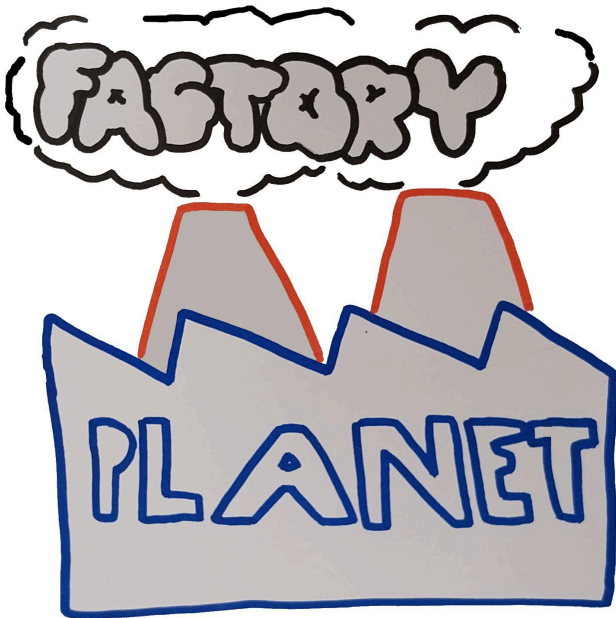


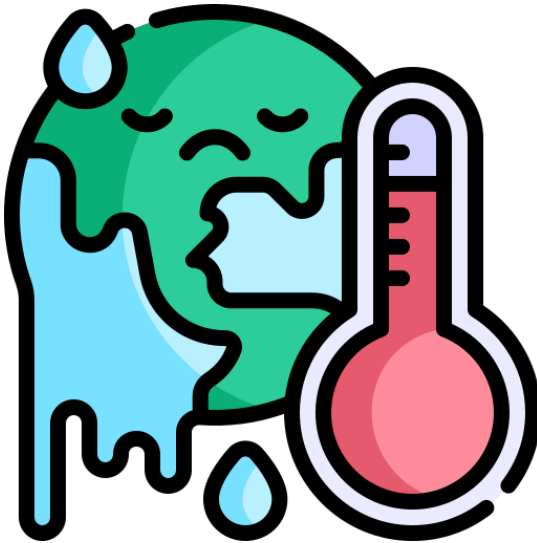
E2M11[®]
E S C A P E 2 M A K E

Presents



Introduction

This game is for 4 players competing to reduce greenhouse gases in the Earth's atmosphere to avert climate catastrophe!



As unregulated fossil fuel use causes greenhouse gases to engulf the world, trapped heat is rising and the climate emergency is at a tipping point. Compete to reduce emissions by building green power production and planting trees to reduce CO₂ and other damaging gas emissions. If you lag behind the other players' attempts to avert global catastrophe, you will be sorely punished by public disapproval!

Components



- ☐ Map of the world (laser cut 3mm poplar plywood)
- ☐ Cloud tokens (ply) 6x(1) 7x(2), 9x(3), 4x(4), 3x(5), 2x(6), 2x(7), 2x(8), 1x(9)
- ☐ Tree tokens (ply) 7x(Green), 5x(Yellow), 3x(Red)
- ☐ Power tokens (ply) 4x(Hydro) 8x(Wind) 4x(Solar)
- ☐ Wooden Energy board & Seed board
- ☐ 54 cards (Starting x8, Local x10, Regional x10, International x15, Disapproval x11 (including 3 blanks))
- ☐ 3D-printed factory (recycled plastic and recycled wood)

Setup

1. Place the map of the world near the centre of play and place all of the cloud tokens on top of



the earth to form the cloud pile. Clouds are marked with a from a value of 1 to 9.

2. Each player then collects a pair of starting cards, each with different attributes.



Factory Planet - Rules

- Shuffle the Local cards into a face down deck and flip over a row of 4 face up cards next to the deck, then repeat this step with the Regional and International cards so you have 3 decks with 4 face up cards next to each deck. Collectively, these are referred to as the Mineral cards.

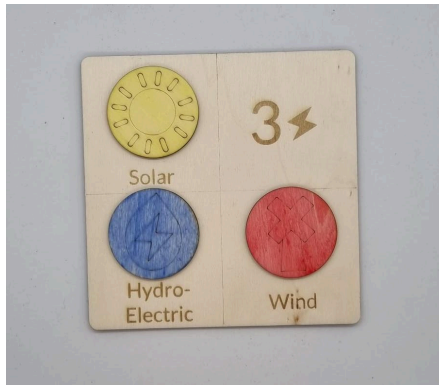


Factory Planet - Rules

4. Place the seed board in play and place all tree tokens on the seed board with the green trees on the 3🌱 area, yellow on the 5🌱 area and the red trees on the 7🌱 area.



