

ECOVENTURE

DETAILED MANUAL *(ver 2.0)*

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General Rules

- Each player starts from the central **Arena** of the board. Each player has to roll dice once before the game begins. The player who gets the highest number gets to start first, and the order follows. However, in case of a tie, the players involved must roll the dice again.
- One of the players should play the role of an officer. The officer has to manage money, industry cards and carbon currencies. The officer could also be a person who isn't playing the game.
- Each player starts with an initial money of **Rs 10,00,000** given by the bank. Each player is also provided with **5 petrol units** to start with.
- One Petrol unit is consumed per turn. So, players have to make sure to get to the nearest petrol pump before they run out of petrol. They can get petrol units by paying for them using money and get the respective carbon footprints. The amount of money to be paid, and its carbon footprint would depend upon the type of automobile owned by the player.
- However, if a player runs out of fuel during the gameplay, he/she may request for a towing service by paying **Rs 50,000**, wherein the player would be provided with 2 petrol units to help him/her reach the nearest petrol pump.
- At the beginning of every turn, the player is supposed to say out a number aloud before throwing the dice. If the numbers match, then voila! The player has to pick up an event card and complete the event written on it.
- After an industry is purchased, all returns in terms of money and carbon footprints would be received by the player after every 3 turns.
- An industry can be upgraded, once it has been purchased. However, the player may directly upgrade to any level of the industry, if the player has enough money.
- Elite Club: A club for the elite entrepreneurs!

Criteria to enter the club

1. The players must have white currency strictly greater than black currency.
(Overall negative carbon footprints)
 2. The players must have **a level 5 industry**.
 3. The players must have a minimum bank balance of **Rs 50,00,000**.
- Ending the game: The game ends when the **first 4 members** (or more than half of the players playing the game, if the number of players is less than 6) become members of the elite club.

Evaluation: Once the players enter the elite club, their income wouldn't be taken into account anymore. The white currency would be used to neutralize the black currency. For each black note the player has, the player loses a white note. Finally, all players are to be left with only white notes. The members of the elite club would be evaluated based on the

number of white currency they have. The person with the highest number of white notes (Most effective carbon sink) WINS!

Currency

There are two currencies used in the game:

- Money: This is the plain old money. Medium of exchange. You get it from industries, Event regions and event cards.
 - Denominations: 10,000 20,000 50,000 1,00,000 2,00,000 5,00,000 10,00,000
- Carbon Footprint notes (CF notes): These notes represent your carbon footprint. Your carbon footprint increases from industries and the vehicle you own, event cards and event regions. Event regions and cards can also decrease your CF. There are two kinds of notes.
 - Black Currency (+ve CF): You get these notes when you are the source of carbon emissions (you generate carbon footprint)
 - White Currency (-ve CF): You get these notes when you are the sink of carbon emissions (you develop something that consumes carbon)
 - Denominations: 50, 100, 200, 500, 1000

Automobile

All players start off with an automobile. After every round, the player has to pay the fuel cost and receive the CF caused by the automobile. The automobile can be upgraded when the player lands in the *Automobile industry*.

- BS1 - 1 star - CF: 100/coin, Fuel cost: 2000/coin
- BS2 - 2 star - CF: 80/coin, Fuel cost: 1500/coin, Upgrade cost: 1,00,000
- BS3 - 3 star - CF: 60/coin, Fuel cost: 1000/coin, Upgrade cost: 2,00,000
- BS4 - 4 star - CF: 30/coin, Fuel cost: 500/coin, Upgrade cost: 5,00,000
- BS6 - 5 star - CF: 0/coin, Fuel cost: 100/coin, Upgrade cost: 10,00,000

Developments

Placing 'Developments' on industries can yield better income and reduce carbon footprints.

- Color coding is done on each card to show in what kind of regions these industries can be built.
- All Industries start out as 1-star industries. Money is spent to upgrade their star rating.

- Different industries have different cost of upgradation.(Depends on the nature of industry)
- After upgrading the industry, income will increase and carbon footprint will decrease.
- Following '*developments*' are exclusive for certain industries. These developments can be written on the industry card itself.
 - ❖ Waste management: Generate electricity from waste.(CF reduction:200)(Cost:4,50,000)
 - ❖ Jamshedpur steel industry and textile industry: Use renewable energy.eg: windpower, hydropower and solar energy (CF reduction: 300)(Cost:8,00,000)
 - ❖ IT industry: Develop apps and games related to climate ,Nature etc(CF reduction:50)(Cost:1,00,000)
 - ❖ Railways: use solar energy (CF reduction:100)(Cost:3,00,000)
 - ❖ Automobile industry: manufacture cars that have a mileage of 15km/l or above (CF reduction:100)(Cost:2,00,000)
 - ❖ Car servicing centre: Convert a fully petrol car to partial petrol and solar driven car.(CF reduction:50)(Cost:1,50,000)
 - ❖ Oil industry: Recycling of used oil to convert into diesel fuel.(CF reduction:300)(Cost:6,00,000)
 - ❖ Gems industry and casino: Donate money to save the nature, forests etc (CF reduction:350)(Cost:9,00,000)
 - ❖ Paper industry: Recycle the paper(CF reduction:200)(Cost:2,50,000)

