

Climate Games

Indie games

- [Solarpunk](#)
- [Outbound](#)
- [Stardew Valley](#)
- [Solarpunk Futures \(Card Game\)](#)
- [Synergy](#)
- [Flower](#)
- [solarpunkification](#)
- [Terra Nil](#)
- [Mikiwam](#) Solarpunk herbalism
- [Forest Poems](#) write little poems made of trees ...
- [Fully Automated!](#) open source tabletop roleplaying game set in a solarpunk future
- [Solaria](#) (planned 2024)

Molleindustria

- [Green New Deal Simulator \(2024\)](#) "Achieve zero emissions before it's too late!"
- [Lichenia \(2019\)](#) A city building game for the Anthropocene. Reclaim the ruins of a fallen city and create a sustainable human habitat.
- [Casual Games for Protesters \(2017\)](#)
- [Phone Story](#) Follow your phone's journey around the world and fight the market forces in a spiral of planned obsolescence.

Jane MC Gonigal <https://janemcgonigal.com>

- [World Without Oil \(2007\)](#) is an alternate reality game (ARG) created to call attention to, spark dialogue about, plan for and engineer solutions to a possible near-future global oil shortage, post peak oil.

BURG Games

- [PULS, Daniel Strobel \(2020\)](#) low power bike game where you have to collect wifi points in the city.
- [Luftschloss, Wenzel Stendike \(2020\)](#) mobile energy resource managing game, which also uses the battery level of the cell phone as game element.
- [Capture the hood, Franziska Kinder \(2020\)](#) energy-harvesting running game
- [BOX - Mehr Zeit statt Zeug, Mareike Konz \(2020\)](#) physical cube that encourages you to declutter
- [I'M PENGUIN, Zhiwei Wei \(2019/20\)](#) VR experience that promotes empathy for penguins
- [Deep Time, Sebastian Beier & Yasmin Möller \(2021/22\)](#) Escape game artifact that lets you discover a long-gone dangerous energy source
- [2030: the Apocalypse, Alicia Monreal Ortega \(2020\)](#) A game about avoiding the Apocalypse that is to come in 2030
- [Der verstrahlte Wald, Daniel Strobel \(2021/22\)](#) Survival game concept about a family of mice who have to survive in an irradiated forest.
- [MICRO CONSOLES, Tristan Schulze \(2023\)](#) low power cooperative gaming consoles

Jonas

- [virtual boom, Jonas Hansen \(2023\)](#) Virtual fireworks, because we can not harm the environment by setting off firecrackers anymore.
- [CollecTic, Jonas Hansen \(2006\)](#) Mobile city game, collect wifi points with your PSP
- [Solar Wind Periscope, Jonas Hansen & Lasse Scherffig \(2011\)](#) an artistic instrument visualizing atmospheric conditions that depend on space weather.
- [Thumbs Down, Jonas Hansen \(2010\)](#)

Board Games

* CATAN - New Energies [New CATAN game coming soon ...](#)

* E-Mission <https://www.daybreakgame.org/de>

Short history

- Utopia (Mattel, 1981)
- Rainbow Warrior (MicroStyle, 1989)
- Sid Meier's Sim Earth (1990)
- Sid Meier's Civilization (since 1991 ...)
- Sim City Societies (2007)
- Anno 2070 (2011)
- Fate to the World (2011 serious game)
- Eco (Strange Loop Games, 2018)
- Disco Elysium (2019)
- Horizon Zero Dawn: Forbidden West (Guerrilla Games, 2022)

Link lists

- [List of climate change video games \(Wikipedia\)](#)
- [Global Warming, as Depicted by 30 Years of Strategy Games \(Youtube\)](#)

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