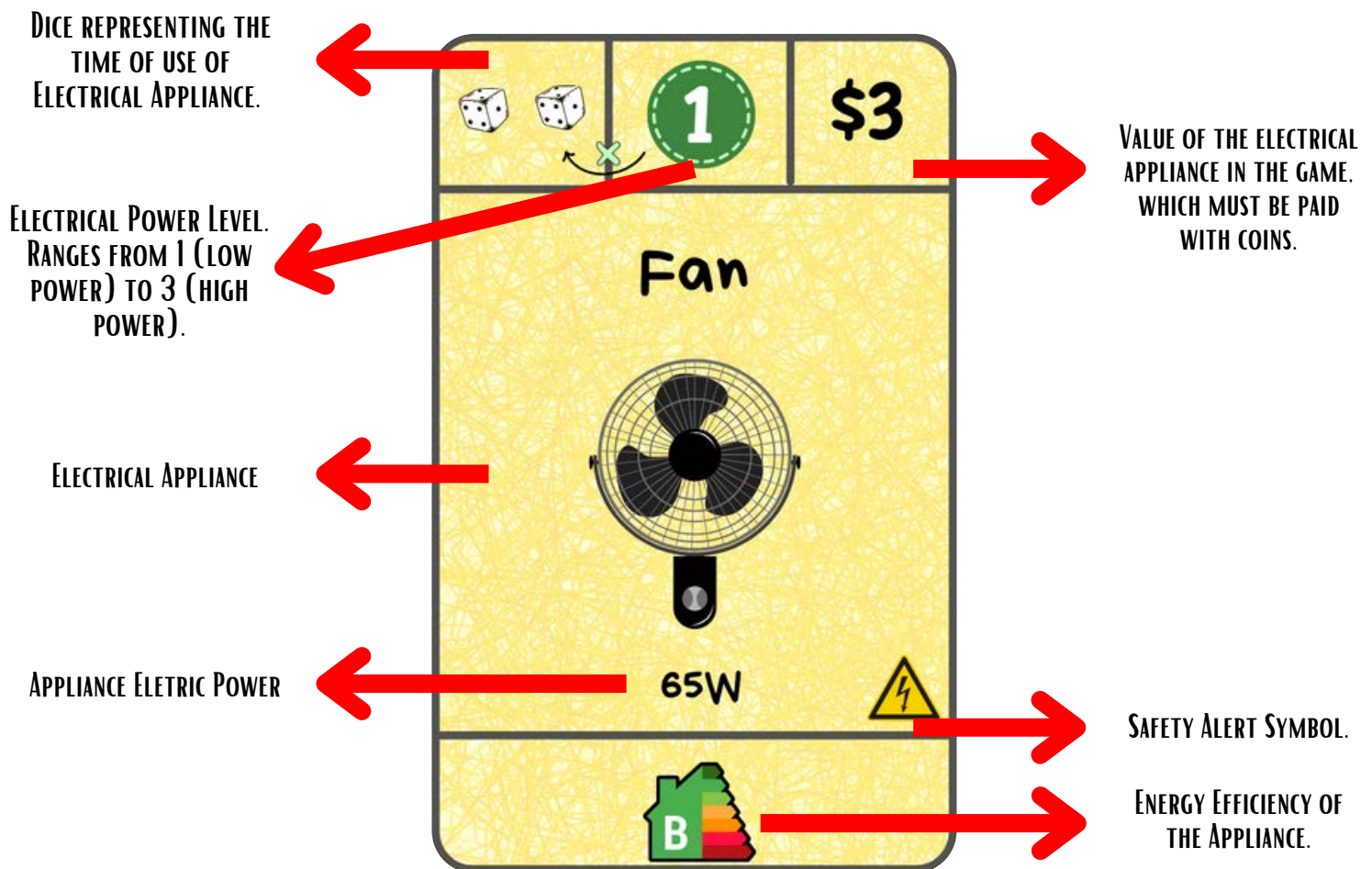


How to play?

