OWN the EARTH

**The only game where you can take ownership of the earth that you** restore!

**Player/Game Time Details**

OWN the EARTH

**12+ 1 Hour 2-4 Players**

**STORY**

The year is 2062. The earth is uninhabitable. You and your fellow player(s) have been living as transplants on another planet far far away. But things are different there. Too different. If you stay, every memory you have of your life on planet earth, who you were and who you loved, will slowly fade away until there is nothing left. This is called transmutation. Once this process is complete, you will be officially chipped like all of the other citizens. This pre-programed chip will control every aspect of your life. Officials have said that it’s for your own safely and well-being. It’s the main contributor to the 1% crime rating. But this doesn’t have to be your life. A rebellious robot inventor group has gone rouge. They are willing to help you make your way back to the freedom on planet Earth. BUT you have to be willing to help yourself first. What’s your mission? You’ll have to work to make earth habitable again by creating renewable energy services.

**Subject Area and Learning** Domain

The subject area of Own the Earth is renewable energy with a cognitive learning domain that focuses in on analyzing, evaluating, and creating.

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**Overview**

## The premise of Own the Earth is that humans are no longer able to occupy Earth due to the excessive use of its natural resources. Because of that, they have been residing in another planet as transplants in a foreign and extremely controlling world. The day you become a citizen, you lose your free will and all of which are each missing a renewable energy service that is essential to it becoming habitable again. You need to find the patent but they can only be uncovered through gameplay by answering renewable energy questions correctly. Through gameplay, players will explore physics and renewable energy concept to try to be the first player to reach the finish line in the earth quadrant their man is in. Time and planet officials aren’t on your side but there is a rouge robot inventor group who is. Due to the mistreatment of humans, they have decided that they are willing to go against the machine and help you restore the Earth but will only help those who have proven themselves to be responsible enough to rebuild and manage Earth again. Own the Earth encourages healthy competition as players must work independently unless they are playing in groups of 2’s. When players are playing in teams, the element of collaboration is present.

**Game Goal**

## The game goal is to be the player with the most areas of earth dominated.

**Learning Objectives**

## Using the quadrant knowledge sheets, players will analyze elements of physics though game questions and then. answer them correctly to move forward in the game.

## Through gameplay, players will create renewable energy services by collecting the elements they need until the service requirement has been met.

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**Content**

**Gameboard**

**Game men**

**Cards**

**Other**

**4 knowledge sheets-** Mobility, Accessibility, Lighting and Comfort.

**4 Deeds** – Represent earth ownership

**Total – 156 Cards**

35 Mobility Cards, 35 Accessibility, 35 Lighting, 35 Comfort, 16 Wild Cards

Own the Earth comes with 4 of each of the 4 Game Men to represent the up to 4 players that can play the game at one time.

The gameboard consists of 4 quadrants that are all linked for continuous gameplay. Each quadrant has its own Start position.

## **Game Board**

## **The four gameboard quadrants represent the following:**

* The **Mobility** quadrant gameboard spaces consists of Green and Gray landing spaces.
* The **Accessibility** quadrant gameboard spaces consists of Purple and Gray landing spaces.
* The **Lighting** quadrant gameboard spaces consists of Yellow and Gray landing spaces.
* The **Comfort** quadrant gameboard spaces consists of Blue and Gray landing spaces.

## **Key –** Every World image represents an ownership opportunity.

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## **Game Men**

## Game Men look similar to chess pieces. There are 4 of each of the 4 pieces included with the game. Players get to select which piece the want to play the game with. The colors of the pieces are Black, White, Orange and Red.

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## **A picture containing text Description automatically generatedA picture containing text Description automatically generatedA picture containing text Description automatically generatedCards**

Own the Earth comes with a total of 156 playing cards that include the following:

* **35 Service Mobility playing cards all in the color of**

**Green** –

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All of the playing cards for this service area ask questions

related to using renewable energy to restore mobility.

* **35 Service Accessibility playing cards all in the color of Purple.**

All of the playing cards for this service area ask questions

related to using renewable energy to restore Accessibility.

* **35 Service Lighting playing cards all in the color of Yellow.**

All of the playing cards for this service area ask questions

related to using renewable energy to restore Lighting.

* **35 Service Comfort playing cards all in the color of Blue.**

All of the playing cards for this service area ask questions

related to using renewable energy to restore Comfort.

* **16 Wildcards:**
  + 2 Jump Forward cards – You get to move forward one space
  + 2 Go Back to Start cards – You have to return back to your quadrant’s start space.
  + 2 Other Player Moves cards – You have to allow a player of your choice (other than yourself), to move forward 2 spaces
  + 2 Send A Player Back cards – You get to send a player of your choice, (other than yourself), back to their quadrant’s Start space.
  + 4 Siege cards – If you get this card, you can remove a player’s man off of their board and replace it with one of your other three men, but only if they are within 3 spaces from Earth.
    - If no one on the board is within three spaces from earth, your next opportunity to use the card is when you are within three spaces from earth. You can use it to move you forward 2 spaces, leaving you with only 1 spot until you dominate the Earth.

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* + 4 Mentor – There is one Mentor card to represent each of the four quadrants, one Green, one Purple, one Yellow and one Blue. This card is the rouge inventor group’s gift to you. It has the invention blueprint and lets the player know they have been chosen by the robot inventor group as their protégé.

**Other Items:**

* **Knowledge Sheets** – There are 4 knowledge sheets, one that correlates to each of the four earth quadrants. Once player choose their colored game man, they will also pick up that color’s knowledge sheet. The sheets contain relevant information to understanding and setting up renewable services.
* **4 Deeds** – You get awarded a deed once you have claimed one of the earth quadrants.