Natural Regions

A natural region is a part of the board.A player can build industries on natural regions with money. He can choose to build an industry in it, or expand an industry.

Adjacent industries would be affected by these regions. (Example: Industries next to volcanoes can blow up/ Polluting Industries next to rivers are harmful). These regions will have events that are beneficial to the players who land there. (Example: landing on river: player can spend money to clean the river, and gets white notes)

- **Urban**
- **Rivers**
- **Oceans**
- **Volcano**
- **Mines**

- Coal
- Forests
- Hills
- Farmlands
- Plateau
- Deserts

Existing industries

This section has a list of industries, and the positive and negative triggers, under the (+) and (-) bullets.

- **Jamshedpur steel industry**

Do you have the strength in you to run a steel industry? Because this high investment, high return industry is not for the faint-hearted.

LEVEL(UPGRADE COST)	INCOME(Rupees)	CARBON FOOTPRINT(units)
1	1,00,000	1000
2(2,00,000)	1,50,000	900
3(3,00,000)	2,30,000	750
4(4,00,000)	3,50,000	500
5(6,00,000)	5,00,000	200

COST: 20,00,000/-

Event Triggers:

- If a person who owns a mining industry happens to land on this industry, he/she would be paid half of the income generated by this industry for that round.

- + If a person who owns an automobile industry happens to land on this industry, he/has to pay half of the income generated by the automobile industry to the owner of this industry for that round.

● **Gems Industry**

Oh pal!..You deal with uncut gems,you are a cut above the rest.This Industry is MONEY,MONEY,MONEY!!

LEVEL	INCOME	CARBON FOOTPRINT
1	5,00,000	3,000
2 (4,00,000)	6,50,000	2,500
3 (5,00,000)	8,00,000	2,000
4 (6,50,000)	10,00,000	1,500
5 (8,00,000)	15,00,000	850

COST: 50,00,000/-

Event Triggers:

- + If a person owning a shipping industry lands here, the owner of this industry may pay 1,00,000 to the person and get 20% additional income to his original income for that round.
- However, if a person with a mining industry lands here, he has to be paid 1,00,000 by the owner of this industry.

● **Herbal Industry**

‘Health is wealth’ they say, so why wouldn’t you want to cash in on people's health.

LEVEL	INCOME	CARBON FOOTPRINT
1	50,000	500

2 (50,000)	75,000	400
3 (1,00,000)	1,00,000	300
4 (1,50,000)	1,25,000	200
5 (2,50,000)	2,00,000	50

COST: 10,00,000/-

Event Triggers:

- If a person owning a forest based industry happens to land on this industry, he/she gets paid the income generated by this industry for that round.
- + Anyone who lands on this industry may pay 10,000 to the owner and avoid any hospital visits in the future.

● **Agricultural Industry**

Hey! This industry might not earn you as much as the mainstream ones, but would the nation survive without this. Also keep in mind this will not credit you with higher carbon emissions as the mainstream ones.

LEVEL	INCOME	CARBON FOOTPRINT
1	75,000	500
2 (1,50,000)	1,25,000	300
3 (2,50,000)	1,75,000	100
4 (3,50,000)	2,50,000	0
5 (5,00,000)	3,50,000	-100

COST: 25,00,000/-

Event Triggers:

- + If a person owning a river based industry visits this industry, the owner of this industry and the person who lands on it share their net income and carbon

footprints(split it in equal halves) from all the agricultural and river based industries owned by them for that particular round.

● IT industry

This industry is a wise choice, fitting the price it demands. The cleanest high earning industry you can ask for!

LEVEL	INCOME	CARBON FOOTPRINT
1	3,00,000	400
2 (2,50,000)	6,00,000	300
3 (5,00,000)	10,00,000	200
4 (8,00,000)	14,00,000	150
5 (12,00,000)	20,00,000	100

COST: 15,00,000/-

Event Triggers

- + If a person owning a furniture industry lands here, he/she has to give some furniture free of cost to the IT industry (The free furniture cost is around 20% income earned from the furniture industry).
- + Players may choose to invest in websites and online advertisements for their level 5 industry, as a replacement for physical advertisements. *Cost: 2,00,000. CF: -200* (Can be done only once for an industry)

● Hydro power plant

Renewable energy is on the rise, and a hydro power plant is a step towards sustainable development. Using gravity to create electricity, this creation is a marvel!