The main objective of the game is to be the person who consumes the least amount of electricity at the end of the game. The game ends after 6 rounds.



First, it is important to understand all the characteristics of the electrical appliance card. See all characteristics in the example below.



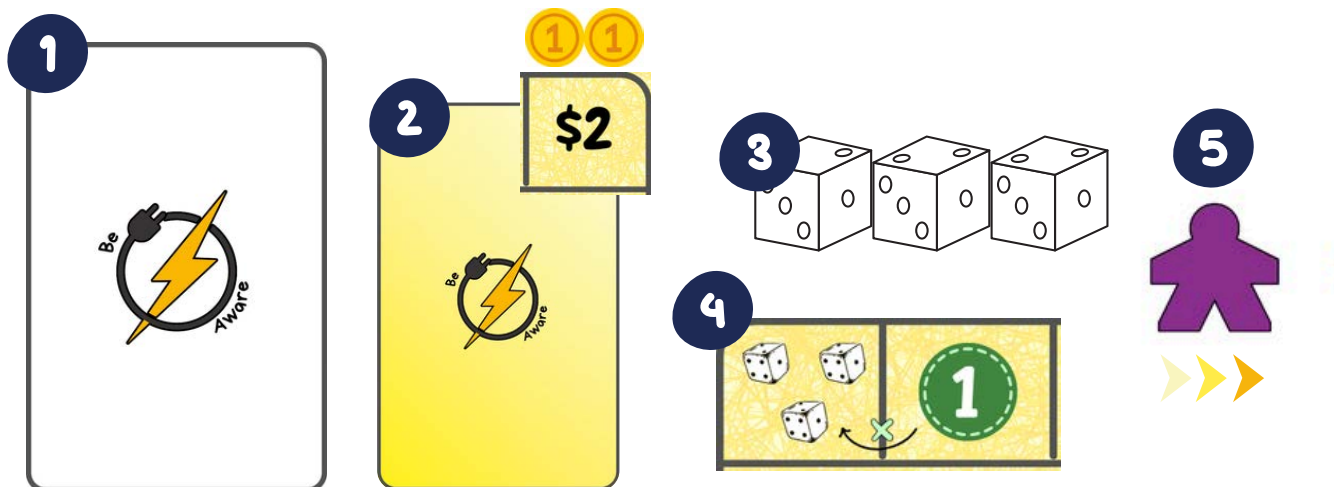
Appliances that are left on 24 hours a day use 4 dice. Since there are few cards that have four dice, there is no need for a 4th die. So when rolling the dice, roll all three first, and choose one to roll and add the value to the other three.

How to play?



Each round consists of 5 stages:

- 1 CHOOSE AN INDIVIDUAL BONUS CARD AND TAKE IT FOR YOURSELF;
- 2 BUY AN ELECTRICAL APPLIANCE AND RESET THE APPLIANCE CARD;
- 3 ROLL THE DIE OR DICE INDICATED ON THE ELECTRICAL APPLIANCE CARD;
- 4 MULTIPLY THE ELECTRICAL POWER LEVEL BY THE TOTAL DICE VALUE;
- 5 WALK ON THE CONSUMPTION TRACK THE VALUE EQUAL TO THE PREVIOUS RESULT.



Important note 1: If a person does not have the money to buy an appliance, they move 30 spaces down the energy consumption track.

Important note 2: Every player who passes over a space on the track with a coin symbol takes a coin for themselves.

How to play?

Order of turns:

The first round starts with whoever turned off the light last and continues counterclockwise. Then the order continues according to the position on the consumption track. Whoever is last (highest consumption) starts and continues in that order until whoever is first (lowest consumption) plays last.

Event Cards:

Event cards serve to help and hinder players during the game. There are three rounds with blue cards (which hinder) and three rounds with green cards (which help). See below the six event cards present in the game.

