

# Terra

## Terra

### *Meet The Team*

Nao Belgrave	Internal playtester, focused on final P&P design and outlining digitization & competitors.
Giovanna Nelson	Focused on the user experience design and instruction book
Milo Qureshi	Playtester note-taker, sell sheet designer, and brainstorming initial event cards
Gabriel Roddy	Designed card functionality and finalized P&P files
Davey Walls	Print and play files, brainstorming game ideas, and concept art/mechanics, ideas for further expansion.

### *One Sentence*

Nature and Humanity must cooperate through conflict and disaster to restore the world.

# Sell Sheet

## What It Is

*Terra* is a cooperative environmental strategy game in which two parties of players seek to restore a demolished urbanscape in their respective images: one seeks to urbanize and repopulate the environment as much as possible, while the other wishes for nature to take the ruin's place.

## How It Works

The two parties will draw cards at the beginning of the game, detailing their needs and wants. Throughout the course of the game, several conflicts will arise within the environment and between the players that must be resolved before they can prosper.

## How It Differs

The focal experience of this game is cooperation. Player teams must compromise with each other to realize individual and shared goals, as well as managing their respective territories and tiles to bring prosperity to the world. This game differs from other cooperative and environmental games by combining the two concepts and adding a constructive element. Through this new element, players can visualize the changes they make to the environment as well as see how past and present events may affect the board in the future. We intend to make time a powerful component in both narrative and gameplay.

# Terra

*Nature and Humanity must  
cooperate to restore the world!!*

Terra is a cooperative environmental strategy game in which two parties of players seek to restore a demolished urbanscape in their respective images: one seeks to urbanize the environment as much as possible, while the other wishes for nature to take the ruin's place.

## Genres

Cooperation, Godsim, Building, Strategy

## Components

25 Cards (World and Event)

2 Reference Cards

30 Time Tokens

25 World Tokens

Board

90 Territory Tiles

73 Buildings Tokens



Nao Belgrave  
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Gabriel Roddy  
Davey Walls

10+  
Ages

2+  
Players

50-75  
Minutes

# Instruction Book

## Overview

In Terra, two agents of time hold influence over the behaviors of humans and nature. These agents will work to restore the world in their vision by taking simultaneous action. Time oversees all, and actions result in the passage of time. As the world is rebuilt, events occur outside of the control of the agents, negatively affecting the progression towards their goals. These events require the cooperation of both agents to work towards resolution. Leaving them unattended will lead to negative effects. When all events are resolved and players achieve their goals, the agents relinquish their control and allow the world to function on its own.

## Components

5x World Cards

20x Event Cards

2x Reference Cards

30x Time Tokens

25x World Tokens

1x Board

90x Territory Tiles (double-sided with Nature & Humanity)

73 Buildings Tokens

## Setting Up

- Set the empty board on a flat surface. There should be no tiles in play.
- Take the deck of event cards and randomly place the world cards within the deck. Shuffle well then set aside.
- Decide who will act as humanity or nature.
- Each team begins with 5 Time tokens.

## How to Play

1. Each team begins by receiving the max amount of time tokens you can have that turn and discussing the actions you wish to take. You are urged to spend all the tokens you have in every turn as you cannot stockpile them.

2. Once completed, teams will move to the main board and begin commencing their actions and initiating any building effects. Teams can only build on their territory unless otherwise specified by a card or building. Teams take their actions at the same time.
3. After both teams have taken their actions, one team draws an event card. Every turn, alternate between teams drawing an event card until the last card is drawn (*Teams take their first turn **without** drawing an event card*). If you are able to, resolve the card before moving onto the next turn.
4. Repeat until all event cards have been drawn. The final card drawn gives you 1 additional turn to resolve it before the game is over.

## Winning The Game

If **both** teams have built their objective buildings by the end of the game and have resolved all the event cards, the game is won.

## Cards

### Event Cards

The event cards describe changes that occur in the landscape over the course of play. These changes have tangible effects on the team that drew the card or the team the card specifies and may be resolved in order to negate these effects. Cards do not need to be resolved the turn that they are drawn, but the consequence they pose will continue to remain in effect each turn they are not resolved.. A resolved event card is set aside in a “resolved” pile. When a card mentions a building being affected that is not currently present on the board, the card will come into play when that building is created.

Name	Affected	Unresolved Consequence	Resolution
Crevasse	Either team	A fissure is formed between existing human and nature territory not allowing them to share time tokens	A house and woods must be constructed adjacent to each other to form a bridge across the fissure
Sloth	Either Team	Reduce the max amount of time tokens for the team that	The other team must share time tokens

		drew by 3	equivalent to the amount reduced. Can be resolved over multiple turns.
Famine	Humanity	Humans lose 2 time tokens due to the hunger of the humans.	Nature has to sacrifice a fruit tree to feed the humans
Burnout	Either	Destroy a forge or natures pond (If no forge/pond is built, destroy next the most valuable building on)	The other team must destroy a building of equivalent token value.
Weathering	Humanity	Render the last building you constructed unusable	Nature must sacrifice enough trees to equal to the construction token cost of the building to repair it
Ruin	Either team	Choose an objective building with a turn based effect. Delay that effect by one turn.	Take no action for one turn
Buildup	Either team	Unclaimed tiles adjacent to this team's claimed tiles is rendered unobtainable	Unclaim 3 adjacent tiles of territory for the buildup to settle
Mourning	Humanity	Humans' delayed effects will not progress until resolved.	Build walls around a house and convert it into a morgue
Aging Woods	Nature	Tree type buildings can no longer acquire territory for nature until resolved	Increase the biodiversity by building three new vine trees
Pollution	Nature	Nature can no longer build new buildings	Construct and/or convert a home into a greenhouse, allowing plants to be built in it at a reduced cost (-1)

