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ONE EARTH

THE BOARD GAME

**You are leaders of the world's most powerful countries.
Help your own country grow and prosper, but keep global greenhouse gas
emissions from rising too high! We only have one earth, and the future of
humanity depends on its survival.**

1-5 PLAYERS • 20-40 MINS

GAME OBJECT

One Earth can be played in standard mode or advanced mode

STANDARD MODE

(3-5 PLAYERS)

Recommended for first time play, casual gamers and educational settings

In One Earth, players compete to score the most points 🏆 (*Prosperity*). But they must also manage the group's collective impact 🏭 (*Global Emissions*).

To do this, they use currency 🟡 to fund *Projects* 🧑‍🌾, *Technology* 🌀, and *Climate Policy* 🌍. If the group keeps *Global Emissions* at a safe level, the player with the highest *Prosperity* wins the game.

But if *Global Emissions* get too high, the earth becomes Uninhabitable and all players lose.

ADVANCED MODE

(1-5 PLAYERS)

Recommended for more challenging games

Prosperity on its own is no longer enough to keep your citizens happy, and life beyond the borders of this planet is now achievable.

In One Earth's advanced mode, players take on the role of specific leaders with varying abilities and utilize diplomacy to pass UN *Resolutions* that benefit their gameplan.

The objective of the game is to score the most *Victory Points* before the game ends.

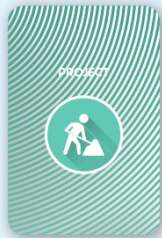


GAME CONTENTS

In addition to the One Earth Board

FOR STANDARD MODE

62 CARDS



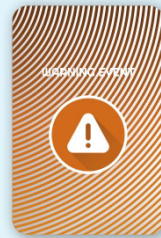
40
Project Cards



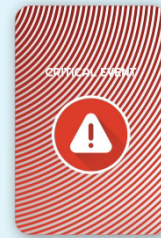
6
Climate Policy Cards



8
Technology Cards



4
Warning Event Cards



3
Critical Event Cards



1
Sanction Card

MARKERS



6
Prosperity Markers



6
Emission Markers



1
Global Emissions Marker

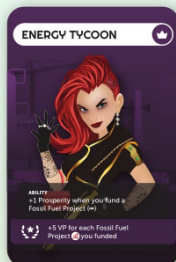
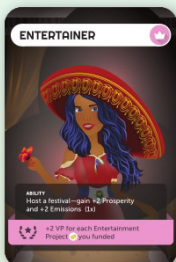
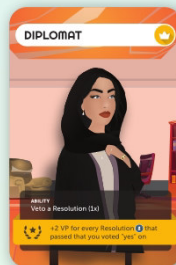
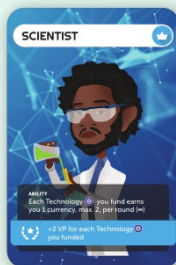
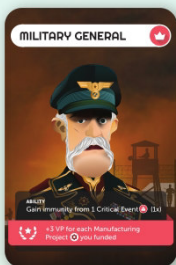
25 WORTH OF CURRENCY