LEVEL	INCOME	CARBON FOOTPRINT
1	2,50,000	300

2 (50,000)	3,00,000	150
3 (1,00,000)	4,00,000	-50
4 (2,50,000)	5,50,000	-150
5 (4,00,000)	7,00,000	-300

COST: 40,00,000/-

Event Triggers

- + If a person owning an agricultural industry lands here, he/she has to be paid 75,000 by the owner.
- + *Electricity Contract*: Players who land on this place can form a contract to supply electricity to his/her industry. Temporary contract cost:60,000/turn; Permanent contract cost: 10,00,000(8,00,000 for river-based industries); CF: -100/turn (-300/turn for level 5 industries). Maximum of 1 contract per player at any given time. Paid money goes to the government.
- + If a player owns this industry, they earn a part of the contract money. Temporary contract earnings: 10,000/turn, Permanent contract earnings: 2,00,000.

• **Oil Industry**

Considered the biggest sector in the world in terms of value,you will be dealing with the most valuable asset in the world!

LEVEL	INCOME	CARBON FOOTPRINT
1	5,00,000	3000
2(5,00,000)	7,50,000	2500
3(8,00,000)	10,00,000	2000
4(12,50,000)	12,50,000	1500
5(15,00,000)	15,00,000	800

COST: 50,00,000/-

Event Triggers

- + The player gets a chance to invest 1,00,000 in a new oil well(Pay half to owner and half to govt). If he/she rolls
 - + 6, oil is found and the player gets 10,00,000.
 - + 5/4/3, player earns the same as his/her investment
 - + 2/1, oil is not found and the player earns nothing.

• Geo-Thermal Industry

It's not a "pressure cooker" but it will surely ease the pressure on earth because it's sustainable, environmental friendly ,cost effective and reliable. Cash in the future of energy sector...🎵 what are U waiting for 🎵

LEVEL	INCOME	CARBON FOOTPRINT
1	75,000	400
2(1,00,000)	1,00,000	300
3(1,50,000)	1,50,000	100
4(2,25,000)	2,50,000	-50
5(3,50,000)	4,00,000	-200

COST: 40,00,000/-

Event Triggers:

- + *Contract:* Players who land on this place can form a contract to supply electricity to his/her industry. Temporary contract cost:60,000/turn; Permanent contract cost: 12,00,000(8,00,000 for mining industries); CF: -100/turn (-300/turn for level 5 industries). Maximum of 1 contract per player at any given time. Paid money goes to the government.
- + If a player owns this industry, they earn a part of the contract money. Temporary contract earnings: 10,000/turn, Permanent contract earnings: 2,00,000.

• Windmill

How many men must die , how much more should our mother earth suffer so that we

stop burning coal? It's high time we find some other alternative and what is that? The answer, my friend , is blowing in the wind..

LEVEL	INCOME	CARBON FOOTPRINT
1	90,000	400
2(1,00,000)	1,20,000	200
3(1,50,000)	1,75,000	100
4(2,00,000)	2,25,000	-50
5(4,00,000)	4,50,000	-200

COST: 45,00,000/-

Event Triggers

- + *Contract:* Players who land on this place can form a contract to supply electricity to his/her industry. Temporary contract cost:80,000/turn; Permanent contract cost: 10,00,000(8,00,000 for hill-based industries); CF: -100/turn (-300/turn for level 5 industries). Maximum of 1 contract per player at any given time. Paid money goes to the government.
- If a player owns this industry, they earn a part of the contract money. Temporary contract earnings: 20,000/turn, Permanent contract earnings: 2,00,000.

● Textile Industry

This low investment industry is the perfect starter for your future business empire. Remember, from humble beginnings come great things. The 'Ambani's would agree..

LEVEL	INCOME	CARBON FOOTPRINT
1	25,000	500

2(40,000)	45,000	300
3(75,000)	80,000	200
4(1,00,000)	1,00,000	125
5(1,25,000)	1,50,000	50

COST: 4,00,000/-

Event Triggers

- + Everytime the owner comes here, a new trend is tried. Owner rolls dice, and if he rolls 6, then the trend goes viral and profits go up. *Owner earns 1,00,000 as profits for that round.*

● **Casino**

Home to people who dare to tread on the thin rope of life, this place offers excitement and winning opportunities to everyone who visits. But be careful not to get carried away!

