



Earth Resources Game

*Will you build up your country or will the earth give out first?
Can you stop the world from dying out before your country does?*



Materials

- ❖ 4 country tokens
- ❖ 8 infrastructures (6 each)
- ❖ 54 of each resource & 54 pollution
- ❖ 39 event cards (red & blue)
- ❖ 11 special event cards (green & purple)
- ❖ 24 Green Initiative tokens

Rules & Notes (*more details in phase breakdown*)

- ❖ A turn based game for 2-4 players where each player represents a “country”. Countries have citizens who they must appease with their resources.
- ❖ The game will run through a number of rounds which are divided up into 5 phases (reference the “Phase Breakdown section” for further details)
- ❖ Event cards -> benefit or setback a player and/or the world.

Resources

- ❖ Each player starts with 5 of each resource. (*Note the section on player count for starting amounts of resources and pollution*). Players may trade resources with each other.
- ❖ Resources are lost passively each turn as the country runs.
- ❖ Build infrastructures to passively gain resources each round.
- ❖ When resources are lost passively or through event cards set them aside in a discard pile
 - Resources can only be regained in the “world’s” pool through the green initiative
- ❖ Once all resources are gone from the pool the event cards that provide resources are basically null until more resources are returned to the pool.

Pollution

- ❖ Don’t forget to keep an eye on the pollution! Players can choose to contribute resources to lower the world’s pollution level during the green initiative phase (one of each resources is collectively required from the players to initiate a clean up)
- ❖ If the pollution reaches its cap its game over and everyone loses. However if all pollution is cleaned up, all the countries win.

WIN

- ❖ Last player remaining with resources
- ❖ All pollution is cleared (all players win)

LOSE

- ❖ Run out of resources to support your country
- ❖ World reaches pollution maximum (all players lose)



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Player Count

2 Players

- ❖ 35 of each resource* (start with 11 pollution)
- ❖ +3 pollution (pollution phase)
- ❖ -5 pollution (green initiative)

3 Players

- ❖ 40 of each resource* (start with 13 pollution)
- ❖ +4 pollution (pollution phase)
- ❖ -6 pollution (green initiative)

4 Players

- ❖ 50 of each resource* (start with 15 pollution)
- ❖ +5 pollution (pollution phase)
- ❖ -7 pollution (green initiative)

*includes pollution

Phase Breakdown

1. Players draw event cards
 - a. Regular event cards either gain or lose resources for a country
 - i. The “Wild” and “Pact” cards require the player to roll a d6
 - b. Special event cards either affect the world pollution levels (purple) or have certain action, some of which require the player to save the card for future use
2. Any passive effects occur (such as resources gained from a building)
 - a. 2 resources are passively lost each turn as the country runs. Players roll 2d8, each number corresponding to one of the 7 resources or if the player is lucky and rolls a 8 they don't lose a resource (reference the resource chart)
 - b. Collect resources gained through infrastructure(s)
3. Players can build a infrastructure (1 per round)
4. Choose to support the green initiative (a counter is placed for every time its enacted)
 - a. Collectively contribute resources, one of each, in order to enact the green initiative which removes a set amount of pollution (back to its pool not discard) and adds 3 of each resource to the world pool
 - b. If not enough resources are collected to activate any contributed resources will remain until the next round
 - c. Players can choose not to participate
5. Pollution is added
 - a. Collected in a container which represents the “world”



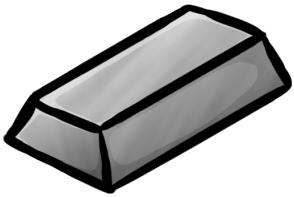
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Resources

			
1. Water (Drinking)	2. Food (Food)	3. Coal (Heating)	4. Oil (Automotives)

			No Resources Lost!
5. Iron (Plumbing)	6. Soil (Crops)	7. Wood (Houses)	8. Free Pass

Don't forget to keep an eye on the pollution!

	
Pollution	Green Initiative



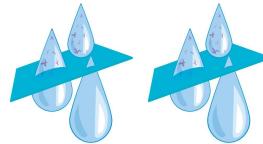
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Infrastructures

- ❖ Water Purification System
 - ❖ Build Cost: 5 Water
 - ❖ Gain 1 water each turn



- ❖ Advanced Crop System
 - ❖ Build Cost: 5 Food
 - ❖ Gain 1 food each turn



- ❖ Mineshafts
 - ❖ Build Cost: 5 Coal
 - ❖ Gain 1 coal each turn



- ❖ Deep Sea Drill
 - ❖ Build Cost: 5 Oil
 - ❖ Gain 1 oil each turn



- ❖ Robotic Mining Machines
 - ❖ Build Cost: 5 Iron
 - ❖ Gain 1 iron each turn



- ❖ Advanced Fertilizers
 - ❖ Build Cost: 5 Soil
 - ❖ Gain 1 soil each turn



- ❖ Tree Planting Initiatives
 - ❖ Build Cost: 5 Wood
 - ❖ Gain 1 wood each turn



- ❖ Depolluter Machine
 - ❖ Build Cost: 1 of each resource
 - ❖ Remove 2 pollution each turn



Gameplay Samples



