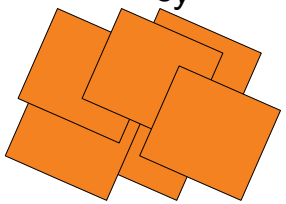
Collaborative Game

Goal for a player : to stay alive

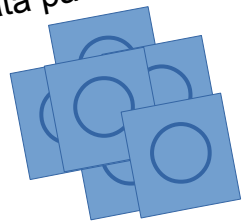
Goal for the group : avoid planet collapse

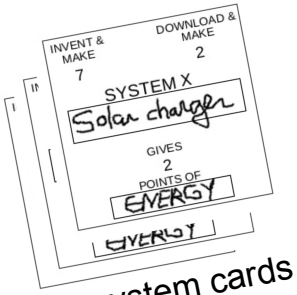
Each player has :

Money

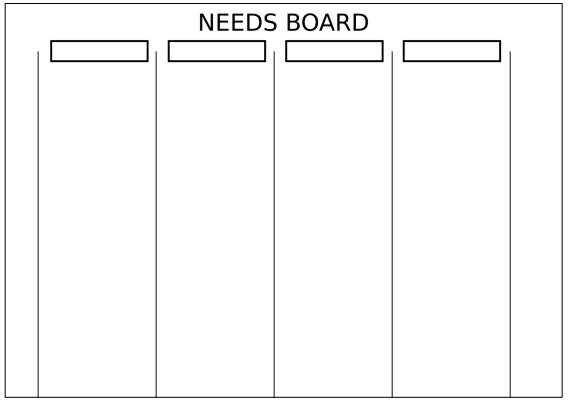


Data pawns

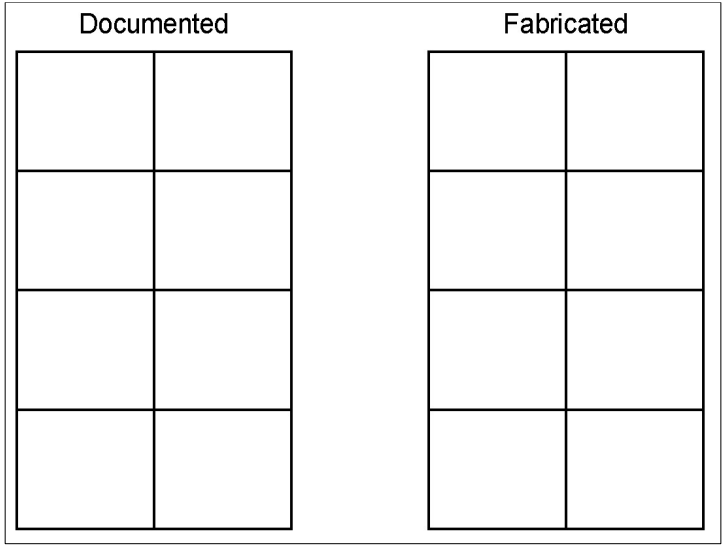




10 system cards



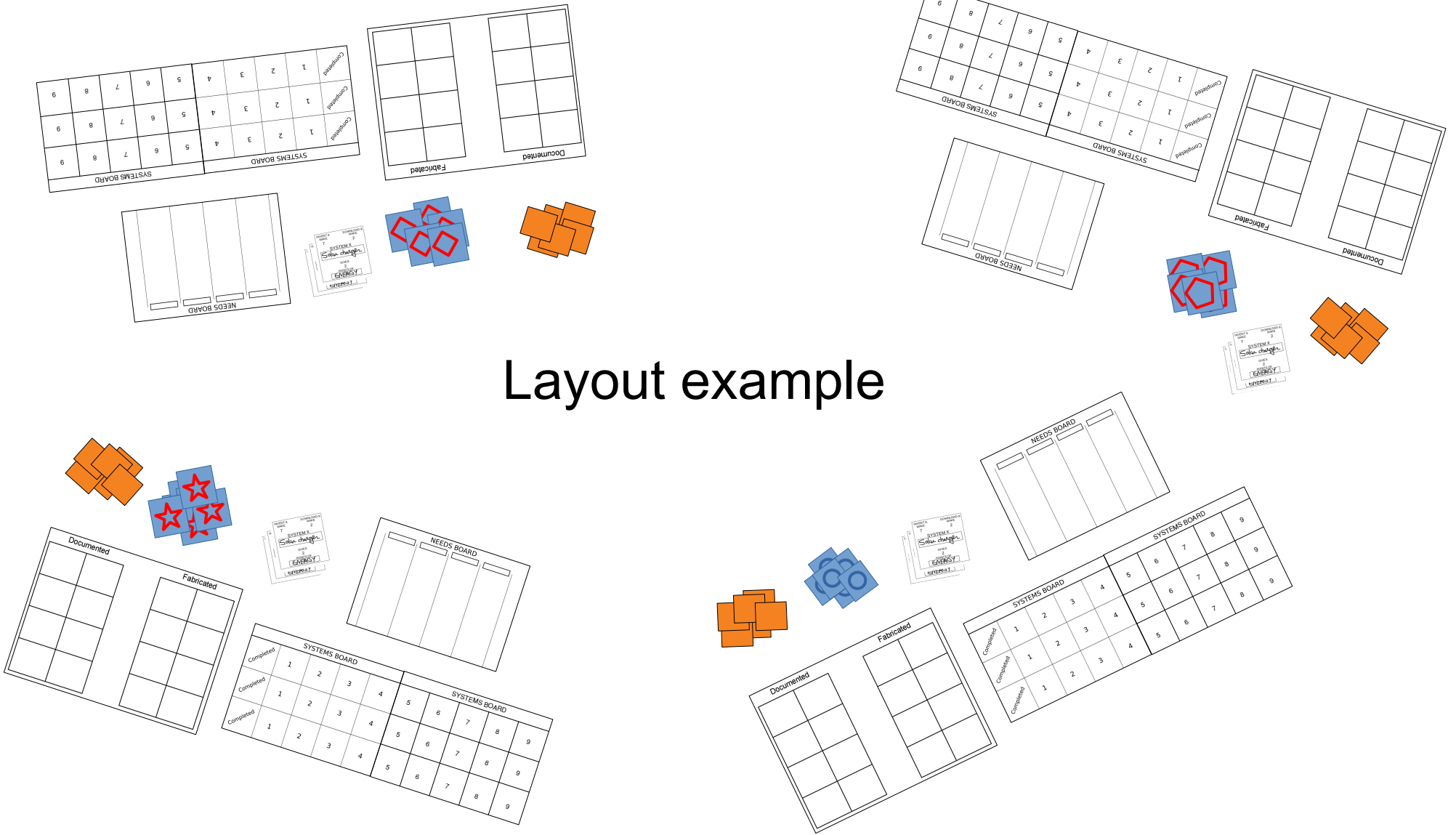
"fabricated and documented" board



Invention and fabrication board

Completed	1	2	3	4	5	6	7	8	9
Completed	1	2	3	4	5	6	7	8	9
Completed	1	2	3	4	5	6	7	8	9