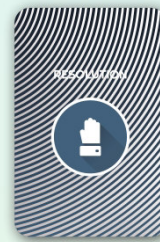
1 FIRST-PLAYER TOKEN

ADDITIONAL COMPONENTS FOR ADVANCED MODE

6 LEADER CARDS



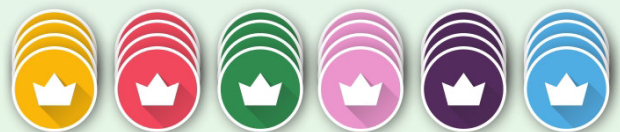
9 RESOLUTION CARDS



10 AUTOMA CARDS



24 LEADERSHIP VOTING TOKENS (4 PER LEADER)

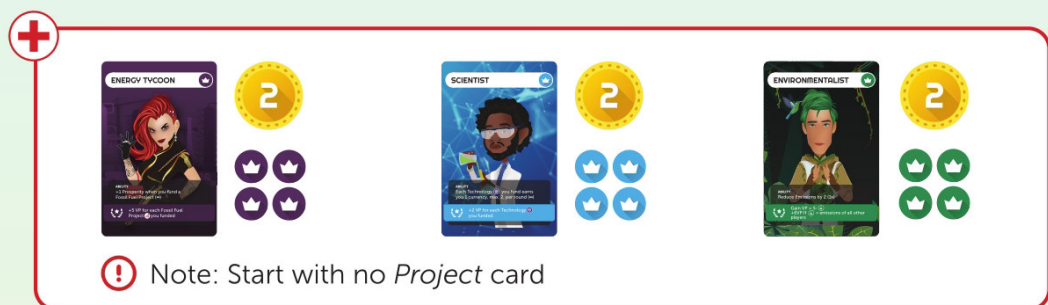


GAME SETUP



Rules and setup relevant to the Advanced Mode are highlighted in red. For Standard Mode, ignore anything in a red box.


Note: We recommend seasoned gamers to play the Advanced Mode.



Note: Start with no Project card

REMOVE EXTRA CARDS AND TOKENS

Return all *Leader* cards, *Resolution* cards, and voting tokens to the game box.

  Ignore this in Advanced mode.

FOR A 1-2 PLAYER GAME


If you are playing a solo or 2 player game, see additional set up on page 18


 **Note:** Rules with a  should be ignored in 1-2 player games.


A PREPARE THE BOARD



1 Place the game board on the table.

2 Shuffle each deck separately. Then:

 • Place the *Project* deck next to the board. Deal a line of 6 face-up *Project* cards nearby.

 • Place the *Technology* deck next to the *Project* deck.

 • Place the *Climate Policy* deck next to the *Technology* deck.

  • Place the *Warning Event* deck (red) and the *Critical Event* deck (yellow) near the Board.

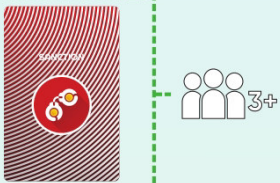
 • Place the *Sanction* card near the board.

 • Shuffle the *Resolution* deck and place it next to the *Projects* deck. 

3 Set up the bank. Place all currency near the board, where players can access it.



During the game, place *resolutions* that pass here.






B PREPARE COUNTRIES

Starting with the first player:

1 Select your country. Each player selects 1 color and takes their starting pieces:

- *Leader Card*
- 4 Voting Tokens





-  • 1 *Prosperity* marker
-  • 1 *Emissions* marker
-  • 5 units of currency

 **Note:** 7 units of currency instead 


-  • 1 *Project* card drawn at random

 **Note:** No *Project* card instead 

2 Mark each country's starting position:

-  • Locate the *Emissions* number on your starting card. Place your *Emissions* marker on the correct space of the board's *Emissions Track*.
-  • Locate the *Prosperity* point(s) on your starting card. Place your *Prosperity* marker on the correct space of the board's *Prosperity Track*.

 **Note:** Place all *Prosperity* and *Emission* markers on zero instead 

3 Mark the *Global Emissions level* . Add the *Emissions* numbers of all the players. Use the *Global Emissions* marker to mark this number on the *Emissions Track*.

4 Give the first-player token  to the youngest player.

CARDS ANATOMY



PROJECT CARDS

- 1 CARD TITLE.**
- 2 COST.** Pay this much currency to fund this card.
- 3 PROSPERITY.** Playing this card increases your country's *Prosperity* by this many points.
- 4 EMISSIONS.** Playing this card raises your country's *Emissions* **AND** *Global Emissions* by this much.
- 5 SECTOR.** Only applies to advanced mode (See below).
- 6 TECHNOLOGY UPGRADE.** This *Project* can be upgraded with a specific *Technology*. The benefit of the upgrade is indicated (it either increases the *Prosperity* of the *Project* or reduces its emissions).
- 7 CARD / FLAVOR TEXT.** Interesting facts about the *Project*.



Sector

In advanced games, each *Project* belongs to 1 of 8 different **Sectors**:

5



Education



Health



Entertainment



Manufacturing



Food



Transport



Fossil Fuel



Renewable Energy

Sectors affect your final score (See on page 16). They also determine the impact of *Resolutions* on your country (See "Resolutions" on page 14).