LEVEL	INCOME	CARBON FOOTPRINT
1	1,00,000	250
2 (1,00,000)	1,50,000	220
3 (2,00,000)	2,00,000	180
4 (3,00,000)	5,00,000	140
5 (5,00,000)	8,00,000	100

COST: 15,00,000/-

Event Triggers:

- + Player pays the owner 1,00,000. Player tells out a safe number and a jackpot number, and rolls the dice. If he/she rolls the jackpot number, the owner pays the player 5,00,000. If he/she rolls the safe number, the player gets back 1,00,000.

● Railways

This industry is indeed the lifeline of the business. Dominate the map by controlling the prime mode of transportation.

LEVEL	INCOME	CARBON FOOTPRINT
1	2,00,000	1000
2 (1,00,000)	3,00,000	900
3 (2,50,000)	5,00,000	700
4 (3,50,000)	7,00,000	500
5 (5,00,000)	10,00,000	200

COST: 40,00,000/-

Event Triggers:

- + Everytime someone uses railway transport to travel from one station to another, they have to pay 25,000 fees to the government/player who owns it.

● Automobile Industry

Automobiles are commonplace these days, but the best automobiles aren't sold everywhere. Home to the most advanced technology, this industry aims to provide reliable transport and a sustainable future at the same time!

LEVEL	INCOME	CARBON FOOTPRINT
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1	1,50,000	1000
2 (1,00,000)	3,00,000	800
3 (2,00,000)	4,00,000	600
4 (3,00,000)	5,50,000	400
5 (5,00,000)	8,00,000	150

COST: 30,00,000/-

Event Triggers:

- + Players can pay to buy a car that has lower carbon emissions. All automobiles start off as 1-star vehicles. they can be upgraded to 5-star.

● **Port and Ferry service**

There are mainly 2 ports in the map and can be used for travelling and transporting cargo. As the prophecy sayeth, "he who owns the port is the undisput'd king of the ocean "

LEVEL	INCOME	CARBON FOOTPRINT
1	50,000	500
2 (50,000)	80,000	400
3 (1,00,000)	1,20,000	250
4 (1,50,000)	1,80,000	100
5 (3,00,000)	2,50,000	20

COST: 12,00,000/-

Event Triggers:

- + Everytime someone uses railway transport to travel from one station to another, they have to pay fees to the government/player who owns it.

● **Car Servicing center**

This humble place was put together by people who have passion for automobiles and the environment alike. Their passion for money isn't very distant either.

LEVEL	INCOME	CARBON FOOTPRINT
1	1,50,000	400
2 (1,00,000)	2,00,000	350
3 (2,00,000)	2,50,000	250
4 (2,50,000)	3,50,000	150
5 (4,00,000)	5,00,000	50

COST: 30,00,000/-

Events Triggers:

- + Players can get their car serviced here. Your next 5 turns only cost 1 petrol unit.
Cost: 20,000 (Half goes to owner)

● Waste treatment/recycling plant

The waste treatment plant uses resources to treat waste. As it is upgraded, it uses less resources and will treat more waste, acting like a carbon sink.

LEVEL(UPGRADE COST)	INCOME	CARBON FOOTPRINT
1	50,000	100
2(1,00,000)	70,000	50
3(1,50,000)	90,000	0
4(2,00,000)	1,20,000	-100
5(3,00,000)	1,50,000	-300

COST: 20,00,000/-

Event triggers:

- + If *development - generate electricity* is present, the players who land on this industry can transport their industrial waste to this industry to process, everytime he/she lands on it. *Cost*:80,000(40,000 to owner, 40,000 to government) *CF*:-100
- + Player rolls dice to determine how much of his/her industrial waste is treated here. *Cost*: $n \times (50,000)$ *CF*: $n \times (-200)$ [n is the number rolled on dice]

● Petrol Bunk

As long as players like you keep running your businesses, this business can never stop!

LEVEL	INCOME	CARBON FOOTPRINT
1	1,50,000	400
2(1,00,000)	2,00,000	350
3(1,50,000)	2,50,000	250
4(2,00,000)	3,50,000	150
5(4,00,000)	5,00,000	50

COST:20,00,000/-

Event Triggers:

- ❑ Players who land here can buy fuel coins for their automobiles. Moving in every turn uses up one fuel coin.
 - + BS1 - 1 star - CF: 100/coin, Fuel cost: 2000/coin
 - + BS2 - 2 star - CF: 80/coin, Fuel cost: 1500/coin
 - + BS3 - 3 star - CF: 60/coin, Fuel cost: 1000/coin
 - + BS4 - 4 star - CF: 30/coin, Fuel cost: 500/coin
 - + BS6 - 5 star - CF: 10/coin, Fuel cost: 100/coin

Buildable Industries

These industries are built based on the natural resources available in that region.

