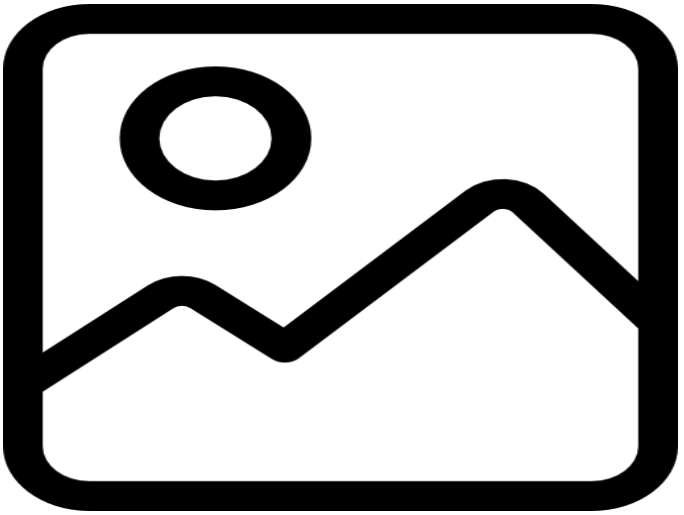
Eco-Game (working title)

This game is playable by 3-5 people, 11+ years old, in around an hour. Although not overly complex, It should provide deep questions asked by the way the game is played and how it is won and lost. The final design decisions were made by a group of young people, aged 11-18, from Escape2Make (https://escape2make.org).

Aim of the game

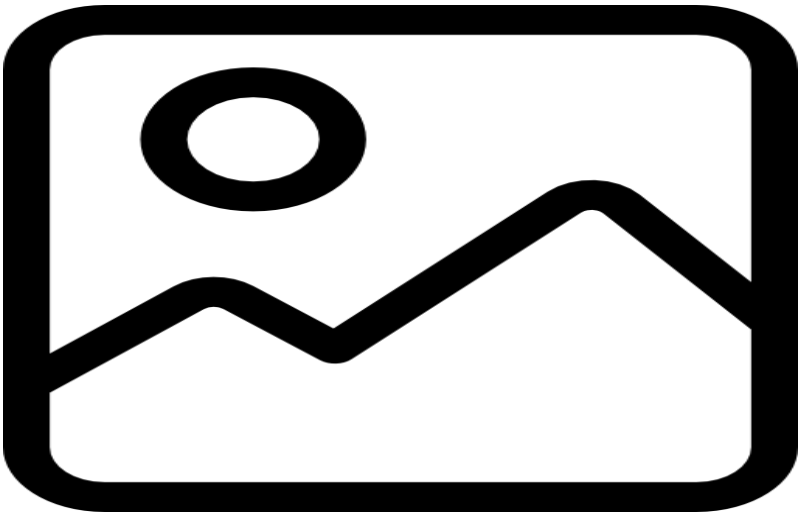
The players are individually trying to generate the most *prosperity* ($) for themselves, while avoiding putting too much *pollution* (P) into the common pool. The game ends after 10 rounds or if the common *pollution* pool is full, causing civilization to collapse, ending the game. Otherwise, the player with the most *prosperity* wins, but the others don't lose.

Components



- A deck of advancement cards (~50)
- 5 starting player cards
- 5 starting Gas Power and 5 starting Coal Power cards
- 3 disaster cards
- A board, with space to store *pollution* & a 10-round tracker
- Round counter
- “Coin” to flip for Risky endeavours
- First player token
- A custom disaster die
- Pollution tokens in units of 1, 3 & 10 and 50 **or** track 1-100 around the board with a counter
- Prosperity tokens in units of 1, 3 & 10 **or** track 1-20 on a card with a 0/+20 counter
- A box to store the components
- These rules

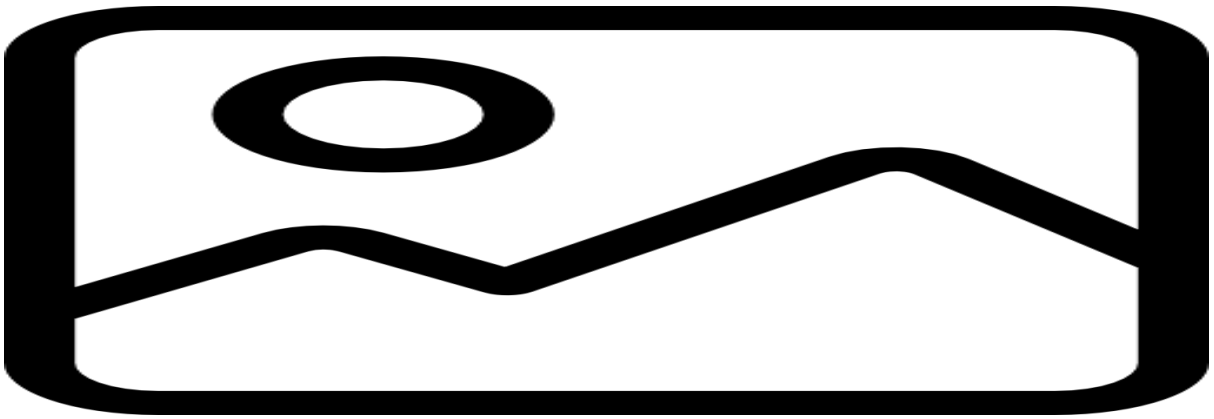
Theme



The basic game design is easily seen at different scales, but in this abstract “world”, each player represents a manufacturing company/city-state around an inland sea. The “sea” could be envisaged as a single lake

or an amalgamation of the whole world's oceans. The game takes place over ten turns, that could be considered decades from 1990 to 2090.

