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EcoTrade

RuleBook

An EcoTrade project game



**Co-Create EcoTrade:
Collaborative learning for sustainable VET education**



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RuleBook

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Co-Create EcoTrade:

Collaborative learning for sustainable VET education
2025

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Co-Create EcoTrade:
Collaborative learning for sustainable VET education

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EcoTrade

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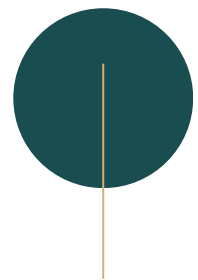
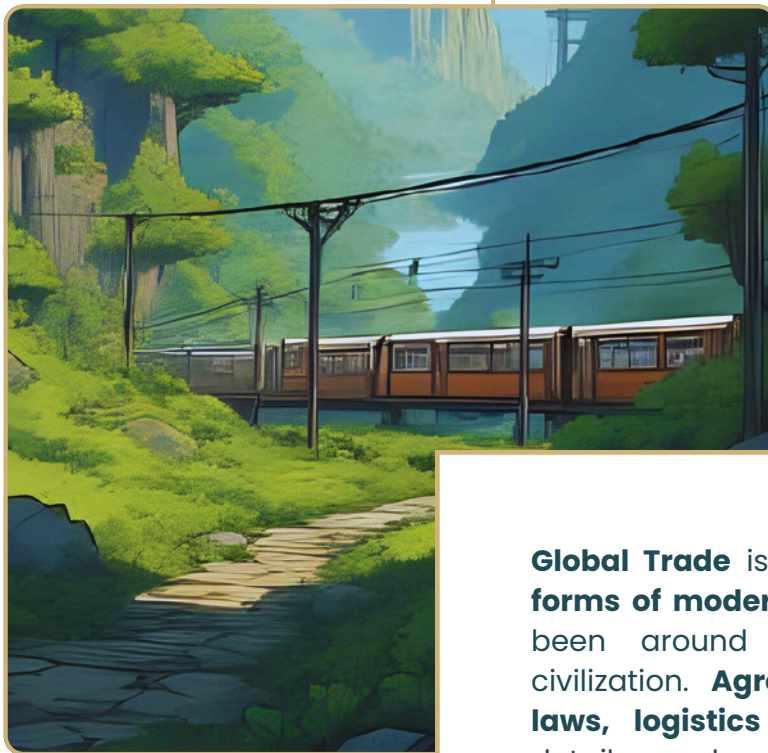
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Introduction



Global Trade is one of the **prominent forms of modern economy**, and it has been around since the dawn of civilization. **Agreements, Green rules, laws, logistics** and a myriad other details revolve around this topic, and **the business who masters each one rules the market.**

The game is a game for 2-4 players lasting 40-80', where the **players will take charge of their business** and will lead it to victory by managing the many aspects of **efficient and green logistics and trade**, earning points and **managing their negative carbon input.**





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Contents

Game Board - Growth tracker

The game board **displays areas of Europe** to help the players **conduct their trade activities**. It also has a **numerical track** so that players can also **check their current Growth** in comparison to other players, and **Development** fields where the players indicate how many **Developments cards (upgrades)** they have in each category.

| SOCIAL | | | ECONOMICAL | | | ENVIRONMENTAL | | | | | | | | | | | |
|--|----|----|------------|----|----|---------------|----|----|----|----|----|----|----|----|----|----|----|
| | | | | | | | | | | | | | | | | | |
| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 |
| 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 | 31 | 32 | 33 | 34 | 35 |
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| | +0 | +1 | -2 | +2 | | | | | | | | | | | | | |
| | +0 | +2 | -1 | +2 | | | | | | | | | | | | | |
| | +0 | -2 | +2 | -1 | | | | | | | | | | | | | |



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Contents

Shipment Cards

The Shipment cards **denote the shipments that need to be conducted** by a player, including the information on the general contents, the time required, the benefit, and the impact caused.