- **Rivers**

Fisheries Industries

LEVEL	INCOME	CARBON FOOTPRINT
1	50,000	250
2(50,000)	80,000	200
3(70,000)	1,20,000	100
4(1,00,000)	1,80,000	50
5(1,50,000)	2,50,000	0

COST: 2,00,000/-

Kayaking(Tourism)

LEVEL	INCOME	CARBON FOOTPRINT
1	1,00,000	100
2(50,000)	1,50,000	70
3(70,000)	2,00,000	50
4(1,00,000)	2,50,000	20
5(1,50,000)	4,00,000	0

COST: 15,00,000/-

Mineral Water

LEVEL	INCOME	CARBON FOOTPRINT
1	1,50,000	300
2(50,000)	2,00,000	250
3(1,00,000)	3,00,000	200
4(1,50,000)	4,00,000	150
5(2,00,000)	5,00,000	50

COST: 10,00,000/-

- **Oceans**

Shipping Industry

LEVEL	INCOME	CARBON FOOTPRINT
1	1,00,000	1000
2 (1,00,000)	1,50,000	900
3 (2,00,000)	2,00,000	800
4 (3,00,000)	2,50,000	700
5 (5,00,000)	4,00,000	400

COST: 10,00,000/-

Salt industry

LEVEL	INCOME	CARBON FOOTPRINT
1	50,000	500
2 (50,000)	75,000	300
3 (70,000)	1,00,000	100
4(1,00,000)	2,00,000	50
5(2,00,000)	5,00,000	0

COST: 2,00,000/-

Seafood Industry

LEVEL	INCOME	CARBON FOOTPRINT
1	25,000	300
2 (30,000)	50,000	150
3 (60,000)	1,00,000	50
4 (1,00,000)	1,50,000	-50
5 (1,50,000)	2,00,000	-150

COST:1,00,000/-

Nuclear Power Plants

LEVEL	INCOME	CARBON FOOTPRINT
1	5,00,000	1000
2 (2,00,000)	6,00,000	900
3 (3,00,000)	7,00,000	800
4 (5,00,000)	8,00,000	600
5 (7,00,000)	10,00,000	300

COST:30,00,000/-

Cruise ship (Tourism)

LEVEL	INCOME	CARBON FOOTPRINT
1	2,50,000	5,000
2(3,00,000)	5,00,000	3,000
3(6,00,000)	7,50,000	1,500
4(10,00,000)	12,50,000	750
5(15,00,000)	17,50,000	250

COST:15,00,000/-

- **Forests**

Rubber

LEVEL	INCOME	CARBON FOOTPRINT
1	20,000	600
2(30,000)	40,000	300
3(50,000)	60,000	150
4(80,000)	1,00,000	0
5(1,25,000)	1,50,000	-100

COST: 1,00,000/-

Wildlife Sanctuary(Tourism)

LEVEL	INCOME	CARBON FOOTPRINT
1	25,000	300
2(45,000)	50,000	150
3(60,000)	75,000	0
4(90,000)	1,00,000	-100
5(1,50,000)	2,00,000	-225

COST: 5,00,000/-

Furniture

LEVEL	INCOME	CARBON FOOTPRINT
1	50,000	600
2 (75,000)	1,25,000	450
3 (1,00,000)	2,00,000	250
4 (1,50,000)	3,00,000	150
5 (2,25,000)	5,00,000	50

COST: 8,00,000/-

Paper

LEVEL	INCOME	CARBON FOOTPRINT
1	25,000	400
2 (50,000)	75,000	350
3 (1,00,000)	1,50,000	200
4 (1,50,000)	2,50,000	100
5 (2,50,000)	4,00,000	10

COST: 4,00,000/-

- **Farmland**

Paddy

LEVEL	INCOME	CARBON FOOTPRINT
1	75,000	400
2 (1,00,000)	1,50,000	250
3 (2,00,000)	2,50,000	100
4 (3,50,000)	4,00,000	-50
5 (4,50,000)	6,50,000	-200

COST:10,00,000/-

Wheat

LEVEL	INCOME	CARBON FOOTPRINT
1	50,000	300
2 (1,00,000)	1,25,000	150
3 (2,00,000)	2,00,000	50
4 (3,50,000)	4,00,000	-50
5 (4,50,000)	6,00,000	-250

COST:10,00,000/-

Cotton

LEVEL	INCOME	CARBON FOOTPRINT
1	50,000	300
2 (1,00,000)	1,25,000	150
3 (2,00,000)	2,00,000	50
4 (3,50,000)	4,00,000	-50
5 (4,50,000)	6,00,000	-250