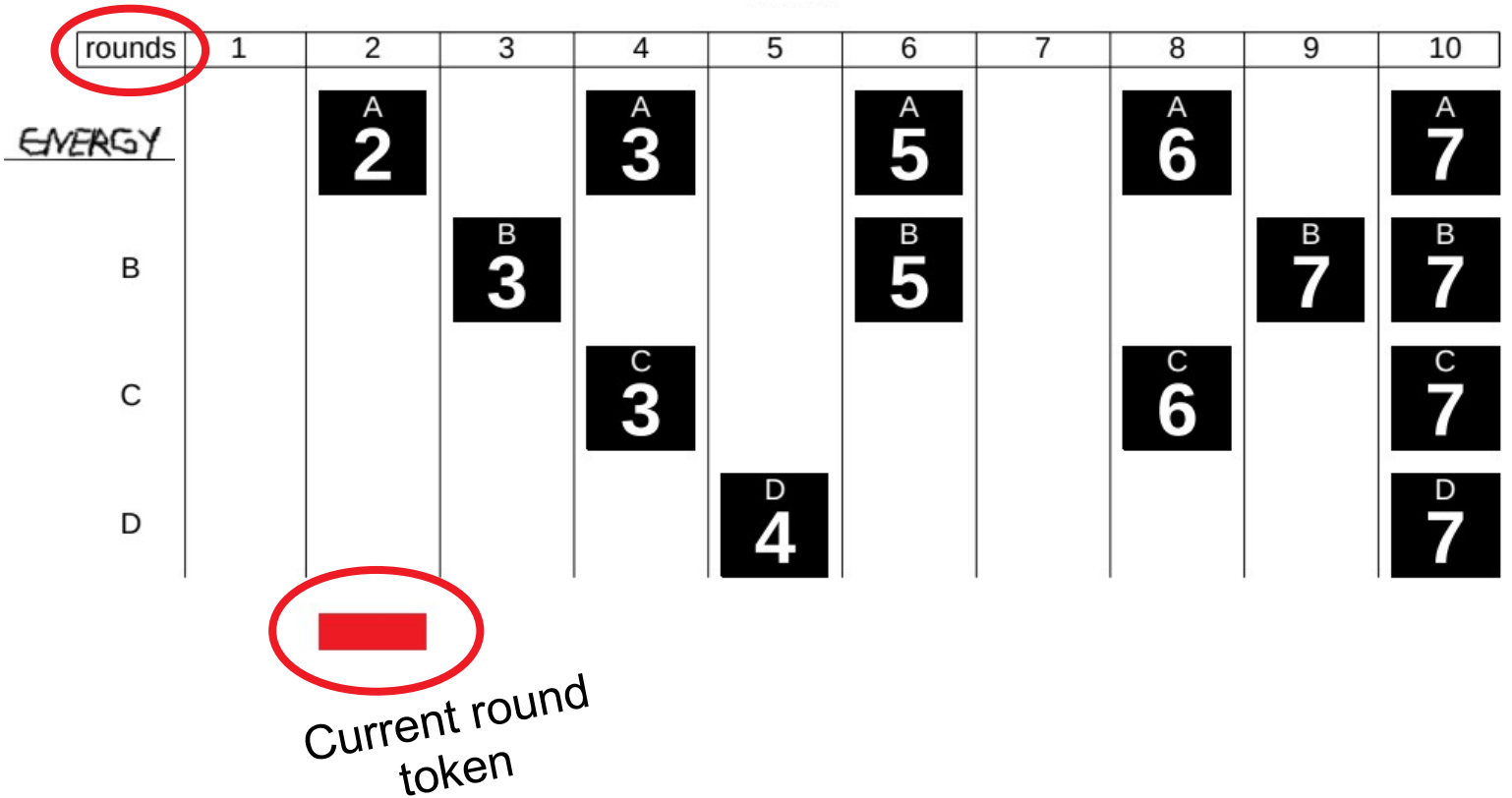
Layout example

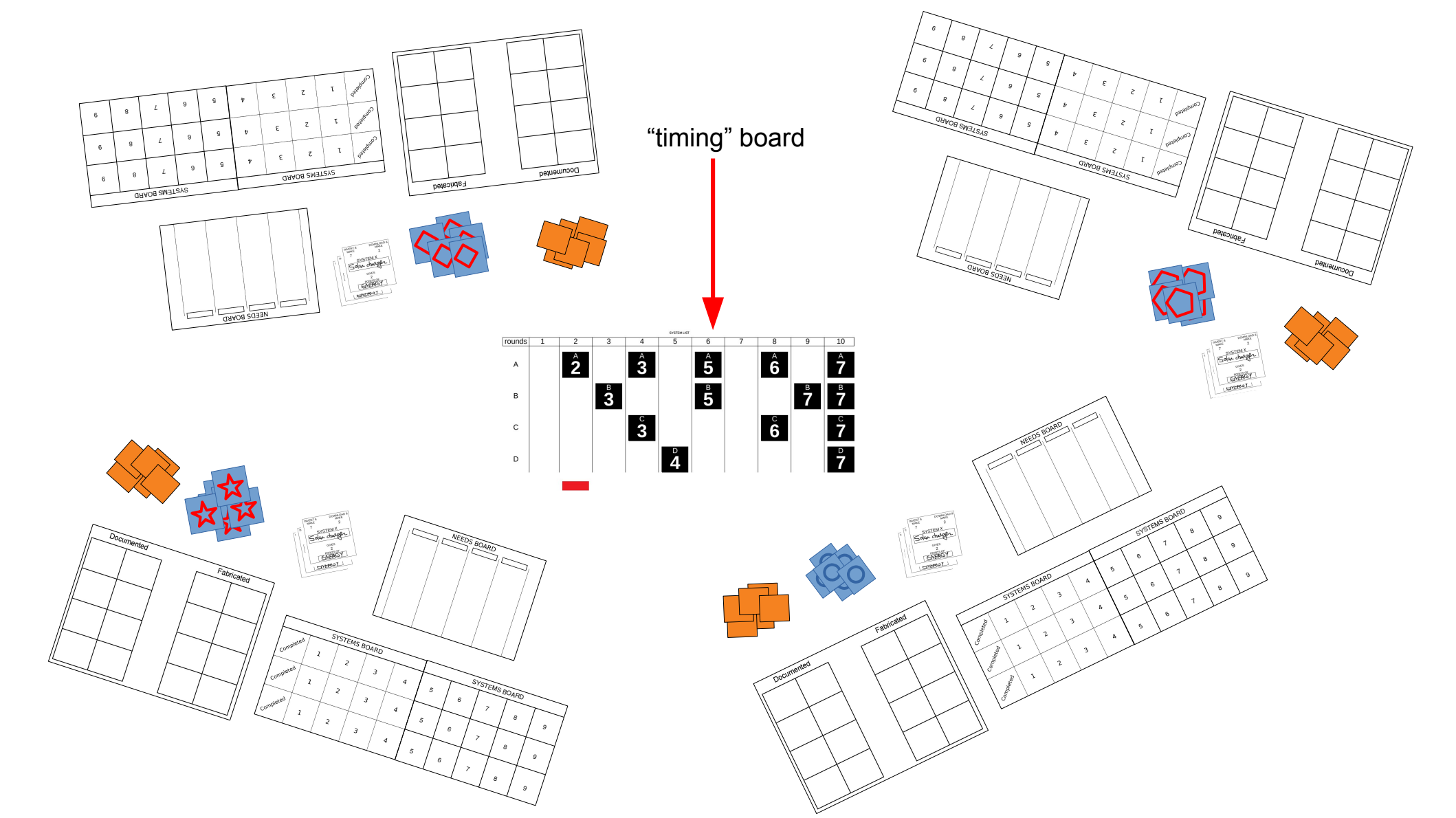


10 rounds

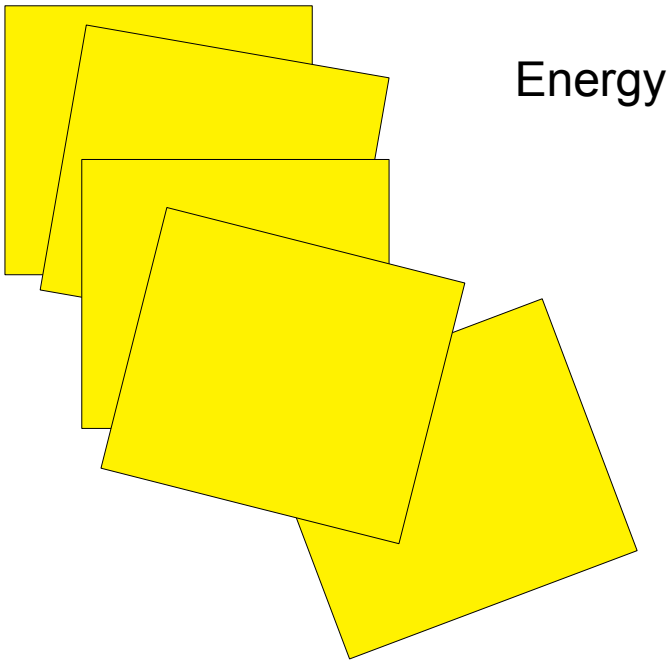
4. The “timing” board

Needs must be fulfilled on time !

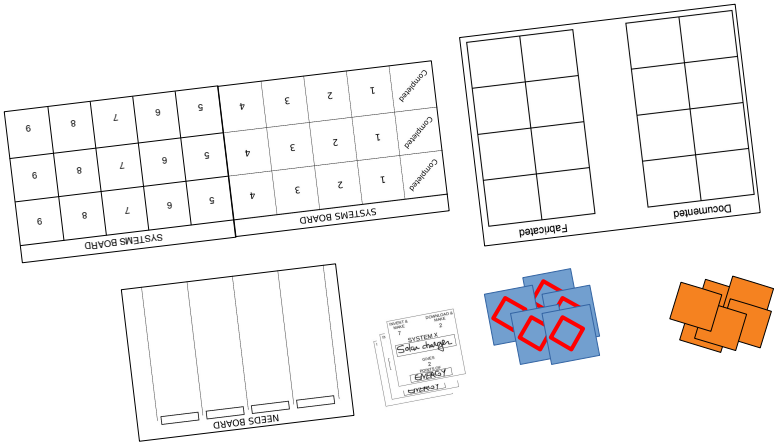


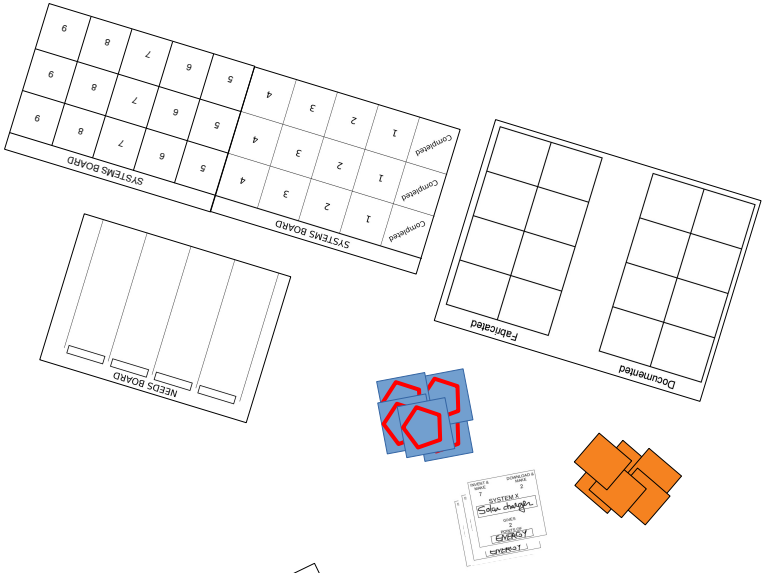

“timing” board
rounds 1 2 3 4 5 6 7 8 9 10
A 2 3 4 5 6 7
