Settlers of Catan – Global Warming
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Blind’ playtesting is essential.
Ask colleagues to peer review the accuracy of the science.
Ensure that your game is accessible to as many people as possible.
Include a ‘How to Play’ guide.
Include ‘Design Notes’.
The game has to be fun to make!

Global warming mitigation strategies require the support of non-scientists.
To do this, a meaningful two-way dialogue needs to be established.
Tabletop games can enable this dialogue by creating a safe ‘magic circle’.
The game has to be fun to play!

Why Catan?
Availability/Popularity (Spiel des Jahres winner 1995).
Thematic fit (a resource management game about developing societies).
Audience (age 10+, 3-4 players).
Minimal downtime, no player elimination.
Streamlined rules (complicated, not complicated, gameplay).
Fair use policy.

Playtesting: Science

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Streamlined rules (complex, not complicated, gameplay).
Fair use policy.

Playtesting: Game

Were the rules easy to follow?

Were the game fun to play?

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References
Adashekind, Erik and Ty Hansen, Catan Scenarios: Oil Springs (Stuttgart: Kosmos, 2011)
Selinker, Mike, ed., The Kobold Guide to Board Game Design (Kirkland, WA: Open Design, 2011)
Teuber, Klaus, Catan (Stuttgart: Kosmos, 1995)