Earth Rising *(v1)*

Object:
- Flip all segments into the center of the board in 20 turns

Concepts:
- **Sectors**: there are six color coded Sectors consisting of the outer ring on the game board plus a Major Segment and a Minor Segment.
- **Segments**: There is a two sided <u>color coded</u> major and minor Segment for each Sector. Initially they are placed color side down outside their matching Sector. They cannot support people until they become transformed and flipped color side up into the center of the game board.
- **Circles**: there are four subtle circles in the outer ring for each Sector, two circles in a sustainable Major Segment and one circle in a sustainable Minor Segment
- **Practice tokens**: a two sided practice token can be placed in any of the circles. Each practice can support two people whether on its sustainable or unsustainable side.
- **People**: there are 42 people (meeples) in the game, seven for each of the six Sectors. Each circle (empty or with a practice token) can hold one People if there are enough practice tokens in the Sector to support them. Each Practice can support two People.

Setup:
1. Place the connected circular game board on the table.
2. Place minor & major **Segments** outside their matching color **Sectors** (burden side up/color side down):
   - **Infrastructure**: Nitrogen Phosphorus Loading & Land Conversion
   - **Culture**: Land Conversion & Biodiversity Loss
   - **Politics**: Biodiversity Loss & Climate Change
   - **Energy**: Climate Change & Chemical Pollution
   - **Industry**: Chemical Pollution & Water Withdrawal
   - **Agriculture**: Water Withdrawal & Nitrogen Phosphorus Loading
3. Place black strain tokens: 2 on each minor **Segment** and 1 on each major **Segment**
4. For each **Sector**, take all the **Practice Tokens** of that color and randomly choose 2. Place them, unsustainable side up in the middle two **Circles** of that Sector. Set the rest off to the side of that Sector
5. Place 1 **People** on each of the four **Circles** in each **Sector**
6. Place the remaining **People** in the center of the game board in rows of 3 (these are people that are not supported by any **Sector** and are in poverty)
7. Each player chooses one character to play:
   - Eco Investor (Infrastructure)
   - Activist (Culture) - gets a supply of protest tokens
   - Grass Roots Politician (Politics)
   - Climatologist (Energy)
   - Innovator (Industry) - gets a supply of startup tokens
   - Ecologist (Agriculture) - gets a supply of regeneration tokens

8. The Influence Deck and Discard Pile go on opposite sides of the board. Set up the cards in the deck like this:
   - Place 3 random Status Quo Strikes cards in the Discard pile.
   - Place the remaining 3 Status Quo Strikes cards face down in a row
     - Randomly place 14 cards on top of each Status Quo
     - Place one stack on top of the other on top of the other
   - Each player takes two Influence cards from the top of the deck
9. Place the temperature tokens, ecological tokens and calendar cards near the game board

Gameplay:
Choose a starting player, then going clockwise around the table, each player does these 5 things:

1. **Draw 2 cards** from the Influence Deck. If it is a Status Quo Strikes card, immediately resolve it. If there are now more than 5 cards in hand, discard extra cards of their choice to the discard pile face down.
2. **Take 4 Actions** in any order (and can be repeated) from this list:
   - **Create a Sustainable Practice** - place a Sustainable Practice token on the board, sustainable side up in one of the empty **Circles** for its **Sector**. This can support **2 People**
     Cost: the matching Influence card PLUS, if not in your Sector, 1 more card of the same color
   - **Disband an Unsustainable Practice** - remove it from the board. This decreases People supported in that Sector.
     Cost: the matching Influence card PLUS, if not in your **Sector**, 1 more card of the same color
     Note: if there is a purple Activist token on the Unsustainable Practice, you flip it to Sustainable rather than disband and remove it.
   - **Draw an Influence Card** (may exceed the 5 card limit)
   - **Use your character's Special Ability**
   - **Clean Up** - remove 4 Strain tokens from any zone(s) (major or minor **Segment**) and then balance the Strain in the zones you removed them from.
   - **Give a player one of your cards** - players may exceed the 5 card limit for this. It is most advantageous to hold cards from your own **Sector**
   - **Refresh the Influence Deck** - shuffle the deck and discard pile together to make a new Influence Deck.
   - **Transform a Sector** - flip a **Segment** (with no strain tokens) into the center of the board for that Sector.
     Cost: free in your Sector otherwise 1 card of the same sector/color
     Note: minor Segments may not be transformed until the major Segments on both sides of it are transformed
3. **Strain Phase 1: People** - every three People in poverty (center of the game board) produce 1 Strain. Beginning with the player's **Sector** and going clockwise around the game

board place 1 strain into each Sector until all gained Strain tokens are distributed.