The *pollution* is industrial waste dumped in the environment, directly or indirectly. The different players produce different goods and pollution, but they all live in essentially the same area, so *pollution* created by any individual affects them all equally. They could be making cars, phones, plastic gadgets, food, etc.

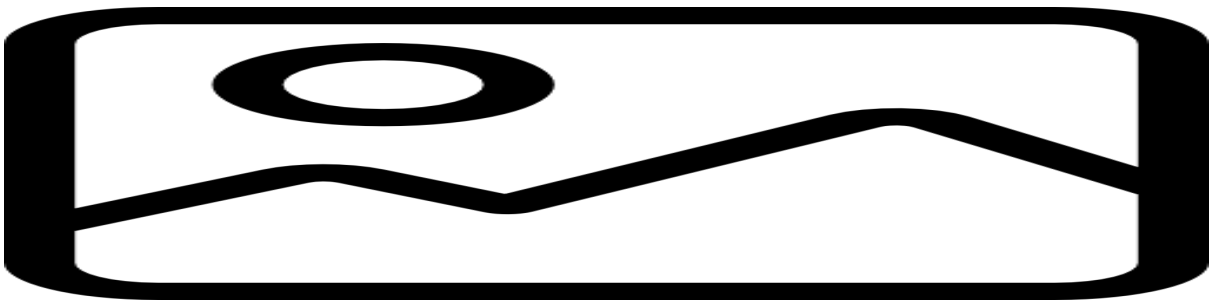


How to play

The game is played over 10 rounds. Each round, except the last, players get the opportunity to buy a card to advance themselves. At any time, 4 cards are available for purchase.

Start of game:

1. The players are randomly dealt player cards (you are recommended to always use The Big Pear and The Tiny Bean cards). Each player then takes the amount of *prosperity* and *pollution* shown at the top of their player card. *Prosperity* is stored near their player card and *pollution* is placed together in the central pool.
2. Each player takes a starting Coal and a starting Gas card and places it next to their player card.
3. Take the appropriate disaster card, based on the number of players, and place it on the board.
4. One player, picked at random, is given the first player token and takes the first turn.



Each player takes their turn, going to the left from the first player:

1. Perform effects on all cards already in front of you, including your player card. Any Optional cards may be activated if the player desires and they are able to pay any *prosperity* cost.
2. (Optional, but not in turn 10) For $1, discard all four cards from the offer and draw four new cards.
3. (Optional, but not in turn 10) Buy a single card for the price shown in the top left corner. Some cards have two prices - use the second one if another player already has an identical card in play. A player can never have two identical cards in their tableau.
    - Replace an existing ENERGY card (must always have exactly two of this type of card visible), by placing it on top of one of their previous ENERGY cards.
    - Perform an INSTANT effect, then discard that card.
    - Place the card in front of themselves. It will have an effect in future turns.

    Draw a new card to replace the one bought.

At the end of the round:

1. Draw an event card and perform the effects it describes. It is usually a disaster, having detrimental effects on some or all players:
    - Any added pollution goes straight into the pool.
    - -X$: an environmental disaster, caused directly by *pollution*, has occurred.
        i. Check the actual level of effect, X, on the disaster card, based on the current *pollution* level.
        ii. If the *pollution* is overwhelming, denoted by an END result, then civilization collapses and the game is immediately over and everyone loses!
        iii. Otherwise the players each roll the disaster die, counting the pips (0, 1, 1, 1, 1, 2), and adding any modifier shown on the disaster card and reducing the effect by an appropriate Defence card, if they have one. E.g. disaster severity is shown as die+1 and the player has defence of 2 against the disaster. The player rolls a 2, adds 1 and reduces by 2 - the total effect is to lose $1. If any player is forced to lose more *prosperity* than they have available, then they must discard all the prosperity they have and also discard any one card they have in front of them, except player or Starting ENERGY cards. If they have no bought cards to discard, then nothing happens. Only one card needs to be discarded, regardless of how many prosperity were lost.
2. Reduce the pollution in the pool by the number of players, due to natural forces.
3. If it is the end of round 10, then the game ends. Otherwise advance the round marker.

End of game:

1. If civilization is still intact, declare the player with the highest *prosperity* the overall winner. All the other players did not lose and can be considered to have achieved a minor victory.

Keywords

Various keywords, at the top right of cards, describe the card. Most are just to be referenced from other cards, but some have specific situational rules.

Clean: A type of energy production that doesn't generate pollution**.** Makes **Electric Cars** less polluting.

ENERGY: An energy generator. When buying an ENERGY card, place it over one of your two ENERGY cards. Individual players should always have exactly 2 ENERGY cards in front of them, that cannot be the same.

EVENT: Cards drawn every turn that have effects on all players, usually disastrous.

Global: The card affects all players.

INSTANT: When purchased, card effects are performed immediately, then the card is discarded.

Hydrocarbon: Energy produced by burning petrochemical products. Enables **Greenwashing** and gets a payout from **Aviation Subsidies**.

Protection: Mitigates the effect of specific events that are environmental disasters.

Renewable: A type of energy that is limitless and produces no pollution. Gets a payout from **Renewables Subsidy**.

Risky: Some things in life are not guaranteed. Flip a coin to decide if it actually works!

Starting: A card that every player starts with.

Variable: Renewable energy is often only available at certain times, such as when the sun is shining or it is windy (but not too windy). Prerequisite to benefit from **Large Scale Storage**.

Credits

Lead game designer: Bil Bas

Game designers: Lucy Lamb and the young people of Escape2Make.
Photography: Lucy Lamb and the young people of Escape2Make.
Illustrations: The young people of Escape2Make or from flaticon.com (free with attribution)
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