TERRA FUTURA

In Terra Futura, you cultivate your own territory and create a self-sufficient economy. There are many paths to victory – but careful: not all of them are environmentally healthy.
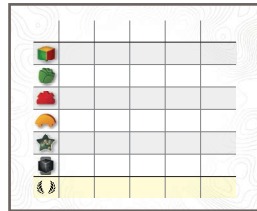
Game Components

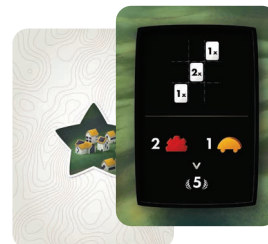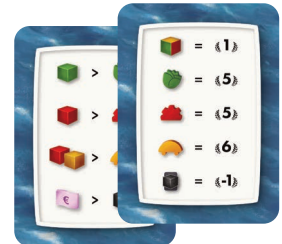Starting cards (5×)

Level I cards (23×)

Level II cards (24×)

Scoring sheets (60×)

Scoring cards (16×)

Reference cards (5×)

Yellow cubes (25×)

Red cubes (25×)

Goods tokens (20×)

Construction tokens (20×)

Green cubes (25×)

Black pollution cubes (25×)

Food tokens (20×)

Money tokens (30×)

Basic Principles

Territory: 3 × 3 cards

You are building your own territory out of the cards in front of you. Each new card is added so it stays within the 3x3 grid. You may not place more than 3 cards in one row or column. *The Starting card does not need to be in the middle.*

Resources

There are 7 types of resources in the game:

- 3 types of raw materials
- 3 types of products
- money

represents any raw material

pollution (not a raw material)

You store your resources directly on the cards whose effects produced them. By contrast, when paying for effects, you can take resources from any of your cards.

Column and Row Activation

Each time you add a card, you also activate the effects of all cards in the column **and** row to which the new card is added. The added card is activated only once. *Your last card will activate the effects of a total of 5 cards.* When a card is activated, execute the effect shown on the card.
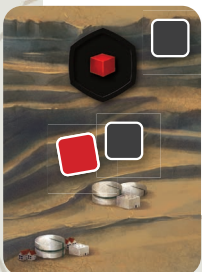
Pollution

If you get a black cube, which represents pollution, you must place it on one of your cards. Some cards can absorb pollution – these have a pollution space in the upper right corner. If you place the pollution cube on this space, it will have no effect on the function of the card. (*But you will still lose 1 VP for this card at the end of the game, see Scoring below.*)
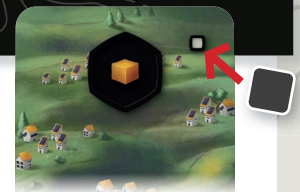
Pollution space

If you place the pollution cube on a card without a pollution space or with this space already occupied, you must place the pollution cube in the centre of the card. This card is now considered **inactive**; its effect cannot be used when the cards are activated and resources cannot be taken from there as payment. (Resources are lost in that regard for final scoring as well.)

< Inactive card

3

Game Setup

1. Each player is given a Starting card, which they place in front of them. *At the end of the game, each player will have a grid of 9 cards (3 rows and 3 columns).* The position of the Starting card does not need to be specified yet. You will determine it as you add more cards.

Deal the Starting cards randomly. The player with the ⬡ symbol starts the game.

2. Each player receives two random Scoring cards. Do not show them to the others. *You will use these cards at the end of the game for the Final Activation to gain more victory points.*
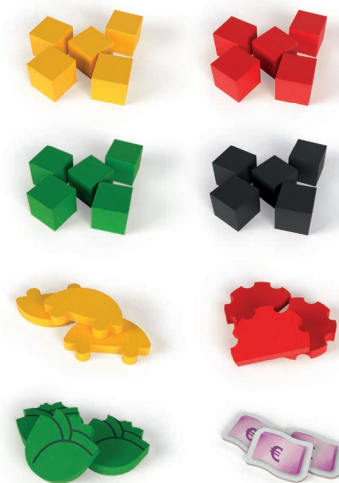
3. Prepare a Card Display in the middle of the game area: Shuffle the Level I and Level II card decks separately. Lay out 4 cards from each deck face-up in a row next to them. You will add new cards to the Display each round. Leave some space for a discard pile in each row.

