GLOBAL WARNING

RULES

Number of players: 4-7 - Playing time: 45-90 min.

adventerra GAMES

GAME DESCRIPTION

Global warming threatens the Earth! Unite your forces with the other players to resolve all the environmental problems before the planet overheats. The winner will be the one who uses the right solutions cards to resolve the most and biggest problems.

THE CARDS

In the game you will find two types of cards:

PROBLEM CARDS

SOLUTION CARDS

The cards are divided into 8 categories, each identified by a different color:

	Solid waste
	Deforestation
	Nuclear energy
	Water pollution
	Oil spills
	Acid rain and CO_2
	Smog
	Greenhouse gases

On every card there are two numbers:

THE DIMENSION OF THE DAMAGE OR THE BENEFIT ON THE LOCAL ENVIRONMENT

THE DIMENSION OF THE DAMAGE OR THE BENEFIT ON THE GLOBAL ENVIRONMENT

GAME SETUP

1. Sort the cards into decks based on the image on the back, shuffle each deck, and place it face down on the spaces on the board
2. Place the temperature indicator disk on zero on the thermometer
3. Deal the first 20 solution cards out as evenly as possible among the players
4. Place 4 problem cards face-up on the Earth
5. Each player rolls one die, the player with the highest number takes the first turn, and then play follows clockwise around the table

PLAYER TURNS

1. Roll a die, subtract one point, and take that number of billions from the bank (for example, if you roll a 4, take 3 billion Adventcoin)

2. Draw the top problem card and place it in one of the spaces on the Earth face-up

3. Draw the top solution card. As an alternative, you can discard any number of cards from your hand and draw the same number of solution cards from the deck. However, if you choose this alternative your turn ends immediately without the chance to resolve any problems

4. Resolve one or more face-up problem cards with the solution cards in your hand

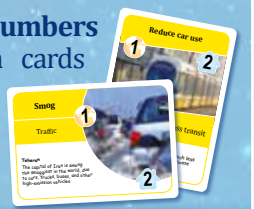
5. If you resolve at least one problem card, at the end of your turn you can draw a new solution card

HOW TO RESOLVE A PROBLEM CARD

To resolve a problem card, you need to use one or more solution cards that meet the following requirements:

1. All solution cards used must be the same **color** as the problem card. The solutions cards with two colors can be used to resolve two different types of problems

2. The local and global **numbers** present on the solution cards used must sum to at least the same local and global numbers on the problem card



3. Make sure that the solution card or cards used resolve(s) all aspects of the problem card. *(for example you cannot resolve a "glass and plastic" problem card without at least one glass solution card and one plastic solution card)*

Once you have verified that you have the correct solution card or cards, you must pay the bank the local number (in billion Adventcoin) on the problem card

Place the solution cards you used to resolve the problem in the discard deck

Place the resolved problem card face up in front of you. **The local value on the card represents the victory points you have earned.**

TEMPERATURE OF THE EARTH

At the end of every complete round of turns the last player must update the global warning index. Sum up the global values on the unsolved problem cards *(i.e., those face up on the board)* and move the global warming indicator disk up by that number of points on the board.

HOW THE GAME ENDS

The game ends when:

1. One player wins the game by first reaching the point total in the table below:

NUMBER OF PLAYERS	POINTS NEEDED TO WIN
4	25
5	20
6	16
7	13

The global warming index reaches 75 points. That would mean that the team has not succeeded in slowing down the increase in the Earth's temperature and all players lose

SPECIAL RULES FOR NUCLEAR ENERGY

In the solution deck there are two types of nuclear cards:

"BUILD NUCLEAR POWER PLANT"

During the game players can use this solution card to build a nuclear power plant and solve one or more "acid rain and CO_2" cards with a total value of 3 local and global points.

To build a nuclear plant you must pay 3 billion Adventcoin and place the nuclear solution card face up on the board.

The player who has constructed a nuclear power plant, during their turn, must roll the die three times to reflect the risks of a nuclear accident.

An accident happens in only two types of dice rolls:

TOTAL NUMBER ROLLED	LEVEL OF DAMAGE	EFFECTS IN THE GAME
4 o 5	LOW	THE PLAYER WHO BUILT THE PLANT LOSES 5 VICTORY POINTS AND MUST PAY 1 BILLION TO THE BANK EVERY TURN FOR THE REST OF THE GAME
3	HIGH	ALL PLAYERS LOSE 10 VICTORY POINTS AND MUST PAY 1 BILLION TO THE BANK EVERY TURN FOR THE REST OF THE GAME

"DECOMMISSION NUCLEAR POWER PLANT"

The player with this card can use it in order to reduce the risk of a nuclear accident.

Place the card face up in its space on the board, pay 3 billion Adventcoin and eliminate from the game the nuclear power solution card that is face-up on the board.

However, at the moment of decommission the player moves one of the Acid Rain Replacement cards from its place near the corner to an open problem space in the middle of the board, and turns it face up. If the player has the appropriate solutions cards and 3 billion in cash, it can be solved immediately.

Note: *the effects caused by a nuclear accident that has already occurred continue even if the nuclear power plant is disactivated*