

## **Earth Now! [4 Player Optimistic Mode]**

### **Components:**

**1 Large Square Board** [attached] 12 round **Calendar**

### **33 Diamond Cards:**

28 Black Diamond: Obstruction and Opposition, Natural and Anthropogenic Disasters

5 Yellow Diamond

### **Cards: 8 stacks [3 human, 3 projects, 2 specialty]**

Human:

Purple- People [Ppl]

Yellow- Governor/Investor [G / I]

Projects:

Green- Regeneration Project [RP]

Blue- Habitat Protection [HaP]

Orange- Renewable Energy Station [RE]

Specialty Cards: [can be bought at the end of the turn, one per turn and not to be played on same turn]

**Human Hero:** [pay 2 People + 1 Governor get one Hero card and activate one Improvement card]

Green ring background Hero can be used as:

any two Gov. and Inv. combination on **improvements** and are exempt of limitations brought by Black Diamond cards.

**Silver:** [pay 1 People]

'Opportunist' take adv. [of Policy Token] location at the end of someone else's turn.

'Pirate' Pick two cards [random] from Ship partner

'Hacker' Select to cards from I&M partner

'Judge' Activate to avoid Yellow Token Penalties during turn.

### **4 Player Sets** (Blue, Red, Green and Yellow) Each containing:

13 small 'ice' cubes [white]

#### **Territory Sections:**

7 Human Footprint [HF] 'Damaged Soil' / on flip side Dead Zone

7 Prairie, Grassland healthy soil

4 Forest / on flip side Protected Forest

3 Ocean / on flip side Protected Ocean

3 Degraded Ocean ecosystem area / on flip side Ocean Dead Zone

#### **Activity Sectors: (flip side regenerated or replacement)**

3 CT- Cities and Transportation [City]

3 I&M- Industry and Mining [Fabric]

3 indAg- Industrial Agriculture and Livestock [Tractor]

3 indShip- Industrial Fishing&Whaling [Ship]

#### **Energy Stations: (flip side renewable replacement)**

Non Renewable Fossil Fuels: 3 Oil [Black], 3 Gas [Yellow], 3 Coal [Gray], 3 Nuclear [Blue]

**12 double sided Investment small square cards:** 3 each player, double sided Policy / Accountability

**12 double sided Banners: 2 of each sector per player**

**Rules:**

Choose Territory (color). Clockwise sequence

**Board Setup [pre set]**

**Sections [Protection Symbol facing down]**

Each player on own territory. Fit 7 gray land Industrial Human Footprint **Sections**

Followed by 4 Grassland/Prairie sections on top of IHF sections. Leaving one exposed IHF per column

2 Forest sections on top of G/P sections

2 Ocean and One Degraded Ocean

**Sectors+Energy on Sections:** [at either side, not center of the Section piece, always one Fossil Energy on opposite end] **[[s[]]e]]** \*One Sector per column.

There are 6 columns per territory so if the initial 5 card providing sectors are distributed as spread out as possible on the 6 available columns only one column will fail to provide cards. Varied distributions vary production probabilities.

Sectors must be placed on Industrial Human Footprint land or Damaged Ocean sections.

CT on own territory on Ocean front section. indAg also on own territory.

Once all players are done fitting CT and indAg:

Place I&M on available Industrial Human Footprint section on territory to the right [graph]

indShip on Damaged Ocean section on territory to the left (must not align with another sector on same column.

2 Oil on across the board territory feeding indShip

Feed each of the remaining sectors on own territory with one Coal, Gas and Nuclear.



**Small Square Cards Black Diamonds**

This cards are initially setup facing down (Black Diamond Facing Up) all around the board aligned with the 6 columns of each player territory. This cards will become active during player turn (See Turn Order)

2 types of card:

**-Natural Disaster [Range: affect only Column] : Sector or Section it Impacts : Penalty**

Flood/Drought : CT, I&M and indAg : 3 Card Penalty Combo [1Yellow+1Purple+1Blue]

Mega Storm/Toxic Waste : any Sector : 3 Card Penalty Combo

Air Pollution : CT : 3 Card Penalty Combo

Wild Fire/Deforestation : Forest Section : 3 Card Penalty Combo

Overfishing/Mining/Whaling/Blasting : indShip : 3 Card Penalty Combo

Coal Mine Toxic Waste/Land Strip : Coal : 3 Card Penalty Combo

Nuclear Leak : Nuclear : 3 Card Penalty Combo

Oil Spill : Oil : 3 Card Penalty Combo

Fracking Leak : Gas : 3 Card Penalty Combo

**Impacts** [if symbols on card directly align and match with Section or Sector on same column] Penalty : player in turn must pay the specified combination of cards to avoid **Section downgrade**

**-Black Arrows on All Corners : Gov. & Investors, Fossil Fuels & Lobby [Range: Impact all territory] :**

**Type of card is either 'Blocked' [cant be used during turn] or must 'Drop 1' [any card back to stack]**

Lobby : I&M/indAg/Gas/Coal/Oil/Nuclear : Drop 1 card back to stack  
Corrupt/Sellout/Bailout/Secret Court : Drop 1 card back to stack or Blocked [type of card cant be used]

**Player Square Card** : To integrate pay [1 People and 1 Governor] each.

Use: place each active PSC over Yellow Background Governor/Investors when affecting your territory.