4. **Strain Phase 2: Sectors** - tally the strain for each Sector. +1 for each unsustainable **Practice** and -1 for each sustainable practice (-2 if it has an Ecologist Regeneration token on it). If positive, add that many strain tokens to the Sector. If negative, remove that many strain tokens from the Sector. A Sector with no practices adds 4 strain tokens.
   - **BALANCE** the Strain before moving to step 5. Split the strain tokens between the major and minor zones. The strain tokens in the minor zone must be equal to or be 1 greater than the major zone until it reaches 5, the remaining strain tokens then go on the major zone. If the major zone exceeds 9 strain tokens, the excess is placed in the minor zone of the next Sector (clockwise). If the strain tokens in that minor zone exceeds 5 then there is an **Ecological Collapse**!
   - If both **Segments** in a Sector have been flipped to Sustainable in the center, you still can place strain tokens for that **Sector** - place them in the blue outer ring. If they are not cleared by the end of Strain Phase 2, a Recession happens and the Minor Segment is unflipped back to outside the board losing any **Practices** on it (and thus may affect supported **People** as well)
5. **Calendar** - advance the calendar by one year.

(A) Status Quo Strikes:

One of your four actions during your turn can be to draw an Influence Card (step 2c). If it is a Status Quo Strikes (SQS) card it will UNDO some of your advances in the game (and the better you are doing, the worse this is)! There is one SQS card for each Sector, but what happens is the same for each:

1. Place the SQS card drawn into the center of the board
2. Draw Influence cards:
   a. Draw one Influence card
   b. Draw one more Influence card for every Sustainable **Practice** of the same color (**Sector**) as the SQS card
   c. If it matches a Sustainable **Practice** on the board, remove it (two less **People** are supported)
   d. If it matches an Unsustainable **Practice** add two strain tokens to that Sector (and Balance the strain as per gameplay step 4a)
   e. If there is no matching **Practice** on the board, add that Unsustainable Practice to the board (support added for two more **People**)
      - If there are no empty **Circles** available to add that **Practice**, draw another Influence card until you CAN perform its effect.
   f. If you draw another SQS card, ignore it until all other cards drawn are completed.
   g. Place all cards from this process into the Discard Pile
   h. Draw a new Influence card and add it to your hand
   i. If an SQS card was one you drew for this you now must shuffle the Discard Pile into the Influence card deck.

(B) Ecological Collapse:

If there are more than 14 strain tokens on a specific type of burden (Major and Minor **Segments** next to each other) there is an Ecological Collapse. If this is the 4th Collapse the game is lost! Otherwise, do this:

1. Remove 10 of the strain tokens that caused the Collapse (5 from the Minor Segment and 5 from the Major Segment)
2. Draw an Influence card to determine the **Sector** affected.
   a. Place an Ecological Collapse token in the leftmost empty **Circle** in the outer ring of the **Sector** determined by that card (Not on a Sustainable **Segment** in the center area)
   b. If none of the four **Circles** are empty, replace the leftmost **Practice** token in that **Sector** (reducing supported **People** by 2).
   c. Add a rising temperature token to the center of the board. The first one is +1 and adds 1 unsupported **People** to the People count from groups of 3 People in the center of the board. The second one is +2 and adds two more to the first (total of 3 unsupported People added). The third one is +3 making it 6 unsupported People.
   d. A second and third Collapse each also place two additional Ecological Collapse tokens on the board (see 2a and 2b)

(C) Influence Cards and Practices:

You may play an Influence card, if it is within "your" **Sector** (that matches your Character) to disband the matching Unsustainable **Practice** (lose support for 2 **People**) or add a Sustainable Practice if it is not on the board yet (add support for 2 People).