COST: 10,00,000/-

Dairy

LEVEL	INCOME	CARBON FOOTPRINT
1	50,000	300
2 (1,00,000)	1,25,000	200
3 (2,00,000)	2,00,000	100
4 (3,50,000)	4,00,000	50
5 (4,50,000)	6,00,000	-50

COST: 10,00,000/-

Poultry

LEVEL	INCOME	CARBON FOOTPRINT
1	50,000	500
2 (75,000)	1,25,000	400
3 (1,50,000)	2,00,000	300
4 (2,50,000)	4,00,000	200
5 (4,00,000)	6,00,000	50

Cost: 10,00,000/-

- **Mountains**

Tea Plantations

LEVEL	INCOME	CARBON FOOTPRINT
1	50,000	300
2 (1,00,000)	1,25,000	150
3 (2,00,000)	2,00,000	50
4 (3,50,000)	4,00,000	-50
5 (4,50,000)	6,00,000	-200

COST: 10,00,000/-

Coffee Plantations

LEVEL	INCOME	CARBON FOOTPRINT
1	50,000	300
2 (1,00,000)	1,25,000	150
3 (2,00,000)	2,00,000	50
4 (3,50,000)	4,00,000	-50
5 (4,50,000)	6,00,000	-200

COST: 10,00,000/-

Hiking(Tourism)

LEVEL	INCOME	CARBON FOOTPRINT
1	1,00,000	350
2 (2,00,000)	2,00,000	200
3 (3,00,000)	4,00,000	100
4 (4,50,000)	6,00,000	50
5 (6,00,000)	8,00,000	0

COST: 8,00,000/-

- **Mining**

Coal Industry

LEVEL	INCOME	CARBON FOOTPRINT
1	4,00,000	1200
2(5,00,000)	5,00,000	1100
3(6,00,000)	7,00,000	900
4(8,00,000)	8,00,000	700
5(9,00,000)	10,00,000	400

COST: 30,00,000/-

- **Plateau**

Marble Industry

LEVEL	INCOME	CARBON FOOTPRINT
1	50,000	800
2(75,000)	1,00,000	600
3(1,25,000)	1,50,000	400
4(1,75,000)	2,00,000	175
5(2,75,000)	3,00,000	75

COST: 10,00,000/-

- **Urban**

Construction Industry

LEVEL	INCOME	CARBON FOOTPRINT
1	50,000	1000
2(2,00,000)	1,00,000	900
3(4,00,000)	3,00,000	700
4(8,00,000)	6,00,000	500
5(10,00,000)	9,00,000	200

COST: 30,00,000/-

- **Desert**

Glass Industry

LEVEL	INCOME	CARBON FOOTPRINT
1	2,50,000	800
2(75,000)	3,00,000	700
3(1,25,000)	4,00,000	600
4(1,75,000)	6,00,000	300
5(3,00,000)	8,00,000	100

COST : 20,00,000/-

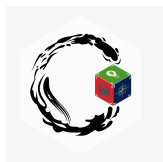
Events

Events can be triggered in two ways:

1. One, players can navigate and land on a region, which dictates a particular event, as per their free will (details of the regions are followed).
2. Second one is by choosing cards that dictate a particular event (Refer 'Event Cards' section mentioned below).

Event Region

Event regions are regions that trigger events when players come there. Following are the various *event regions* and their *effects* on the gameplay explained:



- Arena: Everyone starts from here at the beginning.



- Prison: Player accused by the NGO or the court waits here during his penalty time.



- NGO: A player can report another player if his/her *net CF/turn exceeds 3000/turn*. The reported player gets sent to jail for 5 turns, and all of his/her industries are shut down. After the player gets out of jail, he/she is given 3 turns of jail free time during which the player must aim to reduce his/her CF.



- Investor House: Player introduces investors to one of his industries and asks to invest. Investors can be other players or the government. In the case of latter, dice determines if government invests:
 - 5 or 6, the government agrees to put investment equal to industry cost for half of its profits obtained every round.
 - 3 or 4, the government agrees to invest half of the industry cost for half of its profits obtained every round.
 - 1 or 2, no investment is made



- Stock Market: Player invests in the market, and rolls dice to determine how they turn out. If player rolls:
 - 5 or 6, stocks boom and the player receives 2 times what he invested.
 - 2 or 3 or 4, the player receives half of investment.
 - 1, stocks fall and the player receives nothing.



- Airport: Buy a ticket (50,000) to go abroad for an industrial visit. Roll dice to determine what happens.
 - 5 or 6, earns you a free upgrade for an industry, but can upgrade an industry only after you land on it.
 - 2/3/4, You fail to make a deal and come back with nothing
 - 1, come back with a communicable disease. Skip a turn for quarantine and spend 1,00,000 for treatment.