**Accountability** : to combat Yellow players could implement taxes on FFuels and Sectors while getting ready to replace or regenerate specified Sector or ES. Recover cards to even out Yellow Token loses. Take advantage during token owners turn when present on territory.

**Policy** : makes it easy to complete all kind of improvements, a better distribution of resources makes a single card go a long way.

Accountability Taxes on: Nuclear/Methane/Carbon/I&M/indShip [Get one card for each match]

Policy: Budget Shift / Political Will / Subsidy Shift [Pay Improvements with only 1 card]

Symbols for:

Aligning Square Cards ^ [Black and Accountability] active only when aligning on column with target identified by Section or Sector symbol on token.

Territory Square Cards < [Yellow and Policy] active throughout territory when the Energy Source or Sector on token is still in play on territory.

**Cards:** 6 batches:

People-Investor-Governor-Regeneration-Energy-Protection

To begin Player 1 picks 3 cards, Player 2 picks 2 cards and Player 3 one card. (none for P4)

First Round: Begin by placing the tokens all around. Each player must have one Yellow Diamond Card.

**Turn Order:** 1.Roll Die/Place Yellow Diamond. 2.Card Collection [all players] 3. Flip Black Diamond Cards [player in turn only] 4. Assessment/Pay Dues 5.Invest 6.Ice balance

**In detail:**

Every player turn begins by:

1. Rolling Die / Place Yellow Diamonds over Black Diamond matching number on die [all players, each on own territory side]
2. Collect cards\* [all players] for every own sector matched by Yellow Diamond, one per each half [gray] sector [initially two as both halves are set with gray side facing up]
3. Flip over the remaining Black Diamond Cards on player in turn territory
4. Assess the damage looking for elements on Black Diamond Cards matching Sectors, Sections or affecting entire territory / pay dues or take the penalty.
5. Invest in improvements. [if enough remaining cards to pay for them]
6. 6. Remove or add Ice accordingly [Remove one Ice Cube from player in turn territory at every end of a turn if no Protections were completed, extra Ice Cube is removed for every Section Downgrade]

\*Collecting cards: It's every player decision to pick whichever cards wanted or needed. As long as only collecting the amount of cards determined by how many of own sectors were matched by Yellow Diamonds

### **Black Diamond Cards Assessment:**

All players should verify BDC position on player in turn territory. If any affect either a Sector/Section or whole territory player in turn must pay what required on BDC.

### **When player in turn has activated Player Square Cards :**

Have it ready on side and number you are planning to use. If during assessment either Yellow Diamond or Yellow Background Gov/Inv. lay directly in front then use it by placing in on top of said type of Diamond card.

Accountability: Collect cards [1 per each symbol on card matching Sector on territory]

Policy: Complete investment by paying respective card.

### **Rounds**

Keep track of rounds using the **Calendar** [advance tracker to next case every time P4 finishes his turn]  
Also at P4 end of turn collect, shuffle and re position Diamond cards around the board.

### **Points:**

Each player begins with 13 Ice Cubes. Sections Protections are the only thing that keeps Ice Cubes from being taken away "melting" on a players turn, each completed Protection equals one Ice Cube. During each turn the player focus should be to make as many improvements as possible to prepare or complete Section Protections.

Completing full sets of improvements are the key to protect a section:

>Each Sector needs to complete 2/2 Regenerations\* + Fossil Fuel Replaced with Renewable Energy + Regenerated Section. Full regeneration set on same section = 1 Healthy Section Protection (flipping a healthy Forest or Ocean to protected side)

The player with most ice cubes in the last round is the winner. The collective result is the sum of all remaining Ice Cubes. And the Final Score will be the number of IC of highest scoring player out of the accumulated total, example: 7/20 or 9/17

**\*When a sector is fully regenerated will go from collecting 2 cards to 1, for easier visualization degrow the sector removing one half of the sector once both regenerations are completed.**

### **Section Regeneration > Protection:**

Steps 1&2: [Complete in any order] 1.Sector Regeneration: pay [1 Ppl, 1 G/I and 1 Regeneration Project cards] for every 1/2 of a sector. Flip the 1/2 of sector to indicate regeneration  
2. Energy: replace sector Fossil Fuel source with Renewable pay [1 energy, 1 G, 1 I] for each station.  
3. Section Regeneration: pay [1 RP, 1 Ppl, 1 G/I] Introduce new layer  
4. Choose a healthy Ocean or Forest and flip to indicate Protection

1st Protection gain one Ice Cube at end of turn.

