

Rules

Before the Start

Each player is dealt **3 Building cards** and **4 of each Material**.
Pollution and Wildlife are set to **5**.

Round of Play

At the start of each round, a **Crisis card** is drawn, and the Crisis card from the last round is removed.

Players take turns in order, performing the following actions:

1. **Draw a new Building card and an Event card.**
2. **Gain either one Building Material or one Community Support Token.**
3. **Play a new Event card from their hand (optional).**
4. **Place Buildings on their Board (optional).**
5. **Resolve the Global Crisis (optional).**

Each Building on the Board can be used only **once per round**.

Once all actions are completed, the turn is finished.

End of Play

The game length can be set by a **time limit** or by **limiting the card pool**. When the time limit is reached, the round is completed.

If there are not enough cards for each player, the round ends **before the first player draws their card**.

Scoring

For each **Crisis Token** earned, the player must answer a question.

- The player to the right of the pulls Quiz cards for each Crisis Token the player has and asks the question on them
- If answered correctly, the point is awarded.
- If incorrect, the player gets a **second chance** with another question.
- If both attempts are wrong, no point is given.

Material Tokens

There are **three** types of Material Tokens:

- **Money**
- **Community Support**
- **Building Material**

Each player has a **separate pool** of Material Tokens.

Trackers

There are **two** Global Trackers: **Pollution** and **Wildlife**.

- If **Pollution reaches 20** or **Wildlife reaches 1**, the game ends.

Event Cards

Each Event card has a **cost to be solved**.

Each player who solves an Event earns **Event Tokens** based on the Event's difficulty.