If the card is not within "your" **Sector**, you must add one more card of that color to disband or add a **Practice** in that other Sector.

The Influence card(s) used are added to the Discard Pile.

(D) Transforming (flipping) Sectors:

If a Major **Segment** is free from strain tokens, you may flip it into a Sustainable Segment in the center. This adds two empty **Circles** that can hold **Practice** tokens which in turn add more support for **People**. If the Major Segment is already Sustainable, you may flip the Minor Segment if there are no strain tokens on it, but only if both **Sectors** on either side already have flipped their Major Segments!

There is no cost for this Action if it is within "your" **Sector** (that matches your Character). To do this for other Sectors you must play an Influence card that matches that Sector.

If there are **Practices** on the board in that **Sector** that allow support for the more People, move a People token(s) into an empty **Circle(s)** on the newly transformed **Segment** matching the total support provided by the Practices.

(E) Recessions:

While not complex or complicated, the example on page 11 shows how a Recession can have a <u>snowball effect</u> causing multiple disasters! Make sure to review that example!

A Recession occurs if at the end of Strain Phase 2 there are strain tokens on the blue outer ring of a Sector. Then Minor **Segment** is unflipped back outside the board. Any **Practice** token on it is lost which reduces the supported **People** by 2.

If there are more than 5 strain tokens on a Minor **Segment**, a Recession occurs. The Major Segment for that **Sector** is unflipped back outside the board. Any **Practices** that were on that Segment are lost and supported **People** is reduced by 2 for each lost Practice. Also if a Minor Segment had been flipped into the center for a neighboring Sector, it no longer is allowed and must be unflipped back outside the board, removing any Practice tokens on it (and reducing the supported People by 2).

(F) Playable Character Abilities:

Each Character has unique abilities:

1. **Activist** (purple / Culture)
   a. has a supply of "protest" tokens - as an Action you may place and/or rearrange protest tokens on Unsustainable **Practices**. If that Practice is to be disbanded, it would be flipped to Sustainable instead.
   b. The number of protest tokens allowed is based on the number of Sustainable **Practices** in your **Sector** (Culture)
   c. If you ever lose a Sustainable **Practice** in your **Sector**, the number of allowed protest tokens is reduced and you may need to remove a protest token if too many are then on the board.
2. **Eco Investor** (blue / Infrastructure)
   a. When you draw an Influence card for a turn Action, you may also draw one more card, look at it and then either give it to a player or return it to the bottom of the deck. Note: players are allowed to go over their normal 5 card maximum when given these cards (until their own turn).
   b. You may add another card to look at for each Sustainable **Practice** in your **Sector**.
3. **Climatologist** (orange / Energy)
   a. After taking your four Actions you may move 1 strain token to a different **Segment**.
   b. You may do this again for each Sustainable **Practice** in your **Sector**.
4. **Innovator** (yellow / Industry)
   a. has a supply of "start up" tokens - as an Action you may place one start up token in the center of the board and place one **People** on it (which no longer counts towards the poverty strain.
   b. You may do this again for each Sustainable **Practice** in your **Sector**.

c. If you ever lose a Sustainable **Practice** in your **Sector**, the number of allowed start up tokens is reduced and you may need to remove one from the board (the **People** token is then placed back in the poverty People area.
5. **Ecologist** (green / Agriculture)
   a. has a supply of "regeneration" tokens - as an Action you may place and/or rearrange a regeneration token(s) on any Sustainable **Practice**. This will reduce the tally for strain in that **Sector**.
   b. You may do this again for each Sustainable **Practice** in your **Sector**.
   c. If you ever lose a Sustainable **Practice** in your **Sector**, the number of regeneration tokens allowed is reduced and you may need to remove one from the board.
6. **Grass Roots Politician** (red / Politics)
   a. as an Action you may peek at the next two cards in the Influence card deck and even rearrange them (but place them back on top of the deck)
   b. You may peek at one additional card for each Sustainable **Practice** in your **Sector**.

Variations:

- **Solo Mode -** see page 14
- **Quick Play Mode -** see page 15