Funergy

Rulebook
2 - 5 players

Components

Two decks of cards divided as follows

- A Funergy deck
- 7 bunches of "Energy Efficiency" cards

The "Energy Efficiency" cards

The "Energy Efficiency" cards are divided in seven bunches, each one containing five cards. Every bunch is distinguished by a different letter (from G to A) and by a back with a distinct color. On the front side, the energy efficiency cards show a piggy-bank and a scoring value.

Funergy cards

Funergy cards have all the same back and an illustrated front. Most of the cards are numbered from 1 to 7, some cards have no value, and some cards show the **EnCOMPASS** logo and a QR code.

How to play

Divide the seven bunches of "Energy Efficiency" cards and place them face down on the table forming a sequence from G up to A.

Take the Funergy cards deck, shuffle it carefully, then distribute seven cards to each player.

Place the rest of the deck in the middle of the table: this will be the drawing deck. Draw from it the first card, place it face up close to the deck. This will be the first card of the discard pile.

If during the course of the game the drawing deck is empty, the discard pile is shuffled again to form a new drawing deck.

The player who makes the best impersonation of a dishwasher will be the first in turn, then the game proceeds clockwise.

The player in turn must exchange one of his cards with another player, freely choosing the cards s/he wants to exchange from her/his own hand, but randomly picking a card from the hand of the other player. This exchange is mandatory.

After the card exchange, the player in turn can either pick a card from the drawing deck or take the first card of the discard pile; then s/he must discard one card on the discard pile.

The action of picking and discarding a card is optional; the player can instead simply decide to pass the turn to next player after the card exchange.

If during the course of her/his turn the player succeeds in forming a combination of seven cards numbered from 1 to 7 s/he shows the cards and wins the stage.

EnCOMPASS cards are joker cards and they can substitute any numbered card to complete the 1 to 7 sequence.

However, for each **EnCOMPASS** card used in the sequence, the winning player has to answer a question. To do so, the player must scan the QR code on the card with a mobile phone, using the Funergy APP freely downloadable from the iOS and Android app stores.

If the player answers correctly, s/he puts the **EnCOMPASS** card in front of her/him, face up; otherwise s/he must give the card to another player, placing it face up in front of the player of her/his choice. At the end of game, these cards are worth 3 extra points each.

NOTE: you are not forced to use this rule, you can play even without using the APP, but in this case, the EnCOMPASS cards, at end of the game, will not give you any extra points. They are still valid jokers and can help you completing a winning sequence though.

The numbered cards used to complete the sequence are discarded and placed at the bottom of the discard pile. Now the winning player draws a new hand of seven cards and can take her/his reward, as explained next.

The reward

The winning player can now take the five cards of the lowest available level of the Energy Efficiency scale (that is, at the end of the first

stage, the cards labelled G). S/he looks at the cards, chooses one for her/himself and distributes one of the other cards to each player, freely choosing which card to give to which player.

Every player can look at the received card and then keep it covered, face down on the table, until the end of the game. In case of less than five players, the unused cards can be stored in the box.

A new stage can now start.

End of the game

The game continues in this way for seven stages and ends when the last bunch of Energy Efficiency cards (labelled A) is distributed to the players.

At that point, all players reveal their covered Energy Efficiency cards, adding up the values indicated on the piggy banks and then adding 3 extra points for each **EnCOMPASS** card in front of them. The player with the highest total wins the game!

Old appliances cards

In the Funergy deck there are some cards with no face value, representing old appliances to be replaced by more efficient ones. These cards are useless and must be discarded (or exchanged). You can't win a stage if you still have one or more of these old appliances cards in your hand.

Simple tips to save energy

Remind your parents that the iron stays hot even if you switch it off a few minutes ahead

Battery-free toys are fun too and they help you save energy

If possible, use always rechargeable batteries for your toys

Laptops use less energy than desktops

Many appliances can be put in stand-by or switched off

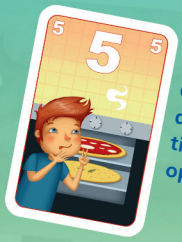
The kettle heats up water much faster than a pot

Pressure cookers are more expensive, but they let you save tons of energy

Veggies are excellent for your health and they need less energy to be cooked

Even the washing machine uses less energy when it's fully loaded

It's no use keeping the TV brightness to its max



Cooking more dishes at the same time allows you to optimise energy use

The sun provides an inexpensive way to dry up your washing

Always load the dishwasher fully to save energy

A quick shower is much better than a dip in the bathtub

With solar panels you can produce energy at a low cost

What is enCOMPASS

EnCOMPASS is a research project funded by the European Commission under the Horizon 2020 program. The project implements and validates a novel approach to help people improve their behavior towards energy saving. Researchers will user-friendly digital tools to make energy consumption data more understandable to different types of users (households, public offices employees, school teachers and pupils) so to help them to achieve energy savings and manage their energy needs in efficient, cost-effective and comfortable ways.

To this end, **EnCOMPASS** integrates visualisation of energy data collected from smart sensors, personalized recommendations for energy saving, games and rewards for energy saving achievements.

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