B 3 5 7 7
C 3 6 7
D 4 7
NEEDS BOARD
SYSTEMS BOARD
Completed
Fabricated
Documented
ENERGY

1. Throw the dice to get ENERGY



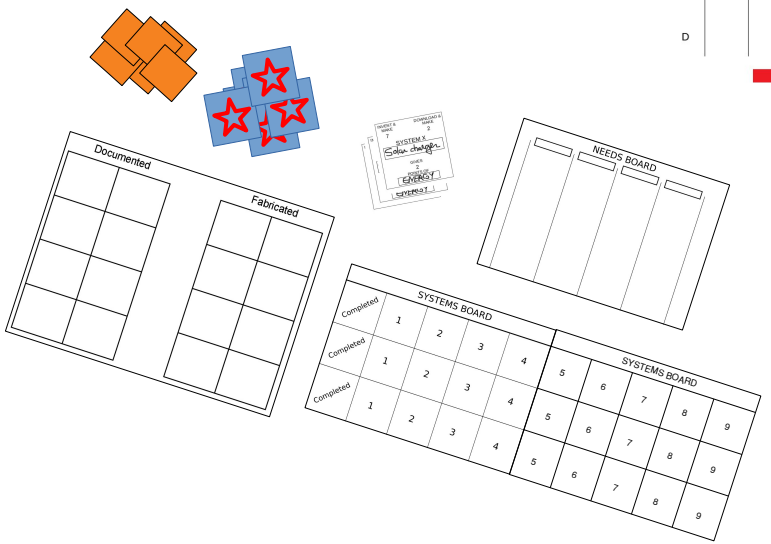
Energy tokens

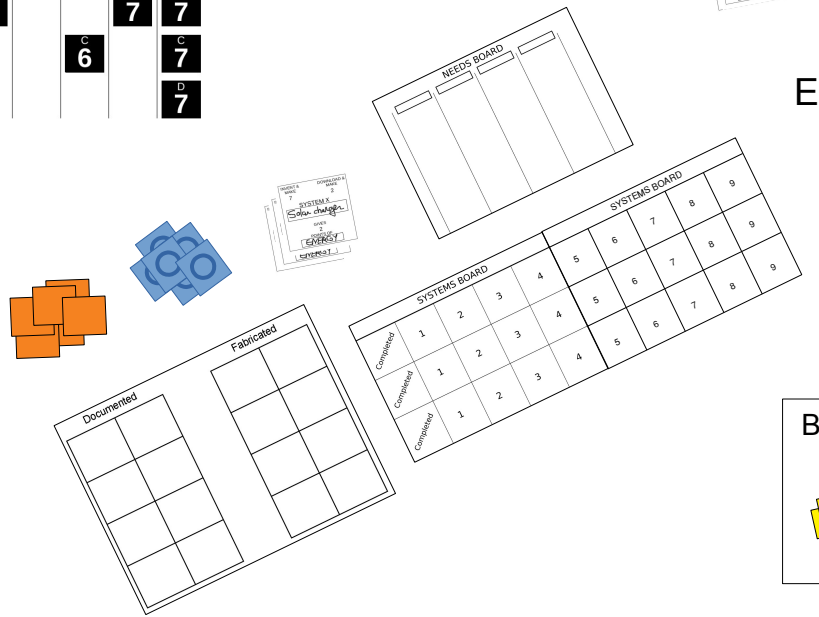




SYSTEM LIST

rounds	1	2	3	4	5	6	7	8	9	10
A		A 2		A 3		A 5		A 6		A 7
B			B 3			B 5			B 7	B 7
C				C 3				C 6		C 7
D					D 4					D 7