**Set-Up**



1. Keep the four sets of service playing card in their own piles and shuffle each of them well.

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1. Shuffle all of the wildcards together except for the Mentor cards. Keep those separate for now.
2. Distribute the Wildcards you just shuffled evenly between the 4 Service playing cards.
   1. You should now only have 4 piles of cards (excluding the Mentor cards). Reshuffle each of the 4 main decks again.
3. Look at the color of the Mentor cards and add them to the pile that shares their color. Each deck should now have 1 mentor card.
4. Have each play choose what color Game Man they would like to play the game with.
   1. Instruct them to grab all of the men that share the color they picked. Each player should have 4 of the same color men.
5. Open the gameboard. Player should sit next to the color of the board that matches the color of their game men.
6. Place the decks, face down, next to the color of the board it matches.
7. Provide each player with the Knowledge Sheet that corresponds to the color of the game man they chose.
   1. Instruct them to set it face down.
8. Place the 4 deeds within the game area but out of the way from the Service cards.
9. Players may decide together who will take the game’s first turn.

**How to Play**

* 1. At the start of the game, each player should take 5 minutes to review their Knowledge Sheet and absorb all that they can. The knowledge sheet will contain vital information about renewable energy in your service area.
     + Set the timer. At the five-minute mark, Knowledge Sheets must be flipped back over.
  2. Place your game man on the Start box on the board game.
  3. Choose with the other players, who will take the first turn.

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* 1. When it is your turn, pull a question from your Service playing cards.
  2. Read the question out loud.
     + You have 20 seconds to answer the question. Set the timer.
     + If you answer correctly, you move forward one space. If you get it incorrect, you stay put.
       - It is now the next player’s turn.
  3. Continue to repeat this process of taking turns.
  4. Once you are at the spot before the Earth icon and it is your turn, you will own the earth if you answer correctly.
     + Once you own a part of earth, grab on of the deeds to show ownership.
       - On your next turn, you will go to the next quadrant to continue playing. (**See Chart 1**)
       - Keep your same man but be sure to grab that quadrants’ Knowledge Sheet and Service Cards.
  5. If you pull one of the Wild cards or Siege card on any of your turns, follow the instructions on the card.
  6. If you pull a Mentor card, congrats! The robot inventor groups want to help you and so, they are willing to give you the patent information to build the renewable energy service.
     + You get to jump to the quadrant space right before Earth.
  7. Your goal is to be the player owning the most quadrants of earth.

**Chart 1 – Moving through Quadrants**

|  |  |  |  |
| --- | --- | --- | --- |
| **If you start here** | **Next, go here** | **Then here** | **Then here** |
| **Green** | **Purple** | **Yellow** | **Blue** |
| **Purple** | **Yellow** | **Blue** | **Green** |
| **Yellow** | **Blue** | **Green** | **Purple** |
| **Blue** | **Yellow** | **Purple** | **Green** |

|  |
| --- |
| **Notes:**  \*Each question unfolds to help you get closer to Earth, which means that you have re-built the renewable energy service.  \*You do not have to have ownership of the earth quadrant you’re in to be able to cross over into another quadrant and keep the game going. Use the chart able to determine which quadrant you should enter next if your game cards move your forward past your quadrant Earth.  \*Some quadrants you enter may already be owned. You must still continue with the game play. |

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**End of Game**

* The game is over when one player has acquired more parts of the world than the other(s).
* For example, If only 2 players are playing, a winner would be declared if one player has amassed 3 quadrants of Earth. There is no possible way the other player can catch up.
* For longer gameplay, players can opt to continue to play until each player has gone through all 4 quadrants.
  + - At that point, the player with the most areas of ownership will be the winner.
* Players can own a quadrant’s part of earth simply by answering the game questions correctly, or though utilizing the Mentor/Wild cards and Siege cards.
* A tie can be broken by both players pulling a card from any pile and then, seeing who can answer it the quickest. The first player to answer is able to transfer ownership of one of the other players’ wins.

**Learning Statement**

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The goal element is a central part of Own the Earth. Players are playing the game with the intention of working to be the player owning the most earth quadrants. That is how you win the game. Having a goal helps to give players purpose and leads to measurable results. There is also the element of competition that ties into the goal. Every man is out for themselves to analyze, strategize and create. Some other elements include:

* Operational Rules
* Rewards in the form of deeds that players receive once they acquire a piece of the earth.

**Mentor Game Statement**

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Own the Earth was conceived largely in part from the game Ludwig. Ludwig is a robot that has crashed his spaceship on planet Earth. In order to get his spaceship up and running again, players have to explore aspects of Physics to make the gadgets needed to fix it. Own the Earth models some of the game elements of Ludwig to create a new experience for a familiar concept. Some of the elements Own the Earth keeps include the following:

* The Subject Area of Physics and Renewable Energy remains the same.
* The concept of an inhabitable earth being the game’s premise is the same.

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* Robots playing an integral part of the game’s plot remains
* the same. The difference is that Own the Earth references a robot inventor group versus one robot being the main character.
* The game objective to analyze elements of physics remains the same.

**Credits**

In addition of Ludwig, the following Own the Earth leverages the following sources:

* Tia Coverson – Game Creator
* EDF Energy - [Renewable Energy | Types, Forms & Sources | EDF (edfenergy.com)](https://www.edfenergy.com/for-home/energywise/renewable-energy-sources)
* Common Sense Media – Physics Games for Kids - [Physics Games for Kids (commonsensemedia.org)](https://www.commonsensemedia.org/lists/physics-games-for-kids)
* National Geographic - [Renewable Energy | National Geographic Society](https://www.nationalgeographic.org/article/renewable-energy/)
* Bosch – Geothermal energy and infographic