1

NEW TRADE ROUTES OPEN

2

OUTCOME



All players: earn 2 additional currency this round



New trade routes have opened between Europe and East Asia.

3



EVENT CARDS

- 1 CARD TITLE.**
- 2 OUTCOME.** Applies to all players.
- 3 CARD / FLAVOR TEXT.**



CARDS ANATOMY



TECHNOLOGY CARDS

- 1 COST.** Pay this much currency to fund this card.
- 2 CARD TITLE.**
- 3 IMPACT.** Benefits of the *Technology* when used on a *Project*.
- 4 CARD USAGE.** The *Technology* can be used on these specific *Projects*. Can be used on 1 *Project* in standard mode, or up to 2 *Projects* in advanced mode.



CLIMATE POLICY CARDS

- 1 CARD TITLE.**
- 2 OUTCOME.** Reduce player and *Global Emissions* by the stated number.
- 3 COST.** Pay this much currency to fund this card.
- 4 CARD / FLAVOR TEXT.** Interesting information about *Climate Policies*.

HOW TO PLAY

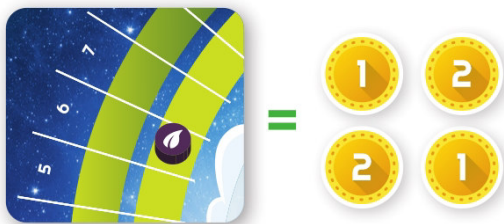
URNS & ROUNDS

One Earth is played over many rounds. Starting with the first player, each player takes 1 turn. Once all players have taken 1 turn, a new round begins (See "Starting a New Round" on page 12).

ON YOUR TURN

1 Earn Money

At the beginning of your turn, check your *Prosperity* level. Gain that number of currency from the bank.



(For example, if your Prosperity marker is on "6," take 6 units of currency.)

! Note:

Optionally, you may request any amount of currency from another player(s) in exchange for a non-binding promise to perform a certain task such as funding a *Climate Policy*. The other player(s) may choose to accept this and transfer currency to you. This is called **Foreign Aid**.

2 Spend Money (optional)

During your turn, you may spend currency to gain new cards. You may choose any combination of cards and you may fund them in any order, provided you have enough currency to pay for them. You may also choose to pass your turn without taking any cards.

Choose any, all, or none of these options:



Fund Projects
(up to 2 per turn)



Fund Technology
(max 1 per turn)



Fund Climate Policy
(max 1 per turn)

! You may also activate your leader's ability (See page 11) +



2 SPEND MONEY (CONTINUED)

FUND A PROJECT

When you fund a *Project*, you gain *Prosperity* points. But you also increase your country's *Emissions* AND the *Global Emissions*. To fund a *Project*:

1. Choose 1 of the 6 face-up *Project* cards near the board. Pay the cost listed on the card, and place the card face-up in front of you.
2. Locate the card's *Prosperity* number. Move your *Prosperity* marker accordingly.
3. Locate the card's *Emissions* number, and move both your *Emissions* marker AND the *Global Emissions* marker accordingly.
4. Draw a new *Project* card and place it in the empty space.

EXAMPLE

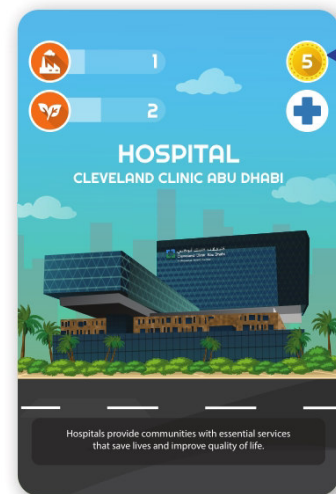


After earning money, Player 3 has 12 currency.

Their *Prosperity* level is 12, and their *Emissions* level is 8. The *Global Emissions* level is 19. They pay 5 currency to the bank to fund a "**Hospital**" *Project*. They place that card in front of them.

Then they move their *Prosperity* marker up 2 **A** (from 12 to 14), move their own *Emissions* marker up 1 **B** (from 8 to 9) and raise the *Global Emissions* marker up 1 **C** (from 19 to 20). Then they draw a new *Project* card and use it to replace the empty space where the "Hospital" card was.

