



GigaWatt - a board game about the energy transition, for friends, family and colleagues

Energising gift to excite people about the energy sector and its transition

www.gigawattgame.com

Gigawatt's mission is to **excite people for the energy sector** and let them **experience the dynamics at play** in the energy transition in a **fun and engaging** way.



Play the energy transition with the Gigawatt board game

Age: 8+ Playing time: 30-45min Players: 2-4

- ⚡ Mechanics: dice rolling, card playing, light deck building, auction
- ⚡ Components: 110 cards, board (350x140mm), 5 pawns, 3 dice, rule book
- ⚡ Manufactured sustainably and without plastic components in Germany
- ⚡ Costs will be between 14 – 18 EUR per game (ex VAT)



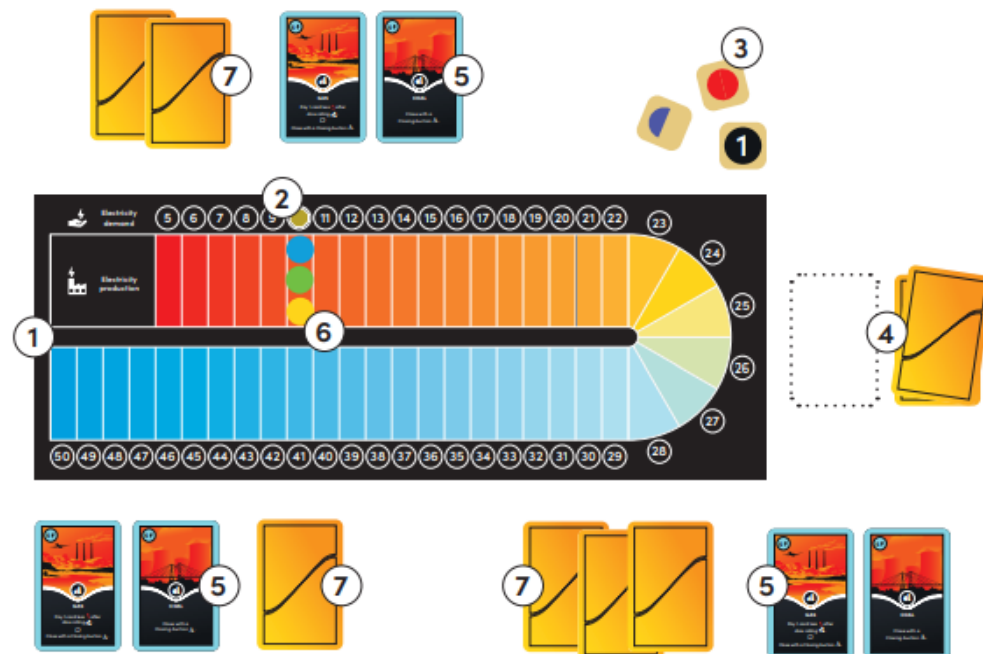
YOUR ROLE

Responsible for electricity production for your region

THE GOAL

Be the first to complete the energy transition (replace all coal and gas plants) while still meeting electricity demand

During your journey you experience various (realistic) challenges, such as: production loss during 'dunkelflaute' when sun is not shining and wind not blowing, trading power with other players, bidding in auction to close coal/gas plant



Overview of game & game setup

- ① Game board
- ② Pawn indicating electricity demand
- ③ Dice for demand growth, sun power, and wind strength
- ④ Draw pile
- ⑤ Gas & Coal power plant as starting production
- ⑥ Pawns indicating electricity production of each player
- ⑦ Hand cards for each player

6 main energy concepts are included in the game so that players gain insight while having fun with their family or friends

Different power generation technologies
(baseload & intermittent)

Grid expansion
(to avoid congestion)

Fast growth of electricity demand
(due to electrification of economy)

Energy savings to make the challenge easier

Methods to overcome challenges with
intermittency (e.g., demand response, storage)

Subsidies to accelerate the
transition to clean energy



GigaWatt has multiple mentions in national media

“Mission accomplished: introducing people to the energy transition through play. And all within a smoothly running game in under an hour!”, **“We are impressed how accurately the various game dynamics compare to the real energy transition.”**

Change Inc. magazine (June 2024) *Translated from Dutch*

“Climate idealists are puzzled, because that coal-fired power plant really can't close right now, while people who usually don't care much for the climate find themselves anxiously watching the ticking clock. With this, **GigaWatt achieves something that even the best climate books rarely succeed in.**”

The New Scientist magazine (March 2022) *Translated from Dutch*

“GigaWatt, a combination of Risk, Monopoly and Catan, is a board game in which the energy transition is the central theme. [...]

The makers hope to not only **provide a fun experience, but also to provide insight into the ins and outs of the energy transition**, so that citizens become more enthusiastic about it. In any case, it worked here.”

De Volkskrant (July 2022) *Translated from Dutch* ([link to article](#))



CHANGE INC.

Energie > Spelenderwijs leren over de energietransitie met GigaWatt

REDACTIE CHANGE INC. 05 juli 2024, 09:00

Spelenderwijs leren over de energietransitie met GigaWatt

Wekelijks op woensdagmiddag vergadert de redactie van Change Inc. over van alles en nog wat. Maar afgelopen woensdag weken we van onze agenda af en speelden we GigaWatt Energy Revolution, een bordspel over de energietransitie. Wie van ons lukte het om als eerst klimaatneutraal te worden?



GigaWatt is een feest der herkenning voor mensen die bekend zijn met de energietransitie.

Voor degenen die de naam van het bordspel uit de intro bekend voorkomt; dat klopt. Ruim twee jaar geleden speelden en recenseerden we GigaWatt namelijk ook al. Toen ging het om de uitgebreide versie. Begin dit jaar kregen we een nieuwe editie opgestuurd: GigaWatt Energy Revolution, de snelle versie.

Het doel van de eerdere uitgebreide versie en deze snelle variant is hetzelfde: zorg dat je als eerst je kolen- en gascentrales vervangt door hernieuwbare bronnen en voorzie in de energievraag van de bevolking. De onvoorspelbaarheid van die energievraag, de grilligheid van het weer (gaat het waaien of schijnt de zon?)

We bring the energy transition to the kitchen table to create fun, excite and raise awareness

Our generation has the challenge to stop, or at least slow down, climate change and keep our planet habitable for future generations.

We all work in the renewable energy sector. We love the work that we do mainly because it is relevant, involves strategy, poses a great challenge and is a big puzzle. Those are 4 great ingredients for a game!

We make these games next to our daily job in the energy transition to **realise our mission**

Join us!

Team



groendus

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