- Health Club: Start exercising. Invest in improving it, so more people can use it

and remain healthy. Dice roll determines outcome.
(Cost: 1,00,000; CF: +200)

- 5 or 6, workers become very productive and you earn 60,000 for every industry you own as additional profit.
- 3 or 4, workers become more productive and you earn 20,000 for every industry you own as additional profit.
- 1 or 2, people don't use it and you get nothing in return.



- Industry Auction place: A player can auction his/her industry, and everyone else can bid on it.



- Hospital: Player invests 2,00,000 in developing the hospital for public welfare. Player is conscious about the wellbeing of the society. People look up to the investor. *Player gets to pick 2 event cards and choose one/none of them.*



- Bank: Players can take loans here. They must pay 1.5x the amount back to the bank before 10 rounds are completed. They'll go to jail if you don't give it back by deal time.



- Court House: A player can file a case against another player if the latter's net carbon footprint exceeds 15,000. The accused can plead guilty and hire a lawyer for 3,00,000. The accused rolls dice that determines the future.
 - 6, the accused is found not guilty.
 - 5/4/3, the accused must pay 3,00,000 as fines to the government, and will be given 5 turns to reduce his CF (After which a player can file a case again)
 - 2/1, the accused is found guilty and must pay 3,00,000 as fines to the government, 3,00,000 to the player who sued the accused, and must serve 3 turns in jail. After being released, he/she is given 5 turns of jail free time to reduce CF.

Event Card

Events can be triggered in two ways:

1. One method is landing on a region dictating any particular event (Refer 'Regions' section mentioned above).
2. As per the gameplay, before rolling the dice, the player has to predict (tell a number between 1-6 out loud, if the dice is a cube) a number. If the dice rolls the same number as the prediction, the player gets to pick an *event card*. These event cards could either be a boon or a curse to the player (details of the are followed).

Following are the various *event cards* and their *effects* on the gameplay explained:

-Fortunes

1. *HEIR is BORN* - Card: Hurray! You welcome a new littlest member to your family. You host a party on this occasion and you receive gifts from fellow players.
 - a. *Effect*: Collect 2,00,000 amount of green currency from every player.
2. *GOVERNMENT-INDUSTRY SCHEME* - Card: Woot Woot! Government, in the favour of industries, has decided to remove interest on all the loans taken before this very day.
 - a. *Effect*: You don't have to pay any interest on already taken loans from fellow players. However players are allowed to charge interest on loan amounts that will be lent after the day this scheme is implemented.
3. *BLESSING* - Card: The season is in your favour. Timely rainfall has irrigated the farmlands your industry owns, throwing away the need to manually irrigate them using machines.
 - a. *Effect*: Get rid of 5,000 amount of black currency.
4. *PROFIT* - Card: Your industry sees increment in its profit due to better marketing. Congratulations!
 - a. *Effect*: You will get 50% increment to the income from your highest earning industry **in the next credit period**.
5. *DISCOUNT* - Card: Yay! You just happened to find a coupon that can upgrade your vehicle for a reduced cost.

- a. *Effect:* Next time you reach an automobile upgrade centre, you can upgrade your present vehicle to the next level at a 50% discounted price.
- 6. *TOUR* - Card: You just travelled around the world visiting various industries. You have gained knowledge on how to upgrade your industry effectively.
 - a. *Effect:* You can now upgrade the immediate industry of yours, you land on to +2th position from the industry's current level at the normal upgrade cost (+1th position from current level).
- 7. *ONE-TIME INSURANCE* - Card: You ,being a visionary, insured your industries. The policy dictates that it will cover the complete next damage caused to your industries due to natural disasters.
 - a. *Effect:* Next one time in your gameplay if you get hit by *GOD'S WRATH* - Card, you don't have to pay the damage expenses as dictated by the *GOD'S WRATH* - Card.
- 8. *LONG-TIME INSURANCE* - Card: You ,being a visionary, insured your industries. The policy dictates that it will cover 50% of the next three damages caused to your industries due to natural disasters.
 - a. *Effect:* For the next three times in your gameplay if you get hit by *GOD'S WRATH* - Card, you only have to pay 50% of the damage expenses as dictated by the *GOD'S WRATH* - Card.
- 9. *UPGRADE* - Card: You invested in treating the chemical waste produced from your factories. By doing this you reduced the carbon footprints in your account.
 - a. *Effect:* Spend 1,00,000 currency and get rid of 500 of future Carbon Footprint
- 10. *UPGRADE* - Card: You installed an electric precipitator filter in your factories' chimney. By doing this you reduced the carbon footprints in your account.
 - a. *Effect:* Spend 1,00,000 currency and get rid of 400 of future Carbon Footprint
- 11. *INVESTMENT* - Card: You invested in clean sources such as solar panels, windmills for your factories' power demands. By doing this you reduced the carbon footprints in your account.
 - a. *Effect:* Spend 2,00,000 currency and get rid of 800 of future Carbon Footprint