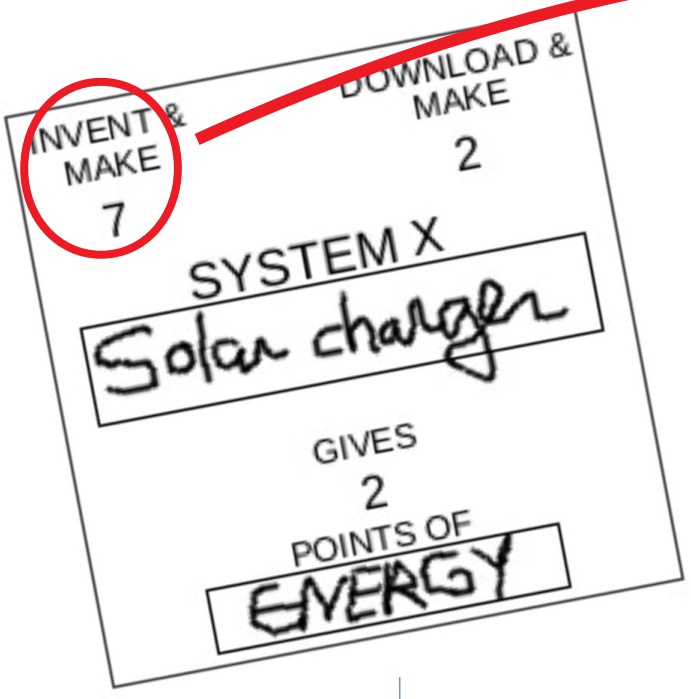


Energy tokens

Bank

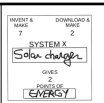
2. Spend Energy

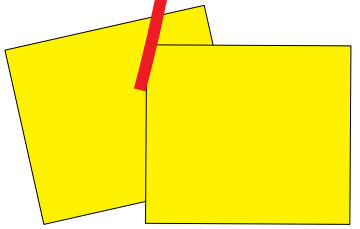
To invent a SYSTEM



System card

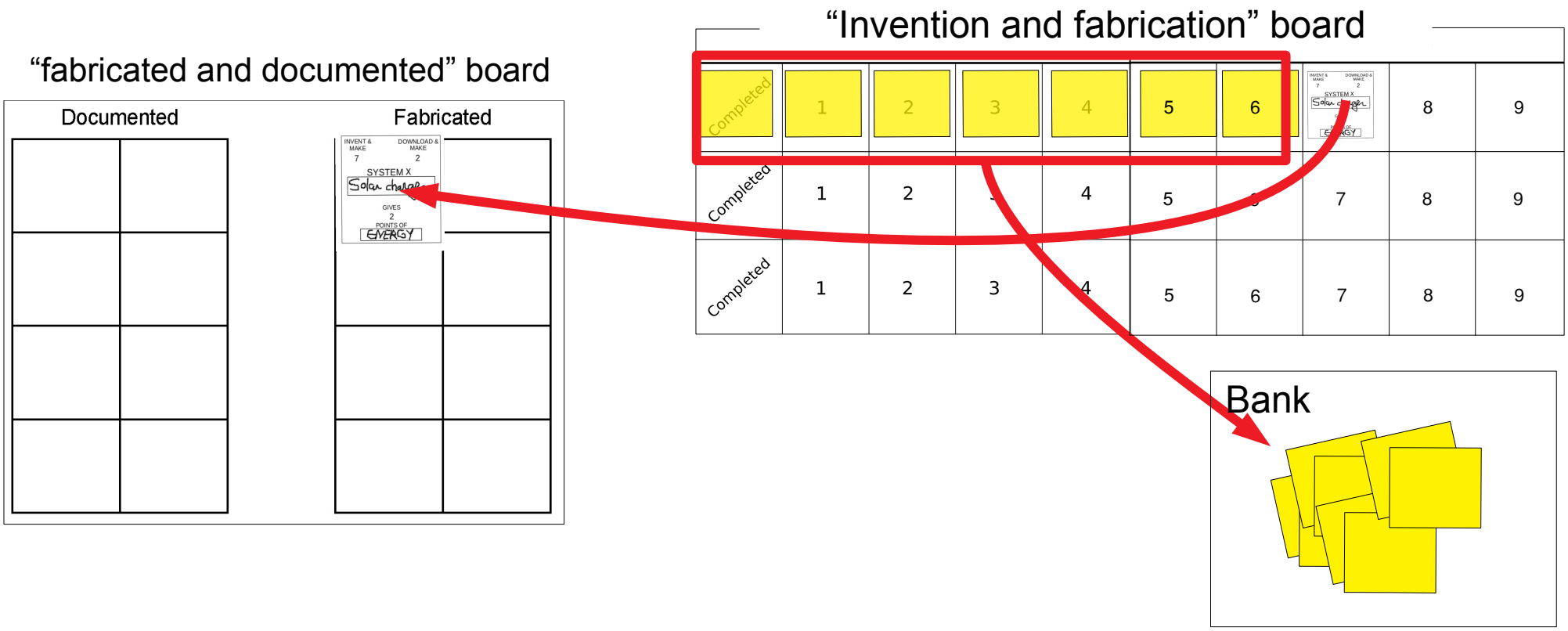
Invention and fabrication board

Completed	1	2	3	4	5	6		8	9
Completed	1	2	3	4	5	6	7	8	9
Completed	1	2	3	4	5	6	7	8	9