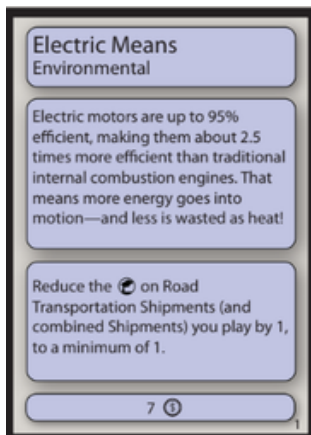


Company Development (Upgrade) Cards

The Company Development (CD) cards **denote the investments taken by a company** in order to modernize their business, upgrade and update their policies (including green and international policies), personnel training, equipment and more.

They denote the **investment cost, the benefit of the card, its category and relevant information** on the topic each represents. They are also called **Upgrades** for short.

For a **simpler experience**, players may use the **“Upgrades Version 2”** cards; this simplified mode keeps all Upgrade card effects the same while changing only their costs and Impact reduction values.





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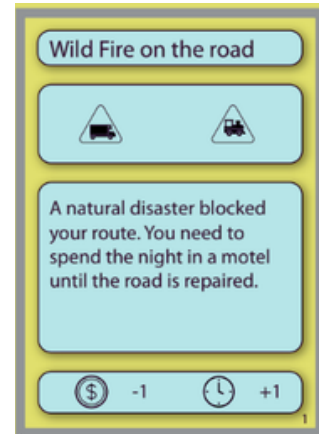
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Incident (Event) Cards

The Incident cards represent **occurrences that could affect the travel**, simulating modern day risks.

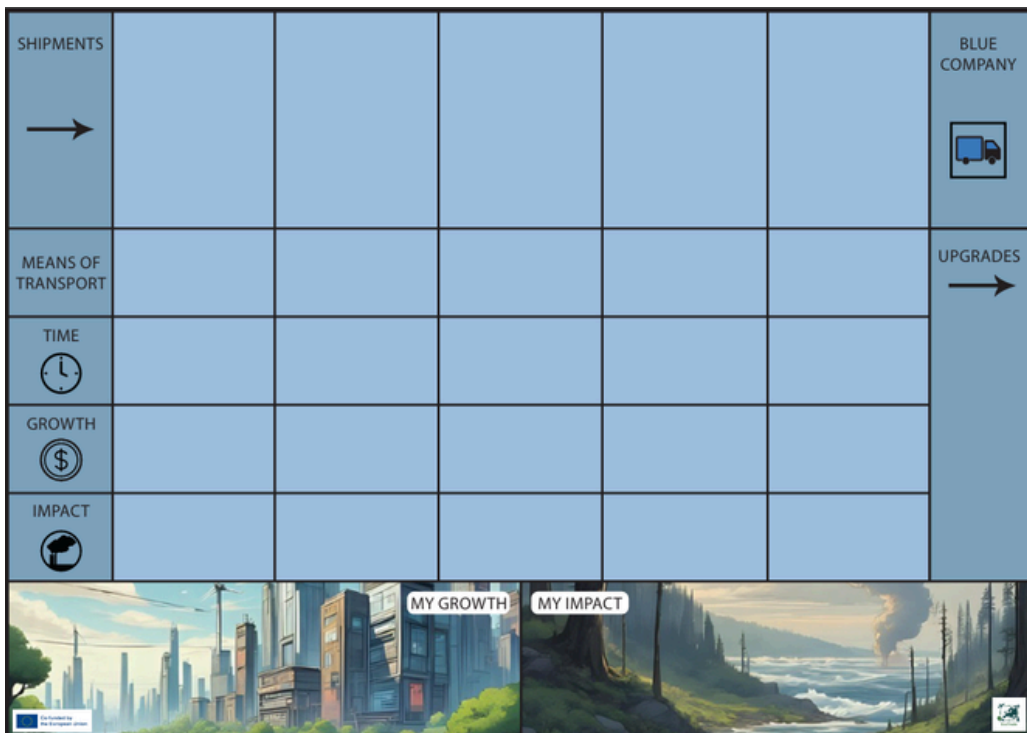
They depict the **incident's nature** and **describe how it may affect your journey**; they show to which types of transportation they apply, and the game-relevant effects.

They are also called **Events** for short.



Company Boards

Company boards represent the **players' initial company** and **base of operations**, in **four different colors**, to signify which color the player is using. They have ample room to place cards and tokens on.