2nd Protection gain two Ice Cubes at end of turn.

3rd Protection gain three Ice Cubes at end of turn.

4th Protection gain four Ice Cubes at end of turn.

Final Protection: Once all previous protections have been completed the last Ocean Section paying [1 Protection, 2 Ppl] Worth 2 Ice Cubes.

indAg section is eligible to become a **Forest**, by paying an extra Regeneration set of cards. Worth 2 Ice Cubes.

**In the event of a player losing all Ice Cubes then each of all remaining players lose one extra Ice Cube on the spot and every following round, if there is no player with at least 4 Ice Cubes left on the board the game is over.**

...The Flip Side: **Section Downgrade.**

Just as sections can be improved they could be affected and downgraded. When a Black Diamond hits and can't be payed the section downgrades [lost or flipped to 'Toxic' condition side] losing one extra Ice during turn.

**Sectors on HF toxic side do not produce cards unless moved to unspoiled Section [pay 1 I,1G] CT can't be moved.**

Recover: On subsequent turn, section upgrade can be payed with regeneration card combo allowing section to start collecting cards again as soon as next turn.

Forest, Grassland, Human Footprint can be downgraded all the way to Desert.

If sector loses ground to the point of hitting desert needs to move to new section [pay 1G, 1I] Foreign sectors moved to owners territory. If there are no 'Available' sections due to protections still need to chose which section to take, reverting from the protected status.

**Growing Sectors:** Sectors can be grown by paying [1 Gv and 1 Inv] to obtain one card when pointed by Yellow Diamond. The new piece must be placed on own territory unspoiled land and fed by Fossil Fuel or added to existing Sector, still needs to ad one Fossil Fuel source. Or the alternative is to pay full set of regenerations for 1/2 Sector, RE and Regenerated Soil [9 cards]

**Fully Protected Sections, Regenerated Sectors and Renewable Energy Stations are no longer affected by Black Diamonds [symbols no longer match]**

### **Partnerships**

All players begin having partnerships throughout the board (see Board Setup c.)

**Risks** and benefits of having a partner energy station or sector on your territory

Having an energy station or sector in someone else's territory allows a player to collect cards outside own territory while sharing carried risks. When a disaster hits, responsibility falls on territory owner to pay the cost to avoid downgrade. Sectors on downgraded [toxic] Sections do not collect cards.

Becoming susceptible when hit again to further downgrade.

Partners should make a deal, for example if a Oil Spill card hits Player Blue Oil on Player Red Territory those two players should make a deal on how to pay, the fairest being one paying 2 cards and the other 1 in any direction but it could end up being 3/0 if one of the players ran out of cards or simply does not want to collaborate, if that is the case, Territory owner can use the following:

**Banners** [Do not apply on fully Regenerated Sectors]

Players can use banners under the following circumstances:

**Tax** for environmental recovery: Activate at any moment during own turn paying [1 Governor] Apply banner on one half of sector to indicate section owner now collects one Project Card when matched by Yellow Diamond. Leaving only one card to be collected by Sector owner.

**Exit** to relocate own sector from foreign territory back into own territory. Place one round down and pay with [1 G+1 I]

**Retaliation**\* after partner fails to meet a Red Token payment. Activate paying [1 Governor] Place banner 2 rounds down. Indicates full regeneration of sector is expected.

**Pressure**\* To pressure partner to fully Regenerate Sector within next 3 rounds. Activate paying [1 Governor]

\*If the action required on banner is not completed, section owner gets to choose **expropriation** or **expulsion**.

### **Expropriation**

Keeper will now collect cards from affected sector but also owns the carried risks.

Replace with keeper player color base.

### **Expulsion**

Once sector has been removed, if the section had been downgraded it can be upgraded paying regeneration.

Ousted sector must be placed on owners territory downgrading one healthy section or on available space on gray section.

If the sector is partially regenerated, in case of expropriation or expulsion it stays as is for the keeper

To complete protection when sector is removed from section complete energy substitution and section regeneration.

### **Sector Regenerations and Energy Replacement can be done by Sector or Section Owner**

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**Thank You for playing Earth Now!**

**Enjoy the game**

**Note: This game is based on actual research of earth's actual land use proportions and Green House Gas emissions by Industrial Sectors. Current environmental problems, all represented in an abstract and playful way. The intention is to bring these subjects to the table for broad understanding of the issues we must deal with, root causes of environmental breakdown that needs to be stopped to preserve life on earth.**

**Thanks to all my teachers.**