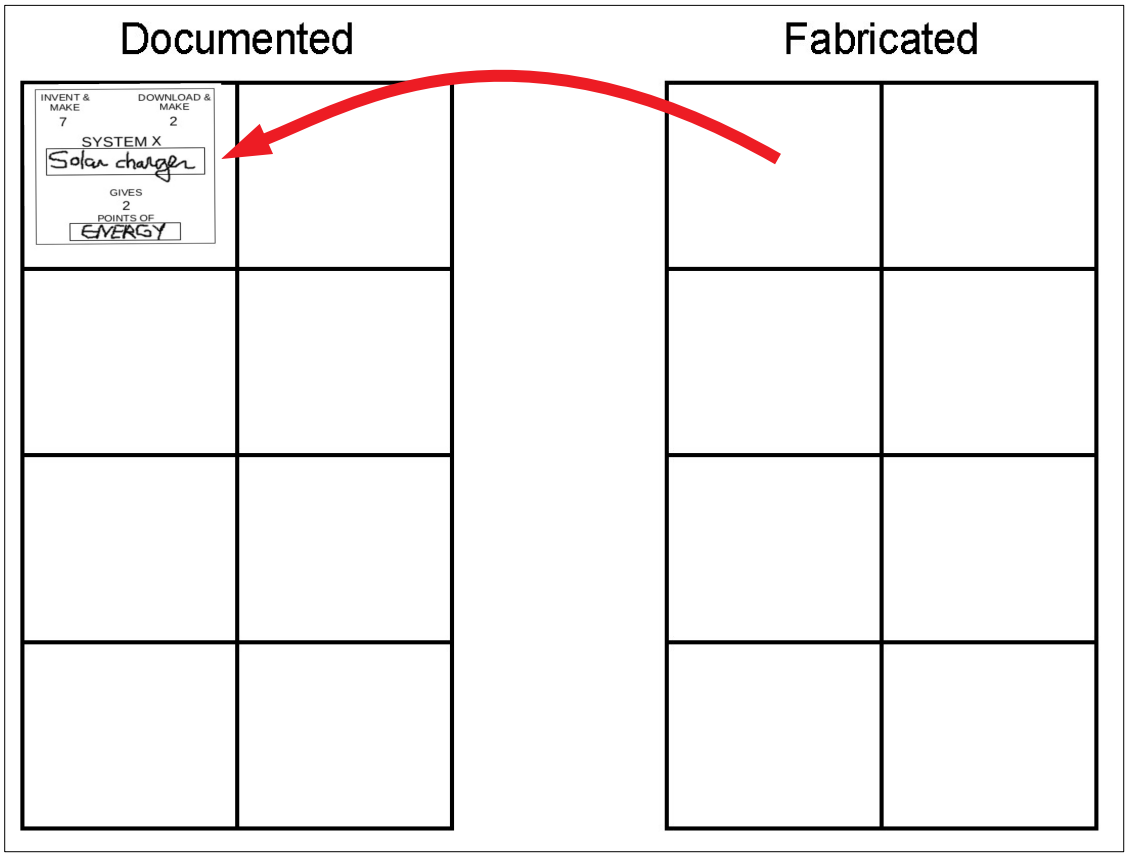
2. Spend Energy

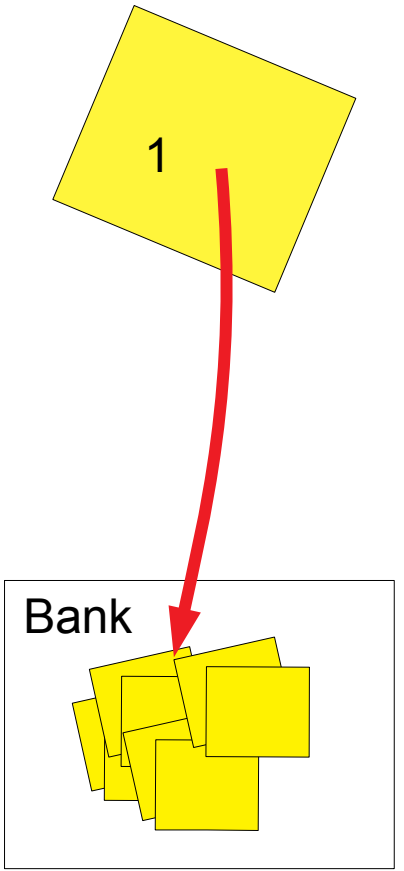
If completed, bank the energy and put the system card on the “fabricated and documented” board



2. Spend Energy

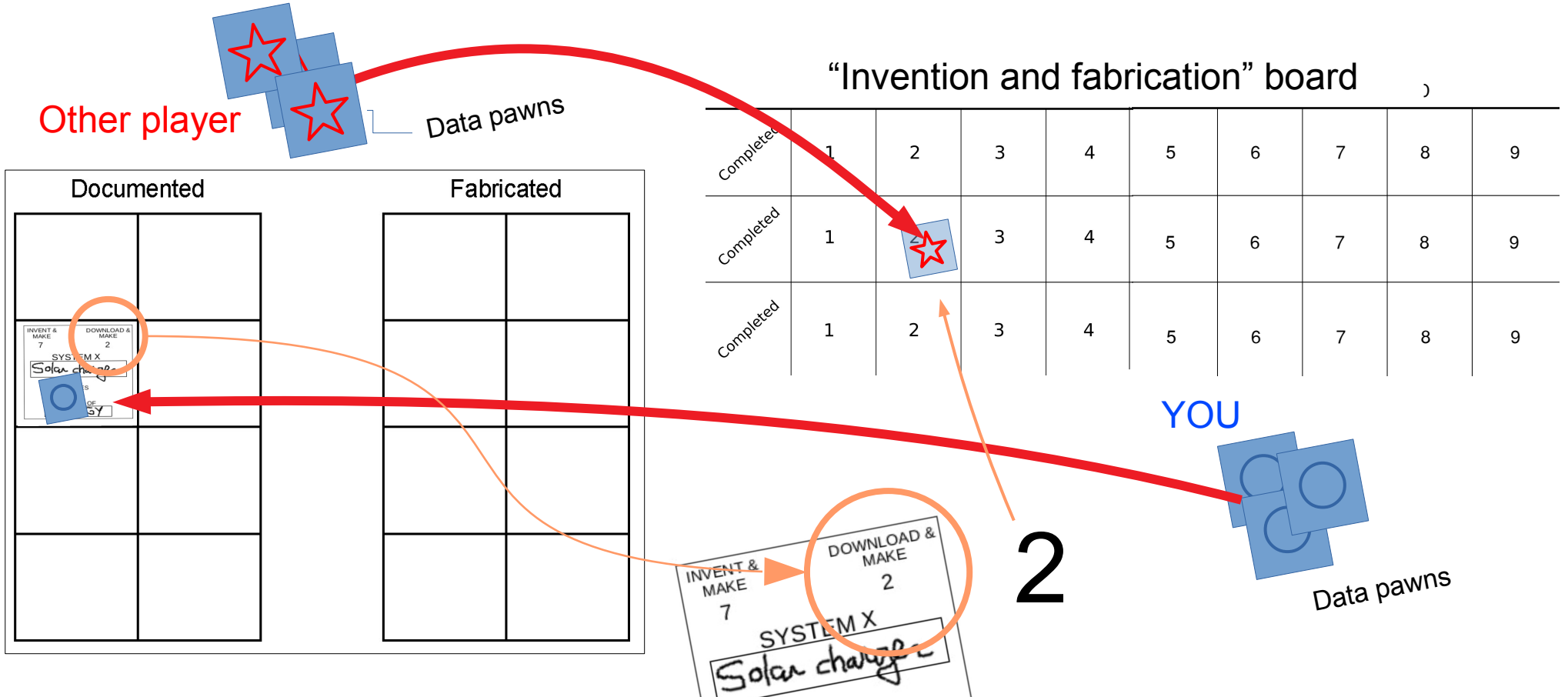
1 energy token to document





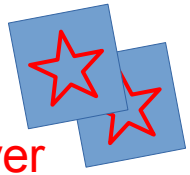
3. Data exchange

Download documented systems from others by exchanging data pawns...