Player 3 can now end their turn, or use their remaining 7 currency to fund another *Project*, a *Technology*, and/or a *Climate Policy*.



PLAYER 3

$$12 - 5 = 7$$

- Note:** On your turn, you can spend 2 currency at any time to change the 6 face-up *Project* cards. To do so, set these *Projects* aside, deal 6 new *Project* cards from the deck, and then shuffle the removed cards back into the *Project* deck

2 SPEND MONEY (CONTINUED)

FUND A TECHNOLOGY

A *Technology* card can help increase the *Prosperity* points or decrease the *Emissions* of a *Project* you have already funded.

To fund a *Technology*:

1. Search the *Technology* deck and select 1 card. You must already have a *Project* that meets the requirements of the *Technology* card. Pay the cost shown on the card and place the card face-up on top of the *Project* card you want to combine with it.
2. Move your *Prosperity* marker or both *Emissions* markers accordingly.

Note: Each *Technology* may only be used on 1 *Project*. You may not transfer a *Technology* to a different *Project* during the game.



In advanced games, you may utilize a *Technology* card on up to 2 *Projects* at the same time (instead of just 1). First, you MUST use the *Technology* to modify at least 1 *Project* you have already funded. Then you may:

1. Immediately use the *Technology* on 1 of your other funded *Projects*,
2. Share the *Technology* with another player, who may apply it to 1 *Project* they have funded, OR
3. "Save" the *Technology* to use on 1 future *Project* you fund. As soon as you fund another eligible *Project*, you may instantly apply the *Technology* to it.

Notes about Technology:

- Once you commit a *Technology* to a *Project*, you may not remove it or transfer it to another card.
- You may not use more than 1 *Technology* on the same *Project*.
- Only the player who funded the *Technology* card may score game-end bonuses.

EXAMPLE



Continuing their turn, Player 3 searches the *Technology* deck and decides to fund "Agritech" for 3 currency. They place the card on top of their "Farm" *Project*. This doubles the Farm's *Prosperity*, so Player 3 moves their *Prosperity* marker up 1 (from 14 to 15). This card does not affect *Emissions* levels.

EXAMPLE



Player 4 funds "Agritech," which doubles the *Prosperity* of "Farms." They have 2 "Farm" *Projects* in front of them, each with 1 *Prosperity* point.

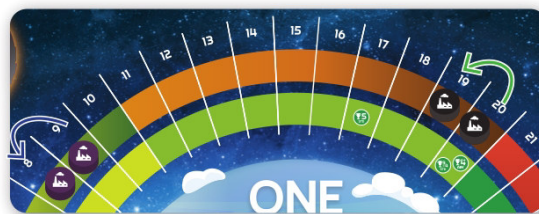
Their total *Prosperity* increases by 2 (+1 for each farm). If later in the game, they purchase a third "Farm" *Project*, the effect of the "Agritech" card would not apply to it, since they've already used "Agritech" on 2 *Projects*. Therefore, their third "Farm" would only generate 1 *Prosperity*.

FUND A CLIMATE POLICY

Climate Policy cards represent legislation your country passes to help combat climate change. When you fund *Climate Policy*, you reduce your own *Emissions*, as well as *Global Emissions*. You may purchase up to 1 *Climate Policy* card per turn. To fund a *Climate Policy*:

1. Search the *Climate Policy* deck and select 1 card. Pay the cost and place the card face-up next to your funded *Projects* and *Technologies*.
2. Move your country's *Emissions* marker AND the *Global Emissions* marker accordingly.

EXAMPLE



Continuing their turn, Player 3 searches the *Climate Policy* deck and decides to fund "Reforestation" for 3 currency. They place this card face-up in front of them. Then they move their *Emissions* marker down 1 (from 9 to 8) and the *Global Emissions* down 1 (from 20 to 19). Then they end their turn.



LEADERS



1. At the beginning of an advanced game, each player selects a *Leader* to lead their nation. Every *Leader* has a special ability that can be used once* during the game. You may use this ability anytime during your turn. When you do, rotate the card to the right to signal that you have used it. Then follow the instructions on the card to adjust your *Prosperity* and/or the *Emissions* levels.