4. Put the boxes with coloured cubes and resources within reach of all players. Deal each player a Reference card.

Playing the Game

Players take turns in a clockwise manner. On your turn, follow these steps:

1. **You may** choose to discard the last card in **1** row. Discard the card farthest from the draw deck ❶ to the discard pile, slide cards in the row to the right ❷, and add a new card ❸.

If deck „I" or „II" runs out, shuffle the respective discard pile and create a new deck.

2. Choose any of the face-up cards in the Display, or the top card from deck „I" or „II" ❹.

3. Slide the cards further from the draw deck ❺, and add a new card to fill the empty space ❻.

4. Place the selected card in your territory (not exceeding the 3 × 3 card grid) ❼.

5. Activate the **column and row in which the new card was placed**. This means resolving the activation effects of the respective cards ❽. The card that is being placed is activated only once here. Activate the cards in any order. Place the gained resources on the cards with the effect that produced them. Place the newly created pollution on any of your cards (not on inactive ones).

You do not have to activate the card and can skip the effect. Several cards offer two activation options separated by a horizontal line. In this case, choose one OR the other.

Then it's the next player's turn.

Example: Adding a selected card activates the cards in row 2 and column 3. The player first activates the cards producing ■ to gain the resources needed to activate the effect of the factory in the middle. Therefore, they pay the obtained 2 ■ and get 1 ♣. Now the Starting card needs to be activated – the player decides to take the money that will be used next time.

Card Effects

When activating a card, you can choose to execute its effect or not. The effects shown at the top of the card represent **gain** ❶ of resources. The effects on the bottom represent **exchange** ❷ and allow you to change and process resources.

Gain of a specific raw material.

Gain of any raw material OR a money token.

Gain   *Exchange*

Return the paid resources to the respective boxes.

You always exchange only the exact specified number and only exchange resources once during one activation.
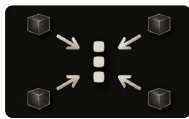
Exchange: Pay the number of resources shown on the left and get the reward on the right (behind the arrow).

Exchange and pollution: The black cube next to the reward means you **have to** add a pollution cube to any of your cards (not inactive ones).
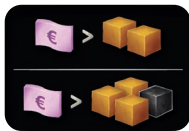
A horizontal line always means a choice between several options. When you activate, you choose **one** of the effects.

Pollution transfer: You can move up to 4 pollution cubes from any of your cards to this card. 3 cubes are placed in the pollution spaces, the last one deactivates this card.

Assistance: Copy the bottom effect on any card owned by another player. Pay the price for the effect according to the usual rules and also add pollution, if required. The other player will receive 1 of the resources you paid of their choice as a reward. When copying the effect of the Pollution transfer, the other player can remove 1 ◼ pollution from any card as a reward.
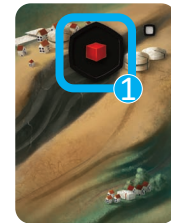

Player 1   *Player 2*

Example: Player 1 decides to use Assistance when activating the Starting card. They copy the card shown in the territory of player 2. They pay 1 ◼ and 2 ◻. Player 2 decides to keep 1 ◼ from the payment and places it on the copied card. The remaining cubes are returned to their boxes.

Starting card: The Starting card shows 2 different effects, but you always choose only one of them. When it is activated, you either get any raw material / a money token, or use the Assistance effect.

The Starting card does not have to be in the middle of your territory.

End of Game

Once the last player places the 9th card, resolves the effects of the cards and ends their turn, the game enters its final phase. All players now execute the Final Activation and then count their points.