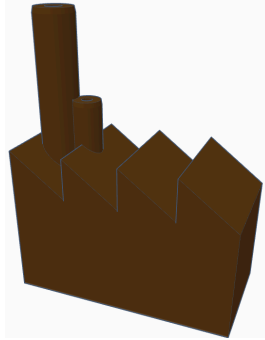
5. Place the energy board in play next to the seed board and place the energy tokens on top of the board in the areas marked on the board.







6. Shuffle the Disapproval cards into a face down deck and place the deck to the side of play.

Play

1. Play begins with the oldest player and they receive the 3D-printed factory to make them the first player. Play starts with them and continues clockwise.







2. To know how much  you have each turn add up all the  you see on any owned mineral or starting cards, this is what you can spend on mineral cards. (the same is done for purchasing trees and power tokens but using  for trees and  for power tokens)
3. On their turn a player may purchase the following in order if they can afford them;
 - a. a mineral card (if a mineral card is purchased the it gets replaced by the top card of the corresponding deck, if the deck has no cards then the deck below is used instead)

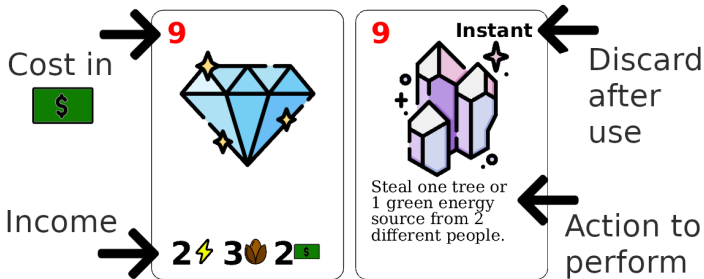
Factory Planet - Rules


- b. a tree from the seed board OR a power source from the energy board
- 4. After all players have completed the previous actions they may take turns claiming cloud/s equal to the combined value of your owned trees and powers. (claiming clouds can be done with multiple clouds or a singular cloud)
- 5. If a player cannot claim a cloud, a disapproval card is drawn and played by the player on themselves and something bad will happen. (an exception to this rule is the very first turn as you do not get a disapproval on the first turn whether you can claim a cloud or not)
- 6. After all players have claimed clouds (or received a penalty in the form of a disapproval card, the play continues with the first player indicator (3D-printed factory) moving 1 player clockwise and the new player with the indicator beginning the next turn from step 2 repeating each step until all clouds have been claimed and none are left on the map of the world.


Purchasing



Purchasing any items does not remove any cards.  ,  and  are not carried between turns and are regained according to owned minerals each turn.

Mineral cards: Purchasing a mineral card requires an amount of  specified on the top left of the card being purchased.



Energy tokens: all energy tokens require 3  to purchase.

Tree tokens: Tree tokens require specific amounts of  for each (3, 5 or 7).

Claiming Clouds: To claim a cloud (or clouds) you take the total value of purchased energy and tree tokens, this is the value of clouds the player is allowed to claim, E.G. Player 1 has 1xYellow tree (worth 5 ) and 1xHydro power (worth 3 ) they could claim either a cloud worth 8 (or less) or any combination of clouds that add up to 8 (or less) such as a 1, 3 and 4.

Ending the game

This game ends once all clouds have been claimed from the map of the world, averting global disaster. Once this has happened all play ends immediately and every player adds all numbers on any claimed clouds to receive their point total.



The player with the highest point total, once all clouds are claimed, has won the game.

Sustainable materials

The cards, rulebook and box are made with 100% recycled materials.

Poplar plywood is Fully Certified from sustainable sources and does not contain formaldehyde-based resins.

The first player factory model is 3D-printed with “wood” filament, which is made from both recycled wood and recycled PLA plastic.

The paint used is regular acrylic paint, so is not terribly sustainable. Same with the stickers and the printing process.

Credits

Game designers: The young people of Escape2Make

Designed and Fabricated at: *Lancaster and Morecambe Makers* (<https://lamm.space>)

Printing: *Promotional Gods* in Lancaster (<https://promotionalgods.co.uk>)

Icons: <https://flaticons.com>

Funded by: <https://escape2make.org.uk>

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Board Game Design course
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