

EARTHGLAM

RULES

- 1. Make sure to thoroughly read the mission card in order to receive your star points!
- 2. Read at least 10 fact cards every customer in order to go to next customer
- 3. Make sure to recycle the leftover blueprints instead of throwing them away!

CHALLENGES!

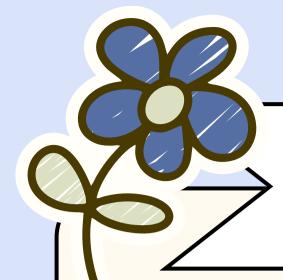
With pollution as well as the lack of recycling. It is said that \$500 billion is wasted due to specific things not being recycled correctly. On top of that, 92 million clothes are wasted each year. The situation is so dire that it's important to spread this to people. Fast fashion, due to how most of the clothes shops produce are trendy and cheap, it's been wildly popular. The cons of this though, is the cost of hurting our Earth. Many of the Earth's carbon emissions come from fast fashion as fast fashion material uses clothing that can't break down with fossil fuels. Just being able to quit fast fashion may be hard, but being able to know that when buying that clothing, instead of throwing it away, put it to charity or thrift stores.

Sources used:

'How Fast Fashion Fuels Climate
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fashion%20contains%20fossil%20fue
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Mulhern, Owen. 'The 10 Essential Fast Fashion Statistics.' Earth.org, 24 July 2022, earth.org/fast-fashionstatistics/.

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Jan. 2024, earth.org/fast-fashionsdetrimental-effect-on-theenvironment/.



GOAL OF THE GAME

The goal of the game is to essentially be able to launch your business successfully as well as being able to help the environment using recycled material or reusable material such as cardboard or excess cloths. As a plus, another goal is to really be able to know information about fast fashion, and other things about the next step, such as if you have clothes that aren't needed, instead of putting them in the landfill, put them to good use such as reusing them, maybe as a cloth for cleaning things, or for giving it to thrift stores.

COMPONENTS OF GAME

- A Welcome Card will be shown firstly and will tell your mission.
- There will be a place to pick your character! Both of the characters won't have a specific skin color as their hair will be gray and their outfit and themselves are just white. This also goes for their genders as the characters don't have a specific gender.
- After you pick your character, it's good to read to rules to understand the game a bit more further.
- Two card decks: A mission card/customer as well as the information card. Both cards are important as the mission card will allow you to know what to make for your customer and in the information cards, it can help you to receive a good note by the customers.
- Fashion Blueprints: There will be blueprints and sketches that you can use to make paper models of the actual product. If you do want to actually make the real model, which isn't required, there will be extra steps on the back of the blueprint.
- Once you finish a mission, you will pick a card from the information card or find a specific step in the mission card or from the blueprint you picked. It will tell you how much star points you get. The star points will be individual stickers where you can put in a notebook or just use as an accessory.

CORE MECHANICS OF GAME

The core mechanics of EarthGlam is mostly where the part you make clothes. You will be provided with a blueprint of multiple clothes and their sketches where you can make paper models of what the clothes would actually look like. If needed, you can definitely make the clothes which may take a long time, it's fun for the people who are creative.

THEME OF GAME

EarthGlam addresses an issue of people not being aware of the consequences for the environment for everyone when not recycling clothing. Multiple landfills have clothes that are in perfect condition but yet is in the trash. EarthGlam will help spread awareness to this issue and will bring different steps in helping the Earth be a better place, for example it will say something like, the next time you buy fast fashion and one day you decide you don't need it due to that specific clothing trend ending, put it to good use. Give to places that need it, such as thrift stores or finding clothing brands that aren't fast fashion. It's hard to just do all this at once, so take it little by little, it doesn't matter how long it takes for people to realize what fast fashion really is or what not recycling does, what matters is that you tried to help out by spreading this issue, or even acknowledging that this is a worldwide problem.