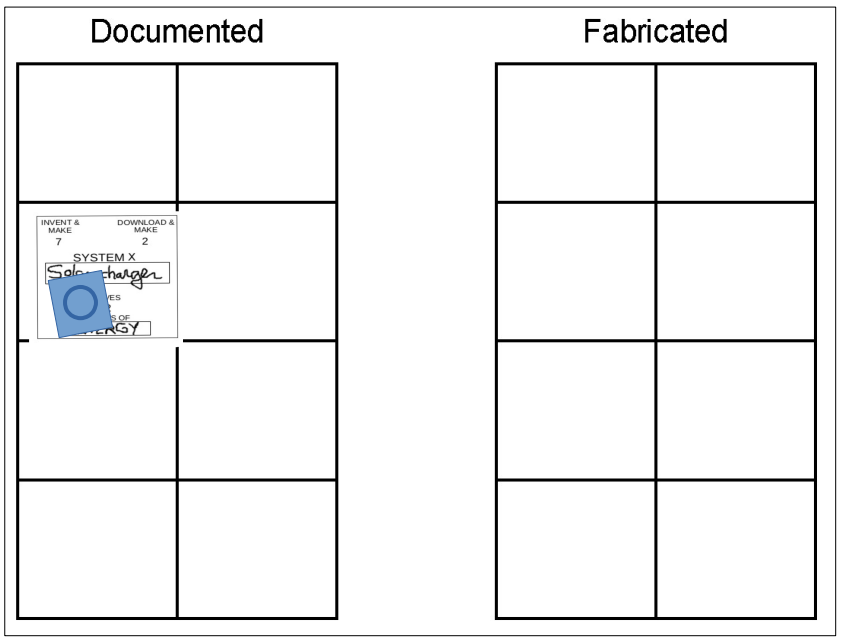


3. Data exchange

...and spend energy to only fabricate, not invent

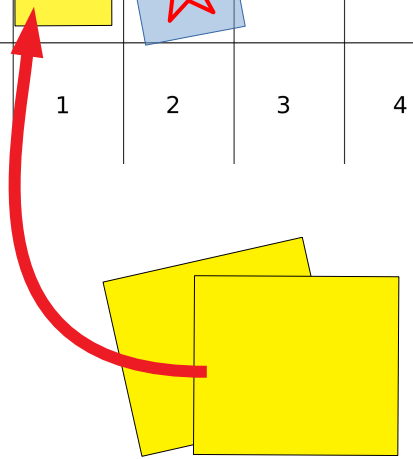


Other player

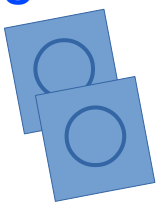


“Invention and fabrication” board

Completed	1	2	3	4	5	6	7	8	9
Completed	1	2	3	4	5	6	7	8	9
Completed	1	2	3	4	5	6	7	8	9