-Misfortunes

12. *POTHOLE* - Card: Seems your automobile struck in a pothole (Urgh >:|). Here is an idea: call the towing service and get your vehicle towed out.
- a. *Effect*: You spend 50,000 amount of green currency.
13. *DAY OFF* - Card: Your significant other complains, you have stopped spending time with him/her. So you decide to take him/her shopping. You spend some money and time there.
- a. *Effect*: You lose 5,00,000 amount of green currency and skip your next turn to roll the dice.
14. *PANDEMIC* - Card: There is a virus outbreak in your city, lockdown is imposed ;).
- Please shut down all your current industries.
- a. *Effect*: You don't get your income and carbon footprints from any of your industries **in the next credit period**.
15. *HARTAL* - Card: Your factory workers are on a strike and refuse to work. Please shut down your factory.
- a. *Effect*: You don't get your income and carbon footprints from your highest earning industry **in the next credit period**.
16. *REAP* - Card: You happened to find that you suffer from lung cancer (Should really quit smoking, you!). Pay money and get your treatment done.
- a. *Effect*: You lose 10,00,000 amount of green currency.
17. *SICK* - Card: Your Significant other is sick. You stay home to comfort her.
- a. *Effect*: Skip your next chance to roll the dice.
18. *ZOO* - Card: You and your significant other decide to visit a zoo. There you see a snake dancing to the tune of a snake charmer. You decide to join the fun.
- a. *Effect*: Entertain your fellow players with a little snake dance or quit the game loser!
19. *GAMBLER* - Card: You and your fellow entrepreneur decide to test your luck in gambling, so you travel to Lagoos - The Sin City (Have fun! ;)).
- a. *Effect*: You and any fellow player, of your choosing, will each bet 1,00,000 amount and one of you will roll the dice. If the dice shows up an even number then you lose the bet and the bet amount will be credited to the fellow player, if the dice shows an odd number then Hurray! You win the bet and the amount will be credited to you.

20. *SHOWER* - Card: It is raining cats and dogs in your city. Huge stream floods one of your industry's area. After the situation calms down you decide to immediately pump the water out from your factory with heavy machines so that it functions. This adds to your footprint emissions.
- a. *Effect:* Pay 50,000 of green currency. Also your black currency(CF) increases by 100.
21. *GOD'S WRATH* - Card: One of your industries has been damaged by a natural disaster. Repair your industry before it is late. (Doesn't apply if you don't own any industry)
- a. *Effect:* You lose 1,00,00,000 amount of green currency.
22. *INFECTION* - Card: You have been infected by deadly COVID-19 virus. Quarantine yourself for a period until you recover.
- a. *Effect:* Skip your next two chances to roll the dice.
23. *ENFORCEMENT* - Card: It has come to the court's notice that you own industry that emits carbon footprints more than the safe limit put forward by an NGO. The court passes the judgment seizing the ownership of the industry in question.
- a. *Effect:* If you happen to own any industry that emits footprints more than 1000 amount then you no longer own it, the industry in discussion is open for immediate auction for other players. (WOOT WOOT! No black currency from that industry will be credited to your account ;))
24. *RECKLESS* - Card: You have been caught dumping your factories' liquid waste into the nearby water bodies. The court shut down the industries in discussion and puts you behind bars.
- a. *Effect:* You don't get income and footprints from the industries are adjacent to a water body (refer Natural Regions section under 'Regions') for the next credit period. Also skip your next two chances of rolling dice by spending time in the region marked 'Prison'.
25. *HUMANITARIAN* - Card: You decide to help people fighting cancer. You donate part of your earnings to the 'Save a Heart' foundation.
- a. *Effect:* Spend 5,00,000 amount of green currency for the well being of others ;).
26. *WANTED* - Card: Due to your reckless driving, you run over a wildlife specimen and disturb the ecological balance!! (LOL). The court levies a fine on you and puts you behind bars.

- a. *Effect:* You lose 10,00,000 amount of green currency and skip your next two chances of rolling dice by spending time in the region marked 'Prison'.
27. *RAID* - Card: The government authorizes a raid to check all of your industries for safety standards!
- a. *Effect:* If you have industries which can have *safety developments*, but you did not invest in them, you face consequences as mentioned in the card.

HOPE YOU ENJOY THE
GAME!!!!