**TripleA-reno Energy Transition Game localization and customization manual Jan Cromwijk, Jun 10-2021**

This goals of this manual is to support localization and customization of the TripleA-reno Energy Transition boardgame.

This guide will explain the different components of the game. In order to support creation of:

* other building types (residential and utility)
* other measures
* other strategies
* other chance cards

**Translation of the game**

For translation an Excel translation template is available [TAR Boardgame Translation Template.xlsx ]

You can use it to translate all game elements. After translation you can cooperate with ISSO and our DTP service provider for implementing the translation. Typical implementation costs for a new translation are €300 VAT excluded.

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**Building types**

The measures, energy points and price points used in this game are based on a terraced house built in the 1970s in the Netherlands. There are many ways to make these homes more sustainable.The orientation of the roof is south / north. The south-facing section of the roof can accommodate up to 24 m2 of solar panels.



TIP: You can use the [Tabula Webtool](https://webtool.building-typology.eu/#bm) for composing a version for other hometypes

The current energy use is based on the following building and installation characteristics.



In order to make the game concept work the total energy use (on the meter) is translated into 30 energypoints; 1 Energy point is approximately 500 kWh electric.

The reference dwelling used for the measure cards uses 1500 m3 gas and 1000 kWh electricity. That is divided in parts of 500 kWh electric into 30 energy points. When the reference dwelling in a customization uses less or more energy, then the division into 30 energy points need to be done again.

Example 1000 m3 gas and 1500 kWh means ((1000 x 9,769 kWh) + 1500 kWh) / 30 = 325 kWh for each Energy point.

**The playing board**

The playing board can be customized by adding a background image reflecting the building type.

If needed the measure cardholders can be moved to more appropriate spots.

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Logos can be customized as long as the reference to TripleA-reno and the EU disclaimer stays intact.

**Measure cards**



In order to add a measure card the following input is needed:

1. A technical image representing the measure
2. A clear and short title
3. When there are technical preconditions and overview of them
4. Points:
	1. Energy points: 1 Energy point is approximately 500 kWh
	2. Price points: 1 Price point is about € 1.000
	3. Money saving points Points are distributed 1 to 3, 1 for low money saving, 3 for high money saving. Points are highly dependable of energy tariffs and energy taxes. You are free to use a broader scope.
	4. Comfort points Points are distributed 1 to 3, 1 for low comfort, 3 for high comfort
	5. Ease of installation points Ease of installation in effort and impact for the resident
	 2 if easy to install, 1 if installation effort is normal, 0 if installation effort is high
	6. Low maintenance points 2 if low in maintenance, 1 if maintenance is normal, 0 if maintenance is high

**Images**

Images can be sketched with a few lines and symbols in an empty building. On request ISSO can add these to the library of measure images.

Examples for residential buildings





Examples for Utility buildings





**Chance cards**

Can be extended with positive and negative events that can occur on local, regional or national level.
For example storage of rainwater can become popular if regional regulation is requesting it (in order to prepare for dry periods).



**Scenario cards**

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**Number**

**Title**

**Short story**

**Point(s) related objective(s)**

**Default text**

**Set of questions that lead to insight / eye-openers**

In order to create a scenario you fill in the elements mentioned above. In order to find out the value it is advised to play a scenario at least 3 times with different players. In order to find out if the points related objective is playable and what insight questions need to be added.

**How to produce a localized version.**

**Rights:** With regards to the rights it works quite simple.

1. There are many possibilities

2. Please share your creations with us! in order to stimulate co-creation and learning



Please sent always a CC to j.cromwijk@isso.nl

1. Always attribute!



**DTP and production**

ISSO can connect you with the Dutch DTP company that published the original version.

This for DTP and production work.

* Publishing a translated game: in general costs around €300,- VAT excluded.
* Publishing a modified game: a transparent pricing offer based on the number of changes you want to implement.
* Producing a game: This company can also take care of production and shipment. When produced in a badge of 50 games the average game price is around €20,- this means around €1000,- for 50 sets VAT excluded.

Smaller numbers can be produced with custom pricing (on request and after agreement)