* Exception



The "Energy Tycoon" adds +1 *Prosperity* to all fossil fuel *Projects* at all times during the game. You do not need to "rotate" this card. The "Scientist" gains 1 currency each round for every *Technology* they have funded (maximum of 2 currency).

2. Additionally, each *leader* provides extra opportunities to earn *Victory Points* at the end of the game (See "Scoring on page 16")

STARTING A NEW ROUND

After all players have taken a turn, start a new round by doing the following, in order:

-  1.  Audit the player holding the *Sanction* card.
-  2. Pass the first-player token clockwise.
-  3.  Check *Global Emissions* levels and draw Event cards (if necessary).
-  4.  Hold a UN Meeting (if necessary).

 **Note:** rules with a  should be ignored for 1-2 player games.

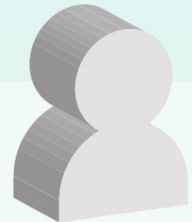
1 AUDIT THE PLAYER HOLDING THE SANCTION CARD



- If *Global Emissions* are **20 or less**,
 - The *Sanction* is lifted and the player with the *Sanction* card places it near the board.
- If *Global Emissions* are **more than 20**,
 - If the player with the *Sanction* card is **NOT** the highest emitter, the *sanction* is lifted and they place the *Sanction* card near the board.
 - If this player **IS** the highest emitter, that player must choose their *Project* with the highest *Emissions* number and discard it. Adjust their country's *Emissions* and the *Global Emissions* level accordingly.



2 PASS THE FIRST-PLAYER TOKEN CLOCKWISE.

Example: At the end of the round, Player 3 is holding the first-player token. They pass it clockwise, to Player 4.



3 CHECK GLOBAL EMISSIONS LEVEL.



- If the level is **10 or less**, skip to step 4.
-  • If the level is **11-20**, draw 1 *Warning Event* card and follow its instructions.
-  • If the level is **21-29**, draw 1 *Critical Event* card and follow its instructions. When resolving the card's instructions, if there is a tie, both players are affected by the *Critical Event* in the same way. If all players tie, use the "all players" effect(s) listed on the card. Then hold a UN Meeting (See page 13).

4 HOLD A UN MEETING (IF NEEDED)



If *Global Emissions* are over 21 at the end of a round, the group must hold a United Nations (UN) General Assembly. Here's how:

- ⓘ In advanced mode, starting from round 2, a UN meeting is always held. If emissions are below 21, skip to "4. Propose a *Resolution*". Otherwise, start with step 1

- 1. SANCTION THE HIGHEST EMITTER.** Identify the player whose country has the highest *Emissions* level. Hand that player the *Sanction* card. Players may only *Sanction* the player with the highest *Emissions*. If there is a tie, players may vote to determine which player is *Sanctioned*. If there is still a tie, no player is *Sanctioned*.
- 2. HEAR THEIR ARGUMENT.** The player with the *Sanction* card may try to convince other players to discard the *Sanction* card. They may do this by making promises about their next turn. Players are not required to keep their promises!
- 3. TAKE A VOTE.** Decide if the group wants to penalize the player with the *Sanction* card.
 - If a majority of the group agrees to *Sanction* the player, that player keeps the *Sanction* card, and will earn a maximum of 4 currency when they collect money during the next round. (Their *Prosperity* level does not count toward their income.)
 - If the majority agrees NOT to *Sanction* the player, return the *Sanction* card to its place near the board.

4. PROPOSE A RESOLUTION (See page 14).

EXAMPLE

At the beginning of the round, the *Global Emissions* marker is at 24. The players draw and resolve 1 *Critical Event* card. Then the players begin the UN Meeting. At the meeting, 3 of the 4 players decide to *Sanction* Player 1, whose *Emissions* level is the highest at 10.