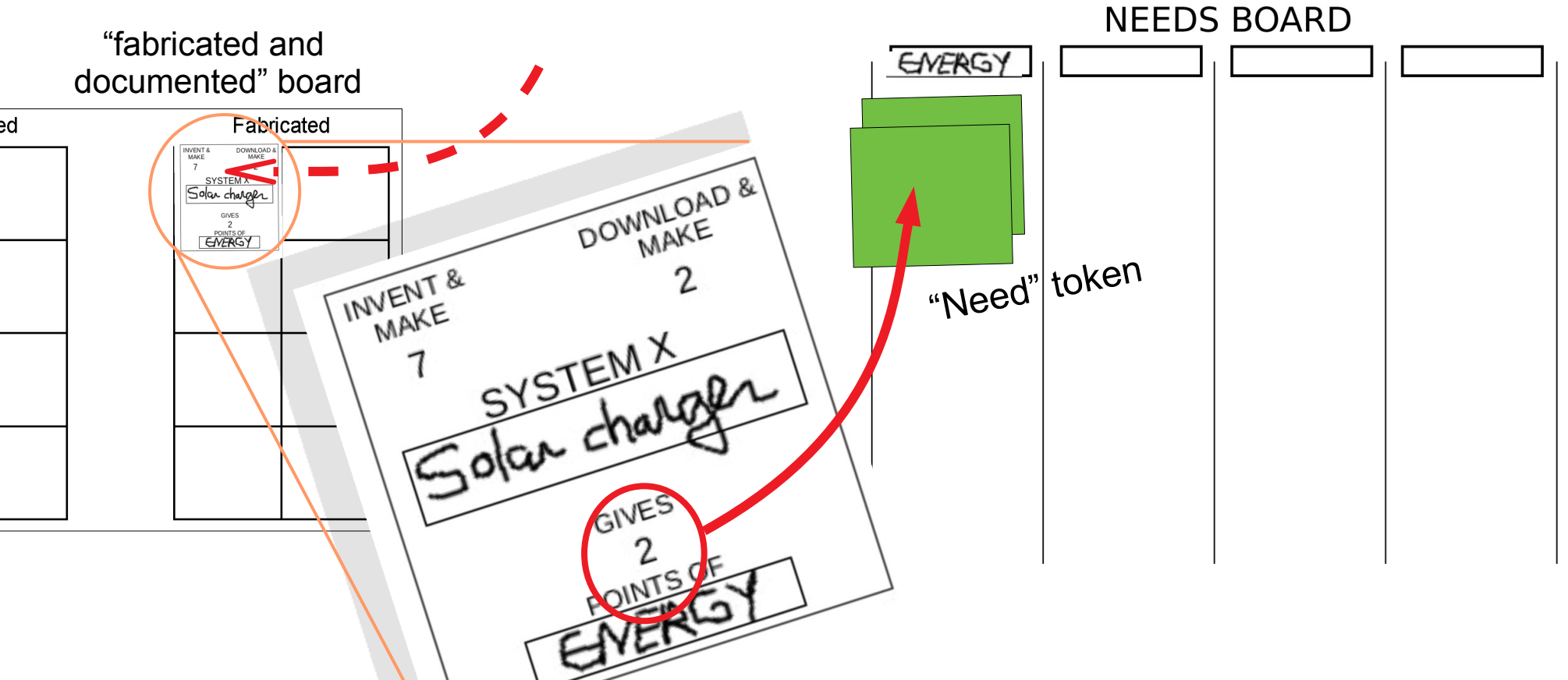


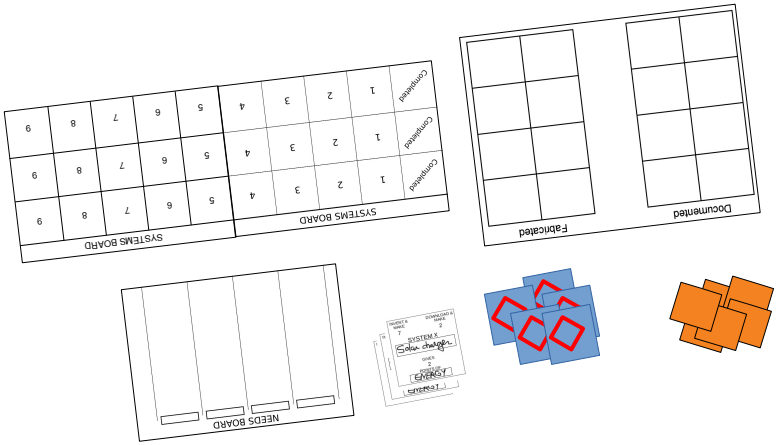
YOU

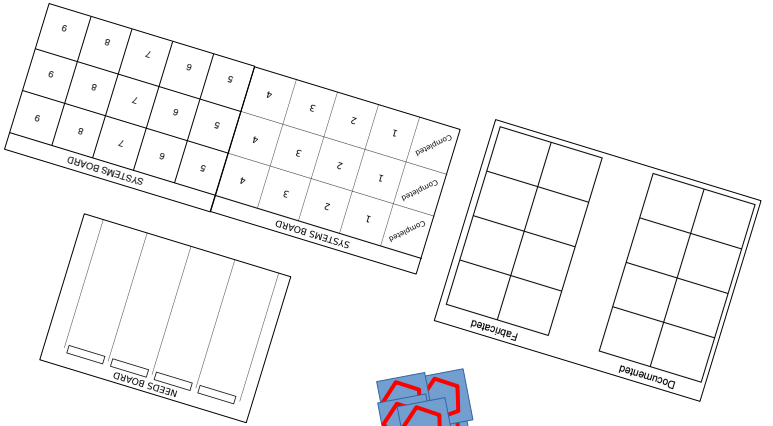


4. Fulfilling needs

When systems are fabricated, get “need” tokens

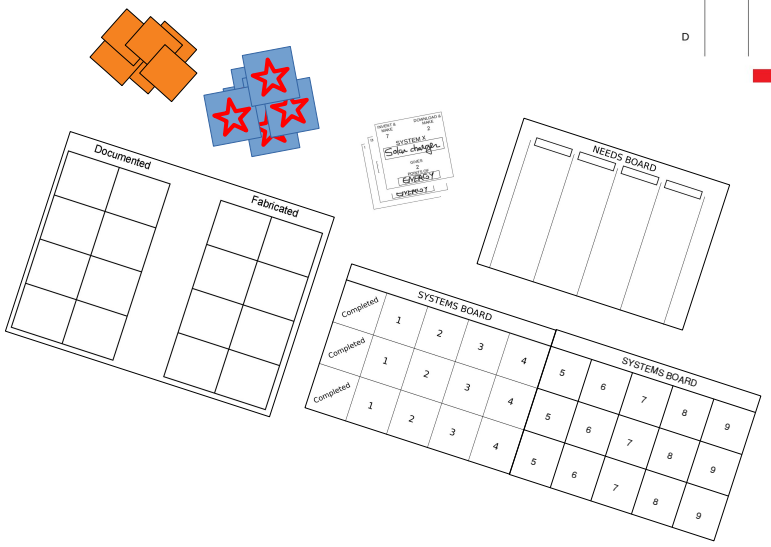


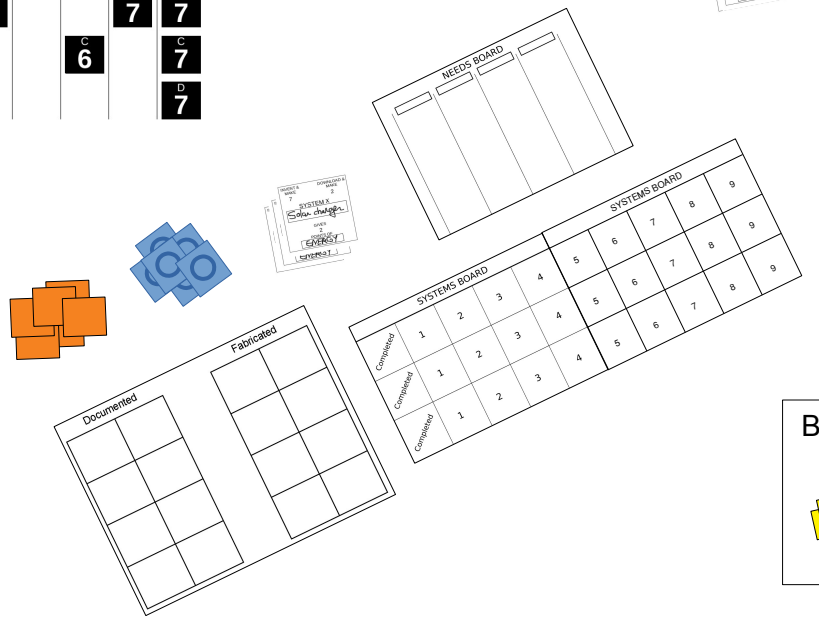


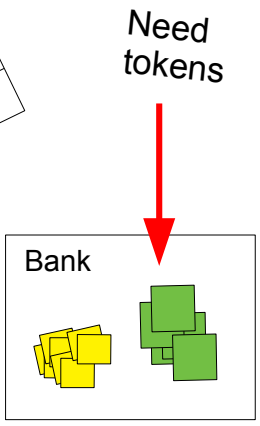


SYSTEM LIST

rounds	1	2	3	4	5	6	7	8	9	10
A		A 2		A 3		A 5		A 6		A 7
B			B 3			B 5			B 7	B 7
C				C 3				C 6		C 7
D					D 4					D 7

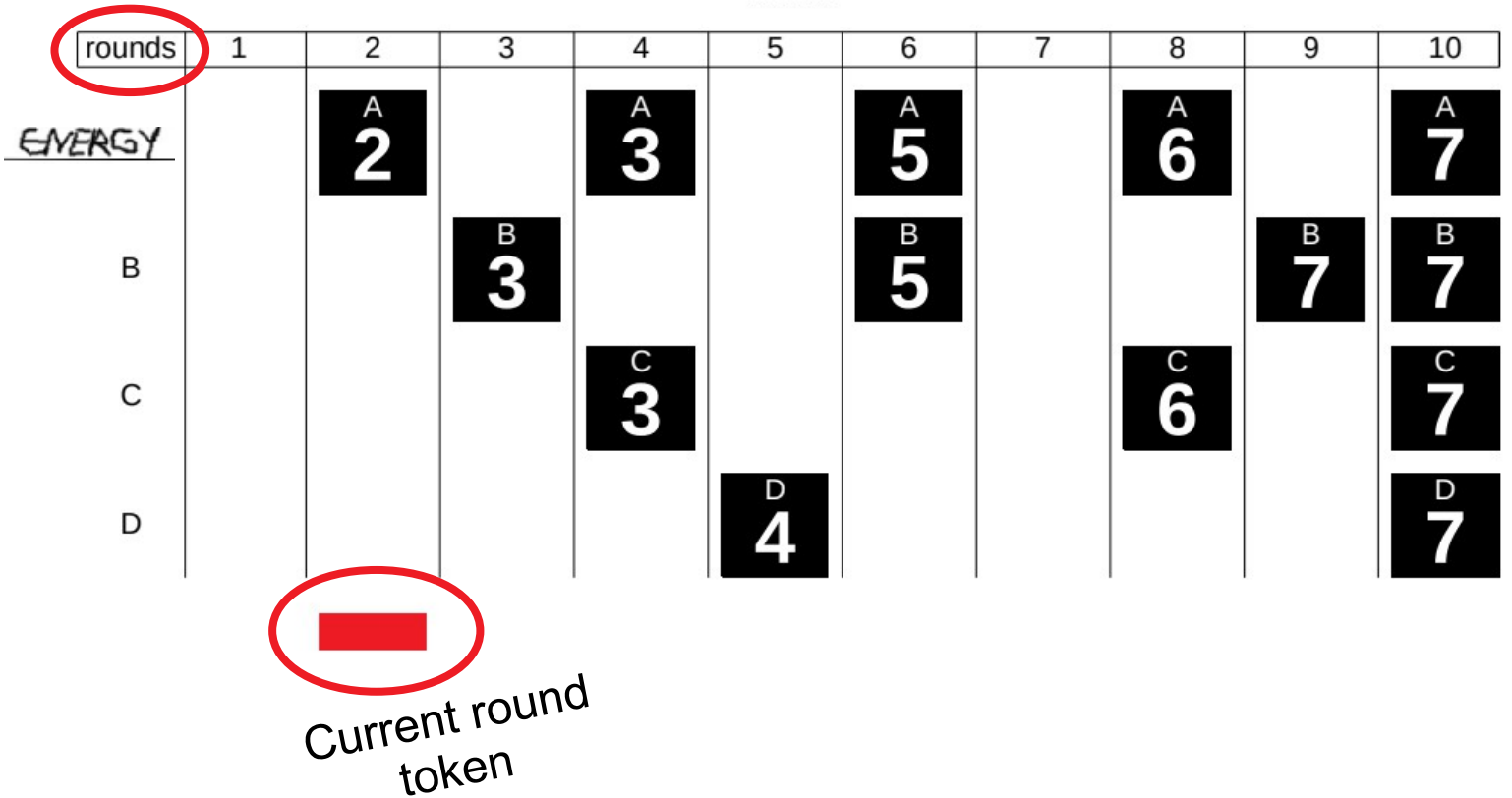






4. The “timing” board

Needs must be fulfilled on time !