Investment in **Fossil-Fuel Power Plants** in this round! Despite having reserves in nature, they are non-renewable, polluting sources that make the bill more expensive.



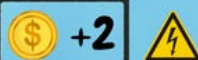
IN THIS ROUND, ALL PLAYERS PLAY WITH 1 EXTRA DIE FOR CARDS THAT USE 1 OR 2 DICE TO TRACK CONSUMPTION TIME.



There have been reports in the news about accidents involving the use of a hair dryer brush while wet, the use of a washing machine while it is running to collect clothes, and the use of a cell phone on the charger. Care must be taken with electrical appliances to reduce the risk of accidents.



CARDS THAT HAVE A "SECURITY ALERT" SYMBOL ARE \$2 MORE EXPENSIVE THIS ROUND.



Where is the rain?
Since hydroelectric plants have low water reserves, it will be necessary to activate more thermoelectric plants in this round and the tariff flag will turn red.



ALL DEVICES INCREASE TO \$1 MORE EXPENSIVE THIS ROUND.



How to play?

A new **Solar Power Plant** has been built in a suitable location. Now we have cheaper, cleaner and more renewable energy.



ALL PLAYERS PLAY WITH 1 LESS DIE FOR CARDS THAT USE 2 OR 3 DICE TO TRACK CONSUMPTION TIME.



A new **Wind Power Plant** has been built in a suitable location. Now we have more, cheaper, cleaner and renewable energy.



ALL PLAYERS HAVE THE RIGHT TO REROLL 1 DIE WITHOUT USING COINS.



It rained a lot! Therefore, the hydroelectric plants are ready for use and the tariff flag will be green in this round.



IN THIS ROUND EVERYONE WINS 1 COIN.



After everyone has played and the turn is over, the event card must be discarded and a new one opened.

What can I do with the coins?

Coins can be used to:


- Buy electrical appliances;
- Reroll dice (1 coin per die) and the player chooses which die to use;
- Open more electrical appliance cards (1 coin per card).

Any remaining electrical appliance cards go to the bottom of the appliance deck. In other words, when there are only two available cards left and one space to open a new card from the deck.

Ending the Game

The game ends when all players have played their sixth round.

To count points, it is necessary to make discounts on the consumption track related to the energy efficiency of each device according to the table below.

Efficiency	Discount
 A	6
 B	3
 C	2

Once this is done, the winner of the game is determined by the one with the lowest electricity consumption.

In the event of a tie, the one with the most equipment with efficiency A, B or C, in that order, wins the game.

Variant

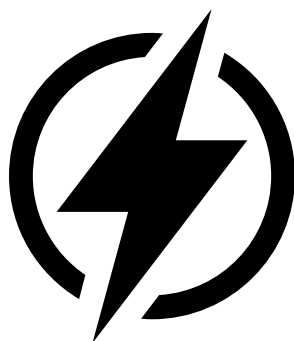
The Se Liga game can also be played in four rounds if you choose.

For this variant of the game, only two situations change:

THE NUMBER OF EVENT CARDS WILL BE 4 INSTEAD OF 6: TWO GREEN AND TWO BLUE, STARTING WITH A BLUE ONE AND ENDING WITH A GREEN ONE OF YOUR CHOICE OR RANDOMLY.

PLAYERS START WITH 15 COINS INSTEAD OF 20 COINS.

Decreasing the number of rounds reduces game time but prevents players from coming into contact with all the event cards.



“Print and Play”

To access all the Se Liga components, ready to print, simply access the link or QR code below. Meeples can be easily found for purchase, can be reused from other games or can be various materials that are no longer used, such as plastic bottle caps, for example.



Coins



Cards



Boards

This study was funded by national funds through the FCT -
Foundation for Science and Technology, I.P., underproject GameIN
(2022.07939.PTDC) – available at
<https://doi.org/10.54499/2022.07939.PTDC>.

Acknowledgement:

