



YOUR FIRST GAME

To Setup:

1 Place Board and Currency on the table



2 Shuffle projects cards. Place 6 cards face up.



3 Each player takes 7 Currency. Give first player marker to youngest player.

4 Each player chooses a color then places their Prosperity Marker on the number "2" on the Prosperity Track (this is your Prosperity) and Emissions Marker on number "1" on Emissions Track (This is your Emissions).

Set Global Emissions (Total Emissions of all players) to equal the number of players.

How to win?

The first player who reaches 20 prosperity wins but Global Emissions must be below 25. If global emissions reach 30, no one wins and the highest emitter loses.

How to play first 2 rounds?

Starting with the player with the first-player maker, each player takes a turn. Once all players have taken one turn, a round is completed.

ON YOUR TURN:

1 Earn currency = to your prosperity. (you start with 2 prosperity, so earn 2 currency)

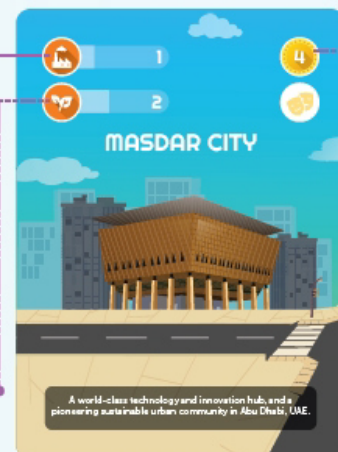


3 End your turn. Next player starts theirs.

2 Fund up to 2 Projects. When you fund a project, put it in front of you then reveal a new project next to the board in its place.

Move your Emissions marker and Global Emissions by this value on Emissions Track

Move your prosperity marker this value on track



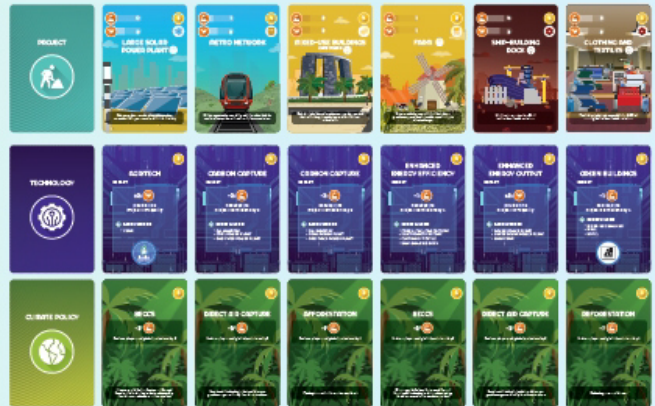
Pay this currency to fund Project

YOUR FIRST GAME (CONTINUED)

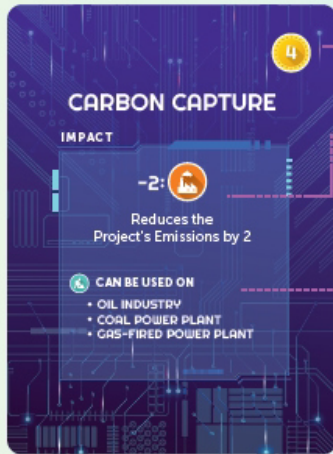
Now that you have played your first 2 rounds:

Place the Technology Cards  and Climate Policy Cards  face up next to the Project Cards for setup.

On your turn, you may now ALSO fund 1 Technology Card and 1 Climate Policy Card



TECHNOLOGY



Pay this currency to fund tech.

Get this benefit

Place this card on top of one project that you previously funded (you must have one) that match the ones listed.

CLIMATE POLICY



Pay this currency to fund policy

Get this benefit



Global Emissions: What happens if they go above 10?



At the end of the round, if Global Emissions are between 11-20, draw a Warning Event card. Resolve its effects written on the card.



At the end of the round, if Global Emissions are above 21, draw a Critical Event card and resolve its effects. If there are no more cards to draw, everyone loses the game

NOTE: After your first game, read "Sanctions on page 13 of the manual. Make sure you incorporate this into your play in your second game played".