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Contents

Company Tokens

Each player will be using Company Tokens to **mark their progress on the Development fields**, in the color of their Company.



Means of Transport Tokens

Each player will be using Means of Transport Tokens to **mark the chosen means** of their shipments.



Attribute Tokens

Numerical Tokens, to represent a **certain attribute's quantity**.





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The Game in a Nutshell

The **players take the role of organizations managing shipments**. During the course of their game, they will **take actions** to upgrade their **company to comply with more green standards**, they will complete **shipment requests** and face **challenges** that may occur during the **transportation process**, while also checking their **negative impact**.

During each game **turn**, the **players will allocate resources to shipment cards** in order to complete them and **gain profit**, which they can keep or use to **modernize their company** according to international standards by **buying Company Development cards**.

For **each shipment**, they also **reveal Incident cards**, which may represent **setbacks** on specific **transportation routes**.

The **game ends after a series of turns**, where the players calculate their final Victory rating according to their **profits**, their Company Development and the **negative Impact** they have on the environment, with the player with the **highest positive Victory** rating being the **winner**.






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Main Rules

Glossary

| | | |
|--|---|---|
| Game Board | | A map of Regions of Europe |
| Regions | | Groups of countries that are in close proximity, for the game's purposes |
| Tokens | | Small markers to remind players of actions and effects happening during the game |
| Company Development (Upgrade) cards | | Cards that offer a more green upgrade to the players, offsetting their carbon footprint |
| Incident (Event) cards | | A randomizer deck of cards , representing situations that may arise during a shipment |
| Shipment cards | | The main game cards , representing the goods the players will try to ship to gain profit |
| Growth Points |  | The unit used as currency in the game, as well as score tracking |
| Impact |  | A value indicating the harmful effects of a company's activity; they result into negative Growth points at the game's end . |
| Time |  | The unit used to measure time |
| Growth Points Limit | | The limit of growth points set to be reached and win the game . |
| Upkeep phase | | The phase where all compulsory/maintenance actions are done |
| Action phase | | The phase where the players choose their actions |



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Main Rules

Setup

To set-up the game, follow the next steps:

- ① Place the **game board (map of Europe)** in the middle of the table.
- ② Place next to it the **Shipment cards** and the **Incident (Event) cards**.
- ③ Place the **Attribute tokens** near the game board.
- ④ Give to each player a starting **Company (CO) board**, a set of **Company Development (Upgrade) cards**, and the set of **Tokens** of that company (Trucks).
- ⑤ Place a **Company Token** from **each participating company** on the “4” **spot** of the Growth Tracker and receive 4 growth points on your **player board**.
- ⑥ The player who **traveled most recently outside their country** plays first.
 - Alternatively, randomly **select one player** to be the **first player** and give them the **First Player Token**.
- ⑦ Starting with the **first player**, deal to each player **3 Shipment cards**; each **player selects 2 Shipment cards** and **places** the other on the **bottom** of the **Shipment deck**.
- ⑧ The **first player reveals one Shipment card** plus **one Shipment card per player**, placing them near the game board **face-up**, so that they are visible to all players. This is now **the market where players can select face-up cards**.

Example: In a 4 **player game**, reveal **5 cards**.



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Main Rules

The Player Turn

Players take turns clockwise, starting with the **first player**. Each player turn will have a number of **phases**: the **Upkeep** phase, the **Action** phase, as detailed below. They will keep doing so until the game is over.

Upkeep phase

During this phase, the active player will:

1. **Gain 2 Growth Points** (representing local contracts completed with negligible Impact) on the Growth Track.
2. One at a time, **remove one Time token from each of the active player's Shipment cards**.
 - a. When a **Shipment Card** no longer has any Time tokens on it, **complete the shipment**, and move any **Growth and Impact tokens** to the allocated slots at the **bottom of the player's board**.
 - b. **Keep** the completed **Shipment cards** face-down near your board.

Note: *skip the Upkeep phase during each player's first turn.*

Action phase

During their turn, the **active player** will decide to do one of the following:

- **Take a new** Shipment card
- **Start one or more** Shipments

-or-

- If they have **no in-progress (uncompleted) Shipment cards** without **Company Tokens** on them, and/or no **Shipment cards** remain in the deck or market, **they may Pass their turn** (do nothing for this turn)

In addition, each player may also **purchase** a maximum of **one Company Development (Upgrade) card** during their turn.

