1. Quiz

Gold is used in the motherboards of smartphones. In your opinion, on average, how many kilograms of rock need to be extracted to produce 1 g of gold?

The person who is closest to the correct answer takes a resource from the cards that are visible, i.e. face up (answer on the next Event card).

1b. Answer

Answer to the quiz:

On average, 3 tons of rock need to be extracted to produce 1 g of gold.

2. Helping hand

Collecting old smartphones makes it possible to recycle certain resources such as gold.

If you have at least one Recycl' resource, choose a resource from among the face-up resource cards, while respecting the order of the turns around the table.
Replace the resources taken when everyone has served themselves.

3. The law changes

2005: the European Union introduced the carbon market, a system for trading greenhouse gas emission quotas.

From now on, before you take your turn in the game, you can propose a swap, in addition to the 3 actions that are possible.
For example: I will swap a precious metal and a Penalty for a base metal.

4. The law changes

2017: the European Union decided to regulate imports of certain minerals from areas in which there is armed conflict.

Discard 2 PolluMore resources from your hand (if you only have one left, discard it).

5. Helping hand

2030: TechCity opens a mine and new resources become available.

The player with the least penalties takes a face-up resource card. In the event two or more players have the same amount, respect the order of the turns around the table.

Replace the resources taken when everyone has served themselves

6. Major event

2034: following a mining disaster, the citizens of TechCity organize a demonstration and a law is voted to apply the polluter pays principle.

At the end of the game, your penalties will be deducted from your points total (-1 point per penalty).

7. Tax

2038: TechCity decides to give preference to the most virtuous manufacturers.

Starting with Player 1, if your neighbor to the left has more penalties than you, take a PolluMore or PolluLess resource from their hand (face down).

8. Major event

2041: for some time now, the grade of the ores has fallen sharply; producing the same quantity of metal now pollutes twice as much as before.

The penalties on the cards picked up are now doubled until the end of the game:
- 4 penalty for PolluMore
- 2 penalty for PolluLess

9. The law changes

2044: a law is passed to prevent a handful of manufacturers from monopolizing metal supplies.

Excluding Recycl' resources, keep only 2 resource cards of each type (Base metals, Other metals, etc.) in your hand.

10. Tax

2047: TechCity imposes a tax on manufacturers that pollute the most.

The player with the most PolluMore resources on their game board picks up 2 penalty cards. In the event two or more players have the same amount, each one picks up 2 penalty cards.

11. Tax

2049: a new law brings in taxes for companies that do not do enough in terms of recycling.

If you have fewer than 3 Recycl' resources (in your hand and on the board), discard 2 resources or pick up 1 penalty card.

12. Information

In reality, cleaning up pollution is difficult, costly and takes an extremely long time, and is sometimes even impossible. The former mining sites remain polluted.

From now on, you will not be able to clean up pollution (discard penalty cards). However, you can skip your turn.

13. Major event

2050: pollution is mounting up. The inhabitants of TechCity stop all mine production to concentrate on recycling and cleaning up pollution.

End of the game! Count the points of the components you have built, including:
-1 point for each penalty card
+2 points for the player with the most Recycl' cards on their board

14. And now

To find out more, you can consult the documentation on the PhoneImpact website.

https://phoneimpact.inria.fr