At the beginning of the game, all players received 2 Scoring cards. These give you 2 options for the Final Activation of the territory and 2 options for additional scoring of the resources at the end of the game. It is possible to select any combination (*activation and scoring from one card* ❶*, or activation from one card and scoring from the other* ❷).
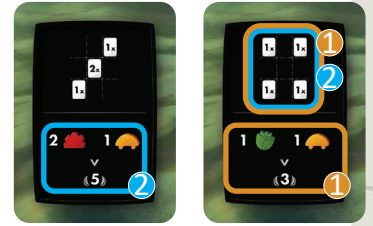
Example of Scoring cards

Final Activation

Based on the selected pattern ❸, activate cards in your territory ❹. There are always four activations matching the pattern (white spaces). You cannot turn or adjust this pattern in any way. You may choose to skip the effect.
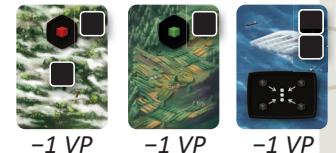

Scoring

Use the Scoring sheet to record all player points. At first, each player chooses a set of resources ❺ from one of their Scoring cards. If they have the depicted resources, they win the given number of points (*Ignore the resources on inactive cards, see pollution.*). If a player has enough resources, they can receive points for the set multiple times. Resources are not used up by scoring.


Example of Final Activation

Next, record the number of points each player has won for the resources on their cards (not inactive cards). You can find the value of each resource on the Reference card. Money has no value. For each card with at least 1 ■ pollution cube, the player deducts 1 victory point. **The player with the highest number of victory points wins.** In the event of a draw, the player with a lower number of pollution cubes overall wins.

■ = ⟪1⟫
🟢 = ⟪5⟫
🟥 = ⟪5⟫
🟠 = ⟪6⟫
⬛ = ⟪-1⟫

−1 VP   −1 VP   −1 VP

Example of pollution

Scoring example:

🟥🟥🟥🟥 = 20 VP

🟠🟠 = 12 VP

🟨 = 1 VP

🟥🟥 = 2 VP

 = −1 VP
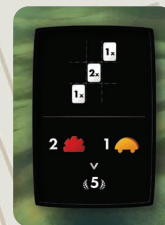
 = 10 VP

The player has completed the depicted set of resources twice, because they own 4 🟥 and 2 🟠. As a result, they get an additional 10 points.

Total VP: 44

Afterword: The Game and Reality

In the *Terra Futura* game, long-distance trade is represented by money tokens. However, did you know that paying with money also contributes to the pollution of the planet? The current global economic system is based on the principles of growth and profit maximisation. As a result, the pressure for greater production is constantly increasing. This system does not respect planetary limits, has a negative impact on the environment, increases inequalities in society, and is therefore unsustainable in the long run. It carries a huge burden in the form of pollution, emissions, biodiversity loss, and exploitation of the most vulnerable people on the planet, who work in substandard conditions and often do not receive a decent wage for their work.

Global transport is not only inextricably linked to the functioning of the global economy, but also to the well-being of society. However, in its current form, it is also one of the main sources of environmental burden, contributes to climate change, and has a negative impact on human health.

Pollution is caused by a variety of ways in both *Terra Futura* and in reality. The scale of the environmental costs of producing goods for our daily consumption often remains hidden. Industry produces a lot of wastewater or cooling water full of toxic substances and is thus the main pollutant of both watercourses and the air. Industrial production in agriculture contaminates and degrades soil and water resources with large amounts of pesticides, ammonia and other fertilizers. One of the solutions for reducing the burden on the environment is to reduce the volume of mined minerals to a minimum and use them more economically. This can be achieved, among other things, through recycling and the increased use of secondary raw materials.

Some cards in *Terra Futura* do not produce pollution - they represent a technology based on the principles of sustainable management and clean energy. The timely and fair transformation of energy is extremely important, as it is the key to averting the catastrophic effects of climate change and increasing inequality. Renewable energy sources include, for example, the use of energy from water, wind, solar radiation, biomass and biogas, environmental energy used by heat pumps, and geothermal energy.
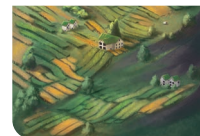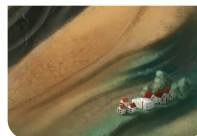
The "pollution absorption" effects of some of the cards in *Terra Futura* can symbolize responsible waste management. Unfortunately, in reality, a large amount of waste ends up in landfills, although almost ¾ of it could be recycled and reused if properly sorted.

More info:

climategame.eu

We live on a planet with limited resources, and we should try to make use of materials as efficiently as possible. One feasible solution is the so-called circular economy, which is inspired by natural, perfectly closed cycles without waste and is applicable in our economic system.