

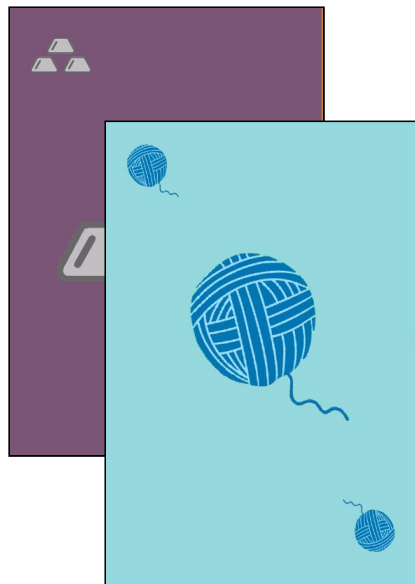
# Contents

42 cards (28 resource cards and 14 needs cards)

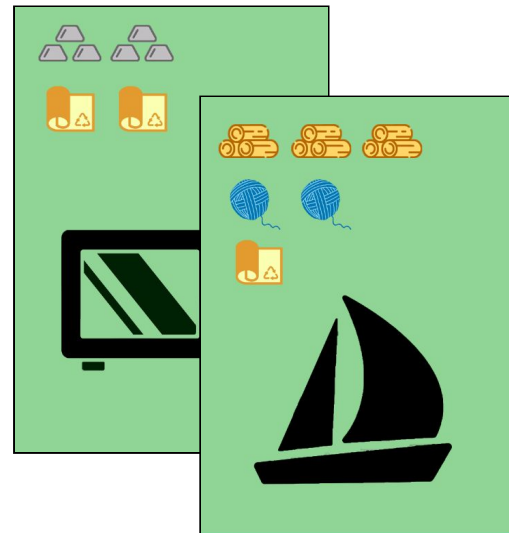
4 recycling specialty tokens

6 pressure tokens

1 starting player token



*Resource cards*



*Needs cards*

## Game setup

In this game, the players work together to accomplish a common goal. The game only works with 4 characters. If there is a lower amount of players, control the additional player's turn together.

At the start of the game, the resource deck is shuffled and each player is dealt 2 resource cards. Give each player a resource type token, which indicates which resource recycling is their speciality.

Set up the **needs** deck following these steps:

1. Take the cards that cost 6 resources to build, and randomly lay them out into 4 piles. Shuffle the rest of the deck and place the other needs cards on top of these piles equally (2 piles will have only 3 cards).
2. Shuffle each of the 4 piles individually.
3. Place each pile on top of each other to form the needs deck.
4. Place the first 4 cards from the needs deck visible at the center of the table to finish the set up.

Choose a random player to be the first player. Give them the round marker, which shows when a full round of play has passed.

## How to win

The goal of the game is to fill the people's needs for items shown in the needs zone, without running out of resources to do so.

The game is won if the players manage to fulfill all the needs in the deck without running out of the pressure tokens; if they would have to place a pressure token, and cannot do so, the game is lost.

## Player turns

At the beginning of a player's turn, they draw 2 resource cards (0 or 1 if there are not enough cards left) from the resource deck. Then, they can use **up to 2 actions**. After a player has finished their two actions, the turn moves to the next player in clockwise order.

If the player is the one who has the round marker token, a new round begins and two things happen before they start their turn:

1. All the current needs cards out on the board gain 1 pressure token. If you cannot place a token, the game is lost immediately. Then, add 3 more needs cards from the deck to the area. The maximum number of needs cards placeable is 5, so **if you cannot place all 3 cards, the last card in the row gains 1 pressure cube**.
2. Count the amount of resource cards in the recycling center. For every 3 cards, randomly remove one from the game permanently (for 0-2 cards, no card would be removed; 3-5, 1 card removed; 6-8, 2 cards removed; and so on).

## The actions players can take on their turn are as follows:

**Trade:** Give a player a resource card, or give them 1 card in exchange of one of theirs.

**Recycle:** Choose any two cards in the recycling center, and additionally up to two of your special type. Shuffle these cards into the resources deck.

**Thrive:** draw a resource card from the deck.

**Manufacture:** Spend resource cards from your hand equal to a need's card requirements to manufacture an item on the needs zone. Place that card in the completed items pile, and the

resource cards in the recycling center in the middle. You may also use **one** already completed needs card as a resource card (as explained below).

## Using items as resources

When the player is manufacturing a needs card, they may use **one** item from the already completed items as a part of the cost, without consuming an action to do so. The item will provide one of the materials that it has been made with (at the players choice). So for example, the microwave item made out of 2 metals and 2 plastics could be used as a single plastic or a single metal material in another item.

After an item has been used this way, it is removed from the game permanently. Flip it upside down and place it next to the completed items to signify this.

## Hand limit

When a player has more than 6 cards in their hand, they have to discard the extra cards to the recycling center immediately, until they have 6 cards in hand. They get to choose which cards they want to discard.

## When the needs cards deck is finished

If there are no cards left in the needs deck, but the game has not ended yet, additionally add 1 pressure cube to a visible needs card of your choice at the end of **every players turn**.