INSTRUCTIONS

Climate change threatens the Earth. Your mission is to clean up environmental problems before the planet overheats! Win by solving the biggest and the most problems.

Game Setup

1. Place the round temperature disc on zero on the warning dial.

2. Sort the money by denomination and place in the sky on top of the board.

3. There are two types of cards: Problem Cards (with a red globe and "warning" triangle on the back) and Solution Cards (with a green lightbulb on the back).

Note: The cards have colors related to different environmental problems (solid waste, deforestation, nuclear energy, water pollution, oil spills, acid rain and CO2, smog, and greenhouse gases). Each card also has two numbers: the number in the house icon shows the damage or benefit to the local environment, and the number in the globe icon shows damage or benefit to the global environment.

a) Shuffle the Solution Cards well and deal the first 20 Cards face down among the players.
b) Place the remaining Solution Cards face down on one of the lightbulb spaces at the top of the board. The other lightbulb space is for the discard pile.
c) Remove the two "Acid rain replacement" cards from the Problem deck and place them in the storm cloud space on the board.
d) Shuffle the Problem Cards *very* well, and place 4 Problem Cards face up in any space on the planet.
e) Place the remaining Problem Cards face down in the warning triangle space on the board.

4. Each player rolls all three dice. The player with the highest number goes first, then play proceeds clockwise.

Taking a Turn

1. Roll a die, subtract one, and take that many billions of Adventcoin from the bank (e.g., if you roll a 6, take 5 billion).

2. Draw the top Problem Card from the deck and put it face up in any vacant spot on Earth.

3. You have two options:

a) Draw the top Solution Card from the deck and add it to your hand; OR
b) Discard any number of Solution Cards from your hand, then draw that many Solution Cards from the deck. **Your turn ends without the chance to solve any Problem Cards.**

4. If you have not discarded during your turn, you can solve any Problem Cards on the Earth with the Solution Cards in your hand *(details below).*

5. If you solve at least one Problem Card, draw a new Solution Card at the end of your turn.

To Solve a Problem Card

• To use a Solution Card, it must have the same color as the Problem Card. The Solution Cards with two colors can be used to resolve two different types of problems. *Example: The green Solution Card "plant trees" also has a violet band in the middle, so it can also solve violet "acid rain" Problem Cards.*

• The solution must make sense, and solve all aspects of the problem (e.g., you cannot solve a "glass and plastic" Problem Card without a glass Solution Card *and* a plastic Solution Card).

• Global numbers (in the planet icon): The total global power of the Solution Cards played must be equal or greater than the global damage on the Problem Card.

• Local numbers (in the house icon): The total local power of the Solution Cards played must be equal or greater than the local damage on the Problem Card.

• You must also have money to pay the local damage on the Problem Card. (e.g. if the local number on the Problem Card is 2, pay the bank 2 billion Aventcoin)

Note: Players may trade cards and Adventcoin if they choose.

• After paying the bank, discard the used Solution Cards. Place the solved Problem Card(s) in front of you (either face-down or face up; it is your choice). The local number(s) on the solved Problem Card(s) represent(s) the victory points you have earned.

At the end of each round

After each player has taken a turn, add up the number of global points on the unsolved Problem Cards displayed on the Earth. Move the temperature button ahead by that many points.

How the game ends

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

Number of players	Points needed to win
4	25
5	20
6	16
7	13

2. However, if the earth overheats first, the game is over! If the temperature button reaches 75 points on the warning dial, then it doesn't matter who solved more local problems, as the earth has been damaged beyond repair.

Special Rules for Nuclear Energy

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

A. 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 CO2” 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 in the “unlocked” nuclear spot at the top right of the board.

After you build it, every time you take a turn you must roll all three dice 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 to 5	Low (local or regional damage)	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 (national or international damage)	All players lose 10 victory points and must pay 1 billion to the bank every turn for the rest of the game

B. Decommission Nuclear Power Plant

If you have this card, you can use it to reduce the risk of a nuclear accident.

Place the card face up in the “locked” nuclear spot on the board, pay 3 billion Adventcoin, and remove the nuclear power Solution Card from the game.
However, you must also move one of the “Acid rain replacement” cards from the storm cloud space to an open problem space on the Earth, and turn it face up. If you have the right Solution Cards and 3 billion in cash, you can solve it immediately.

Note: the effects of a nuclear accident continue even if the nuclear power plant is decommissioned.