Note: see the **Advanced section** for a detailed explanation of each action.

Player Turn End

After these **two phases** are over, the **next player clockwise** becomes the **active player**.



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Main Rules

Game End

The game ends in any of the following cases:

- a player reaches the **Growth points limit (Default Limit: 35)**
- or-
- the players have drawn the **last Shipment card** from the **deck and market**.
- or-
- all players **have passed in sequence**.

Unless **all players have passed** when the game's end is triggered, each player (including the player who triggered the game's end) takes an **additional last turn**.

End Game Scoring

At the end of the game, each player calculates their **final score** in the following way:

1. For each **Shipment (or combined shipment)** not yet completed, consider it as completed but gain **1 Growth point less** for every **Time token** remaining on that card (to a minimum of 1), **adding** them to the **completed Shipment cards** of the player as normal.
2. Count your **total Impact Points** (Company tokens on the Game Board help the players track their end-game progress).
 - a. For each **trio of Company Development cards** from different categories, the player removes **4 Impact**.
 - b. For each **Company Development card Category (Environmental, Social, Economical)**, the player or players with the most Company Development cards on each category remove **6 Impact**.
3. Receive a **penalty of Growth points** according to the following **Total Impact table**:

| Impact | Growth Points Modifier |
|------------|------------------------|
| 0 | -0 Growth Points |
| 1 to 6 | -9 Growth Points |
| 7 to 14 | -18 Growth Points |
| 15 or more | -36 Growth Points |

- a. The player or players accumulating the **smallest Impact total** gain **3 Growth Points**.

The player with the most Growth points wins the game.



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Detailed Rules

Starting a Shipment

To implement a **Start a Shipment** action, after selecting a **Shipment card** from their hand, the player needs to take the following steps:

1. **Place** a Company Token
2. **Decide** Combined Shipment
3. **Decide** Means of Transport
4. **Reveal** Incident Card

A player can **start more than one Shipment** if they so desire, with the same **Start a Shipment action**. Follow the process above for each Shipment initiated.

Place a Company Token

When a player selects the **“Start a Shipment” action**, they must **place** one of their available **Company Tokens** on their **Shipment card**. If they have used all available **Company Tokens (Trucks)**, they cannot take a **“Start a Shipment” action**.

One Company Token must remain on the Growth Tracker at all times. This reflects the company’s current progression and total Growth points accumulated during the game.

Depending on the Company Development card purchased (Social, Economical, or Environmental), a Company Token must be placed in the dedicated spot at the top of the Game Board. They reflect company’s specialized investments for end-game scoring.

Decide Combined Shipment

The player may decide to combine Shipment cards for their Shipment, as long as all cards begin from adjacent European Regions and finish on adjacent European Regions, and the total combined Quantity does not exceed a total of “7”. Those regions are:

- ◆ Iberian Peninsula (1)
- ◆ Western Europe (2)
- ◆ Central Europe (3)
- ◆ Southern Europe (4)
- ◆ Eastern Europe (5)
- ◆ Southeastern Europe (6)
- ◆ Northern Europe (7)



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Detailed Rules



If they **do so**, they:

1. **select the card with the highest number of Time to be placed on top**, and all other cards **beneath it**, and place them on an **empty slot** on their **Player Board**.
2. **Place the total Growth and Impact tokens of all cards in that Combined Shipment on the Player Board** in the relevant slots below the respective cards. to represent the **final amounts**.
3. Place an amount of **Time tokens** as shown on the **top card**, **plus one extra Time token** for each card beneath it, in the relevant slot of the **game board**.
4. **Place a Company token** on the card.

If they **do not**, they:

1. **place the card** on an empty slot on their **Player Board**.
2. **place** a number of **Time, Growth and Impact tokens** on the Game Board below that card.



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Detailed Rules





Decide Means of Transport

The **default Means of Transport** is usually made via the **Road network (truck transport)**. Should the **player wish**, they may **change the Means of Transport** into one of the other options (**Train/Plane/Ship**), if that option is available on **their card (or all of the cards in Combined Shipments)**.