Termite Infestation	Nature	Termites have collapsed two trees of your choosing.	A shelter and the land it resides upon must be destroyed to serve as a termitarium.
Gopher Attack	Humanity	Two of your first-placed wall topple over from gophers burrowing underneath.	Nature must construct 2 vine trees to house the gophers
Dry Spell	Nature	Plants and animals begin to compete for water due to its apparent lack. Delay all nature based building effects by 1 turn	Must build a pond to reduce effects
Blight	Nature	Fruit trees planted by the nature team begin to wither and lose their functionality due to disease	Humanity must give up 3 time tokens for a turn to develop a cure.
Landmines	Either	Pick two tiles from each team as the explosive locations.  Failure to resolve this issue will cause the explosives to detonate, destroying any building within two tiles of their location in all directions.	Bombs must be surrounded by walls/vine trees on all sides to contain the blast. If not completely contained, the explosion destroys buildings 2 tiles adjacent to it in the uncontained direction.

## World Cards

World cards describe permanent changes to the landscape that teams will have to overcome. They are unresolvable as they alter how the map functions. Upon drawing a world card, each team's maximum Time allocation is increased by **one** Time token for the whole game.

## Actions

Each team has multiple actions they can take during the turn. Acquiring territory tiles, building structures, and managing previously built structures are the main actions you can take.

Territory tiles cost 4 time tokens for nature and 2 time tokens for humanity. The cost for

buildings and managing structures are specified on the building pamphlets for teams and event cards. Additionally, you can assist the other team by giving some of your time tokens to them. You can only give a max of 3 time tokens per turn.

## Buildings

There are 3 types of buildings: Support Buildings, Objective Buildings, and Combined Objective Buildings. Buildings can be destroyed for 1 time token after they are fully constructed. You can also partially build buildings by placing down some of the time tokens required on the tile you want the building to occupy. Some buildings are “upgraded” into new buildings by the adjacency of nearby buildings (ex. A shelter becomes a house when four walls are built on the same tile as it). When this occurs, the initial building no longer provides their previous effects and does not count toward the max amount of that building.

## Nature Building List

Name	Type	Description	Cost	Max Amt	Effect
Trees	Support	A broad-leaved tree that shades the ground.	1	N/A	Can spread its roots to flip one adjacent tile of the players choice at the beginning of their turn
Woods	Support	A dense accumulation of flora, providing a habitat for animals and vegetation alike.	3 trees built on the same space	3	Can spread its roots to flip two adjacent tiles of the players choice up to 2 spaces away from the woods at the beginning of their turn
Animal Herd	Support	These animals are part of a flourishing ecosystem, and help to provide a delicate balance between	4	2	For each herd you own, the cost of acquiring territory manually is reduced

		flora and fauna.			by one.
Vines	Support	Reinforces trees with a symbiotic relationship. Vines will kill off adjacent weeds, allowing the tree to flourish.	1, Can be placed on as many trees adjacent to the tree the vine was originally placed on.	N/A	Converts trees into a vine tree allowing it to slowly acquire adjacent tiles by 1 stage at the beginning of each turn. Can be used to block directional event cards.
Fruit Tree	Support	A tree that produces a delicious fruit	2	n/a	Reduce the cost of acquiring 2 adjacent tiles of the player's choice by 1. Reduce cost of adjacent animal herds by 1
Pond	Support	A small body of water that revitalizes the greenery around it.	5	3	Reduces the token cost of buildings constructed directly adjacent to it by one.
Forest	Objective	A dense thicket of trees hosting animal life and several streams.	Combine one of each tree type building into one forest. Tree buildings must be adjacent to each other.	2	A canopy protects adjacent buildings from world effects, All adjacent unclaimed tiles become nature territory. Progresses partially built buildings by 1 stage.
Lake	Objective	A large body of water that serves as a watering hole and a gather space fo all of the surrounding nature	Combine all three ponds into one space	1	Reduce the cost of all nature buildings by one and adjacent buildings by 2. Allows adjacent buildings to perform their effects twice per turn

## Humanity Building List

Name	Type	Description	Cost	Max Amt	Effect
Shelter	Support	A rudimentary home allowing refugees a place to stay	1	n/a	You gain an additional time token for one turn every three turns after placing.
Library	Support	A public aggregate of knowledge	2	3	At the beginning of a turn, choose one adjacent building to subtract one turn of wait time for a delayed effect.
Walls	Support	A simple barrier that provides extra safety to those behind it	1	n/a	Can be built on hexagons with preexisting structures and block directional events. If a building is surrounded completely by walls, it is immune to any event card's effect.
Houses	Support	A place that brings comfort to these harsh lands, a place humans can truly call home.	4 Walls built on the same tile as a shelter	n/a	Every 4 turns, humans can acquire 2 tiles of territory for the cost of 1
Forge	Support	Allows for the production of advanced tools and products, allowing the humans to work faster.	5	1	Reduce adjacent human buildings time token cost by 1, decrease maximum turns of wait time for delayed effect for adjacent buildings by one turn.
Town	Objective	A bustling center of culture where many	Combine 2 houses and	2	Gain 1 max time token permanently. Reduce the cost of

## Combined Objective Buildings

Name	Description	Condition/Cost
Farm	A homely farm filled with crops and livestock.	A house, shelter, fruit tree, and an animal herd constructed adjacent to each other.
Nature Reserve	A place where humans can go to respect and observe thriving nature.	Pond, woods, and a house surrounded by walls constructed adjacent to each other
Hydroplant	An eco-friendly alternative to the coal-fired power plant. The dam it constructs increases access to water for humanity and nature.	Lake and power plant adjacent to each other