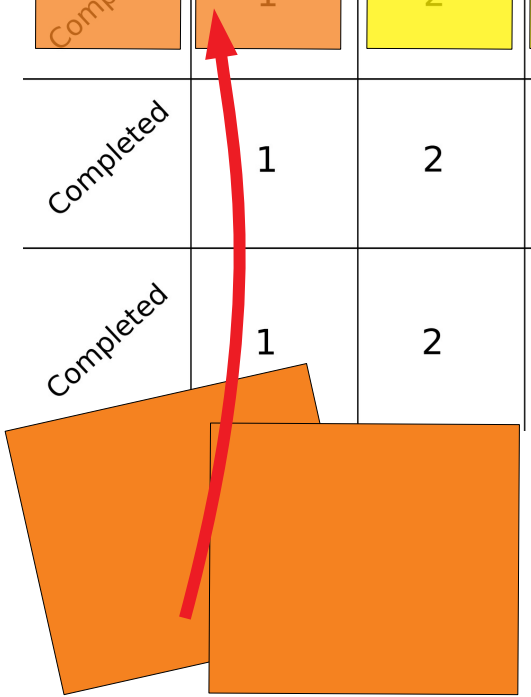


5. You can pay...

...to complete invention and/or fabrication

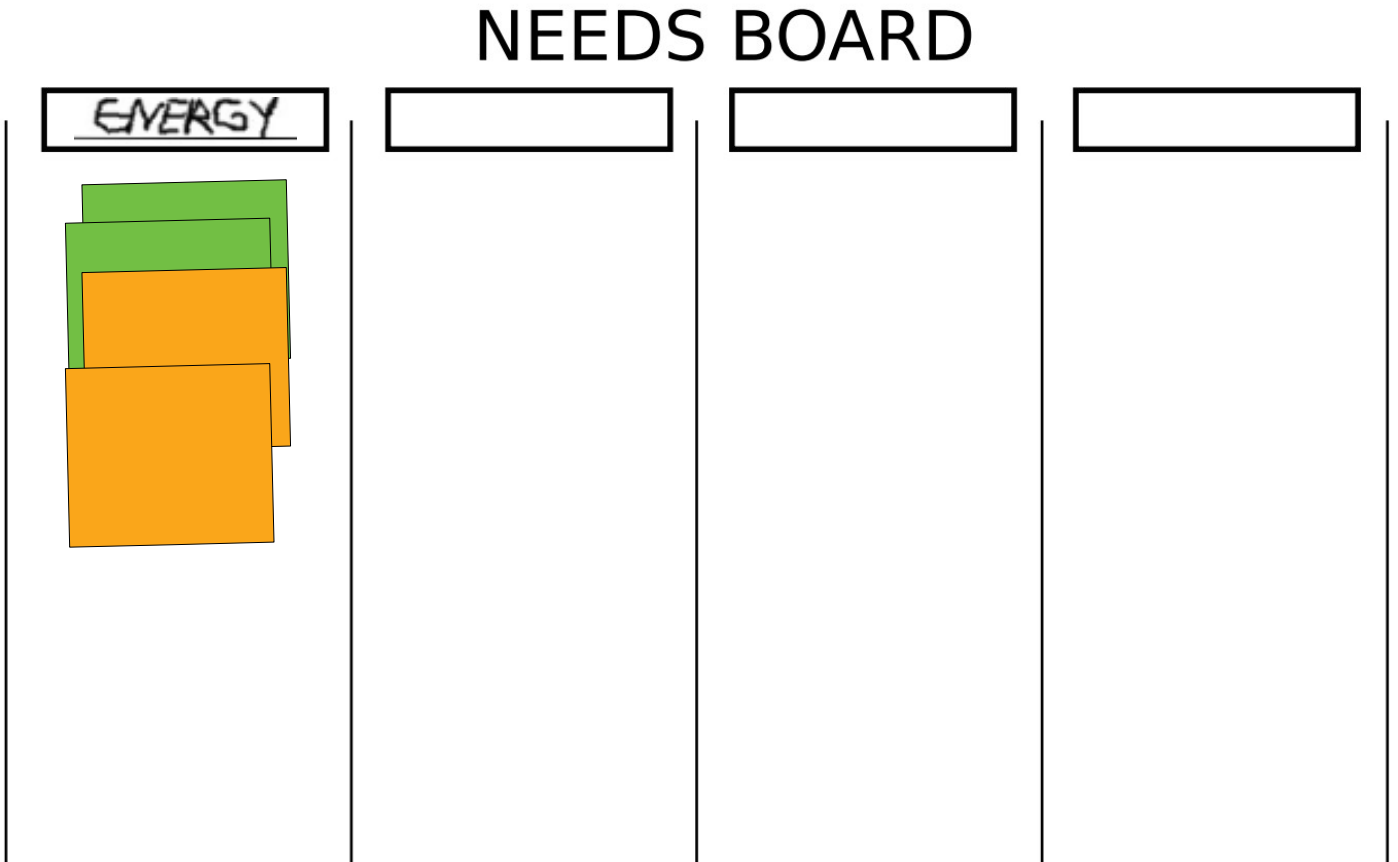
“Invention and fabrication” board

Completed	1	2	3	4	5	6	INVENT & MAKE 7 DOWNLOAD & MAKE 2 SYSTEM X Solar charger GIVES 2 POINTS OF ENERGY	8	9
Completed	1	2	3	4	5	6	7	8	9
Completed	1	2	3	4	5	6	7	8	9



5. You can pay...

...to fulfill needs (ONLY to pass this round)



1 need point not covered = 1 stress point

>5 stress points = Player dies

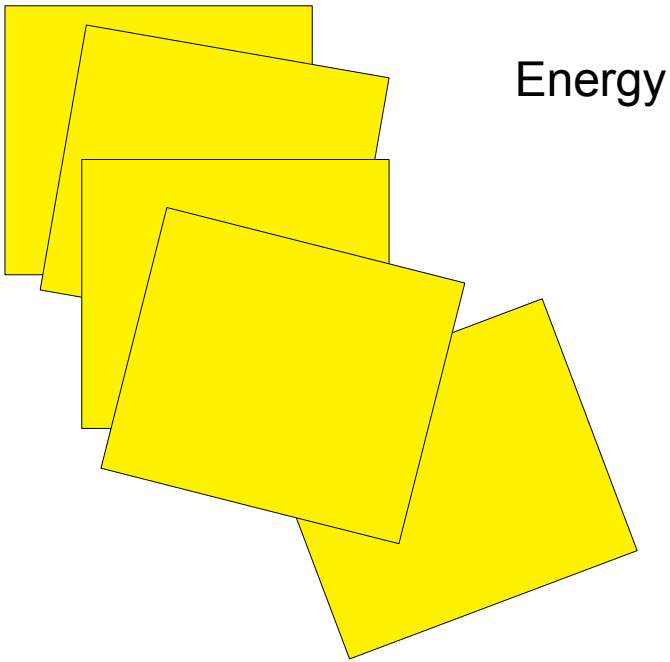
1 money point used = 1 planet harm point

Planet collapse (everybody looses) after X points

X = 9/10 (total amount of money dealt)

Next round

1. Throw the dice to get ENERGY



Energy tokens

Talk amongst you. Find a strategy. Players play in turn but can choose the order.

Set a time limit per round !
(suggested 6 minutes)