Modify the total numbers of **Attribute tokens** to be placed on the **Player's Board** as shown on the table below.

If a card only shows **one Means of Transport** and is the topmost card of a shipment (either simple or combined), do not apply any changes from the table below (it has already been calculated on the card).

IMPORTANT NOTE: No Attribute can go below 1. If it would drop lower, set it to 1.

| |  |  |  |  |
|--------|---|---|--|---|
| Time | 0 | -1 | +2 | +2 |
| Growth | 0 | -2 | +1 | +2 |
| Impact | 0 | -2 | -2 | -1 |

Note: You can only choose a **means of transport** if it is shown on the **Shipment card**. For **combined shipments**, all cards must share at least **one common transport option**. If a transport type does **not** appear on **all cards**, it **cannot** be used, and those cards **cannot** be combined.

Example: Elmo wants to **combine a Shipment card** indicating “**Train, Road**” with another card indicating “**Train, Plane**”.

In this case:

- “**Ship**” cannot be chosen as it appears in no cards,
- “**Road**” and “**Plane**” cannot be chosen as they are not common in all cards.

Therefore, Elmo’s only option is to use the “**Train**”, or **not combine these Shipments cards** at all.

Elmo chooses **Train**, so he adds **+2 Time**, **+1 Growth**, and **-2 Impact** tokens to the card, as shown in the shipments table.



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Detailed Rules

Reveal Incident (Event) Card

The player must reveal **one Incident card** for the Shipment they just played (regardless whether they made a **Combined Shipment** or a **single Shipment**, they **always reveal just one Incident card**).

If the card **affects the chosen means of transport of the new Shipment**, then apply the **modifications** shown on the card and place the appropriate tokens. If it **does not affect** the chosen means, **discard** the card **without effect**.

NOTE: Only Shipments **using the chosen means** are affected, **not** any available means shown in the card.

Take a new Shipment card

The player selects **one of the revealed Shipment cards** to take in their hand and **reveals a new card in its place**. Alternatively, they may choose to **pay 1 Growth** to take a **random card** from the Shipment deck instead (if any cards remain).

A player may **never hold in their hand more than 4 Shipment cards** at the same time.

Scoring Shipments

When a **Shipment card is scored**, the player moves all **Growth** and **Impact tokens** from their Shipment slots to the relevant **collective slots** of their **Player Board**. Then, the player places the **Shipment card** next to their board, **face down**, and returns their **Company Token** to their available pool.

A player is always allowed to **combine their Growth and Impact tokens** into larger value relevant Tokens, and/or to **discard Growth Tokens** and add them to their **Growth** on the Tracker.



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Detailed Rules

Purchasing Company Developments (Upgrades)

During their turn, the player may additionally choose to **purchase one (and only one) Company Development card**. If they do so, **they reduce their Growth points** on the Growth Track by the **amount required** by the **Company Development Card**, **placing it** in front of them next to their Player Board, **face up**, and place a Company Token on the same space on the Game Board as the category of the card they just purchased.

Should their **Growth Tracker** not have enough funds, the player must also **discard additional Growth Tokens** from the bottom of their Player Board to pay the cost.

If the player **does not have enough Growth Points** to pay for an Upgrade, then they **may not select that Upgrade**. These cards **provide benefits** in the form of **Effects** on their text.

Easier Developments Variant

Should the players wish, they can use the **Easier Developments variant** and the **secondary set of cards**. These Developments have **different costs** and **Impact reduction value** which the players can choose to pay for. This variant represents the simplified game mode and uses the “**Upgrades Version 2**” cards, where all Upgrade effects are identical. The following rules apply:

- **Replace End Game Scoring section** - point 2 - with the following:
 - At the end of the game, **reduce your Impact** by the **total value** on your **Development Cards**.
- **Add to the Purchasing Company Development cards** section the following:
 - When purchasing a **Company Development card**, place a **Growth token** on the **selected level** to be purchased.
 - During their turn, the player may also **advance** one of their purchased developments to one of the **higher levels** by **paying the difference** of the cost. Move the **Growth token** on the card accordingly.



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Erasmus+

EU programme for education, training, youth and sport

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