

# General Info

**Players:** 1-4 (preferably 2-3)

## Objective

It's up to you and your friends to repair the world from climate change!

The LED thermometer represents the average temperature of the Earth, relative to pre-industrial levels. To win the game, you must bring temperature back to 0 (pre-industrial levels).

## Set Up

This game involves rolling lots of dice, lots of times, as fast as possible. Make sure you have an appropriate playing surface!

The game uses 12 dice, no matter how many players are playing. Divide the dice evenly by the number of players.

Plug in the LED thermometer and turn it on.

## Turn Progression

Every turn, emissions will increase automatically, unless you play solutions that decrease them.

Every turn, three potential climate solutions will be displayed on-screen. The Funding and Action requirements for each solution are also displayed. In order to complete a solution, you must meet both requirements.

The Funding requirement is additive. For example, if the Funding requirement is 30, your team must collectively set aside enough dice that add up to EXACTLY 30.

The Action requirement represents the research and time necessary to fully implement the solution. Your team must exactly match the dice for this requirement. For example, if the Action requirement is 1 5 6, your team must set aside a 1, 5 and 6.

To complete the requirements, you must roll your dice. You may select any or all dice that you have rolled, and set them aside to count either towards Funding or Research. An individual cannot set aside dice for both Funding and Research during the same roll.

Once a die is set aside, you may not use it again this turn. You may re-roll **all** remaining dice as many times as you wish, until you have no more dice.

If your team has collectively completed a solution, you may hit the corresponding button to finalize it! You will be rewarded with a change in the rate of CO<sub>2</sub> entering the atmosphere, in terms of MegaTonnes (MT) of carbon removed. A negative number means the amount of carbon has increased!

If you cannot finalize a solution within 60 seconds, no solution will be implemented, and the turn will be lost.

At the end of a turn, you have 3 seconds to collect your dice and prepare for the next turn.