

Greenworld

Card Game Mechanics

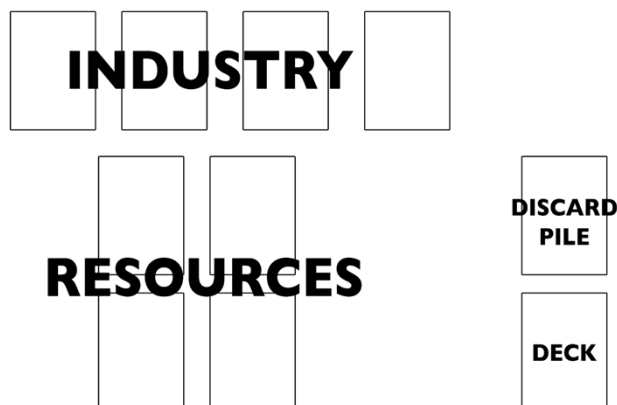
*Manage your water resources and build industries while you protect the environment
as you race towards development!*

I. Before the start of a game

- Find an opponent to play the game with. This is usually a game played by groups of three or four, but the game can still be played with other numbers of players.
- Make sure that each player owns a deck containing 20 original cards. If they are using paper cards as support for this game's cards, make sure that each design is uniform.
- Once you arrange yourselves to play the game, shuffle your decks thoroughly and position your decks to your right.
- Decide among yourselves who the first player is. You may play rock paper scissors or do other means to decide. The person to the first player's left is automatically the second player, and to the second player's left the third player, and so on.

II. Your first turn

- Draw five cards from the top of your deck.
- If you did not draw a Resource card and it is your turn, show your hand to your opponents, you may choose to return your hand to the deck, shuffle, and draw a new card. This is called a Mulligan. For each time you do a Mulligan, your opponents have the choice to draw a card. Other players who did not draw Resource cards on their first turn may choose to draw cards from Mulligans before them; however, if they still did not own Resource cards once it is their turn, they cannot perform their own Mulligan.
- You may place one Resource card on your first turn. You now have Water to use for Industry cards. You may not play Industry cards that exceed your current Water supply.
- You can consume your available Water to place an Industry card. The amount of resource and upkeep is located at the top right of the cards. There must always be at least zero water. When Water is zero or negative, players must discard active Industry cards until the Water condition is met.
- You cannot play any other types of cards on your first turn.
- The layout for your side of the game should look like below:



III. Your second turn

DRAWING PHASE

- Once it is your turn again, draw 1 card PLUS any other bonus from your active Industry card.

DEVELOPMENT PHASE

- You may place another Resource card. Take note that you only have FOUR spaces for Resource cards.
- If you have surplus water, you may place another Industry card. There is no limit for the amount of Industry cards you can place, so long as you have enough Water.

ACTION PHASE

- You may choose to play one of each of Enhancement and Disaster cards per turn. Once the Action card (or any other card) is consumed, place them in your Discard Pile.
- In instances you have to toss a coin, you may choose to instead do a rock paper scissors. If you win, it is considered a heads.

EFFECT PHASE

- Rotate ALL industry cards not placed this turn 90 degrees clockwise.
- End your turn.

IV. Your third turn onwards

DRAWING PHASE

- Once it is your turn again, draw 1 card PLUS any other bonus from your active Industry and/or Enhancement cards.

DEVELOPMENT PHASE

- Place additional Water or Industry cards as you wish so long as you have available resources.
- Once you have filled your Resource slots, or if you lack space to place a Watershed, you may choose to discard an active Resource card to replace with another from your hand.
- You can never discard your own Industry card without the use of a Disaster card.

ACTION PHASE

- Perform any Enhancement or Disaster card from your hand as you wish.

EFFECT PHASE

- Rotate ALL Industry cards not placed this turn 90 degrees clockwise.
- Once you have Industry cards rotated 180 degrees, you must perform the Industry Effect stated on the card. You can prevent this from happening by the use of the appropriate Enhancement cards. If Industry cards have attachments voiding the Industry Effect, they do not need to be rotated every Effect phase.
- Once a Resource or Industry card is discarded, all active attachments to said card must also be discarded.
- End your turn.

THE PLAYER WHO FIRST STARTS HIS OR HER TURN AND IS UNABLE TO DRAW ANY MORE CARDS FROM HIS OR HER DECK IS DECLARED THE WINNER.

OTHER PLAYERS MAY CHOOSE TO CONTINUE THE GAME OR END COMPLETELY.