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| **Climate vs. Weather****Modeling Card Game****RCP 2.6 Scenario****(START)****1** |  | **The deck of cards represents the current potential number of Hot, Cold, and Average monthly global temperature.** Shuffle and Deal a total of 12 cards from the deck to the players in your group. |
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| **Climate vs. Weather****Modeling Card Game****RCP 2.6 Scenario****2** |  | **Rising energy demand from population growth has been met by clean, resource efficient technologies (bio-energy).**Remove two 2’s, two 4’sAdd two Queens and two KingsShuffle and Deal 12 cards from the deck to the players in your group. |
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| **Climate vs. Weather****Modeling Card Game****RCP 2.6 Scenario****3** |  | **Carbon capture and storage technologies have been developed and are used extensively.** Remove four 5’sAdd two Jacks and two 10’sShuffle and Deal 12 cards from the deck to the players in your group. |
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| **Climate vs. Weather****Modeling Card Game****RCP 2.6 Scenario****4** |  | **Lower GHG emissions result from the depletion of fossil fuel resources coupled with strict emission regulations.**Remove one KingAdd one 9Shuffle and Deal 12 cards from the deck to the players in your group. |