- 1** Because there is a majority vote, Player 1 takes the *Sanction* card, and earns only 4 currency this round. All other players earn currency in the normal way, according to their *Prosperity* level. Then all players take their turns normally. During the round, the players reduce *Global Emissions* by 24 down to 22. At the end of the round, *Global Emissions* are still higher than 20 and Player 1 is still the highest emitter.
- 2** Therefore, Player 1 must discard their highest-emitting *Project*—an "Oil Industry," worth 3 *Prosperity* and 5 *Emissions*. Player 1 discards the "Oil Industry," subtracts 3 from their *Prosperity* (from 10 to 7), and subtracts 5 from their *Emissions* (from 10 to 5). They also subtract 5 from the *Global Emissions* (from 22 to 17). They earn 3 currency in compensation (See discarded projects page 14)



The *Sanction* is now lifted. Player 1 returns the *Sanction* card to its place near the board. To start a new round, players draw and resolve a *Warning Event* card. Then players take turns normally. (Player 1 earns 7 currency during the round). No player can be *Sanctioned* this round given *Global Emissions* are below 21.

RESOLUTIONS



Resolution cards represent policies and *Resolutions* made among all the countries. During a UN Meeting, the player with the first-player token may propose a *Resolution*. To propose a *Resolution*:

- 1 **Select a resolution.** Search the *Resolution* deck and select 1 card.
- 2 **Discuss.** Players may make arguments for or against the proposed *Resolution*. Players may make promises or strike deals with other players to sway their votes. Promises and deals are non-binding.
- 3 **Vote.** To pass a *Resolution*, it must obtain more “yes” votes than “no” votes. Vote “yes” by placing your voting token on top of the *Resolution* card. To vote “no,” do nothing. Voting begins with the player who proposed the *Resolution*. Then voting continues clockwise.
- 4 **Secret Bidding.** There is 1 additional vote, which represents the world’s other countries. Players may try to influence this other vote through a secret-bidding process. To bid, all players place any amount of their own currency (or none) in a closed fist. Then all players reveal the amounts and declare whether the vote is “yes” or “no.” Then players tally up the “yes” currency against the “no” currency to determine the outcome of the additional vote. In the event of a tie, no additional vote is cast.
- 5 **Tally the votes.** (Player votes and additional votes)



Exception:
The “Colonize Mars” and “Mandatory Foreign Aid” *Resolutions* do not require a vote. (See Page 10)

Note: Players have 4 leadership voting tokens only so vote wisely.

IF THE RESOLUTION PASSES

Place the card face-up near the *Resolution* deck (above the line of *Projects*). All players who voted “yes” leave their tokens on the card. Then follow the instructions on the card. Some *Resolutions* affect all players, while others only affect players who voted “yes” on the *Resolution*. The *Resolution* remains in effect for the entire game, and may not be repealed.

Note: “Mandatory Foreign Aid” only has one-time effects.

EXAMPLE



IF THE RESOLUTION FAILS

It may not be proposed again. Place that card in the game box to remove it from the game. Additionally, all players who voted “no” earn 2 currency each.

DISCARDED PROJECTS

If a *Resolution* or *Sanction* card forces a player to discard one of their *Projects*, the player is compensated with currency equal to 1 less than the cost of their discarded *Project*. For example, if a player is forced to discard a coal power plant (which has a cost of 3), they are compensated with 2 currency. Note: if the discarded *Project* was paired with a *Technology* card, the *Technology* card isn’t discarded. Place it next to you. You may use it on any of your existing *Projects* or on future funded *Projects*



SANCTIONS

- IF YOU ARE SANCTIONED:**
1. Earn a maximum of 4 currency this round.
 2. At the end of the round, if Global Emissions are >20 and you are still the highest emitter, discard your highest-emitting Project. Adjust Prosperity and Emission markers accordingly and return sanction card to its place. Collect compensation equal to 1 less than the value of your discarded project.
 3. At the end of the round, if Global Emissions <20 or you are not the highest emitter, the sanction is lifted. Return sanction card to its place.

GAME END - STANDARD MODE

The game ends **IMMEDIATELY** when any of the following happens:

	CONDITION(S)	RESULT
1	<p>A player reaches 20* Prosperity AND the Global Emissions level is less than 25.</p> <p><i>(If the Global Emissions level is 25 or higher, the game continues until emissions are less than 25.)</i></p> <p>Note: in a 5-player game or if you want to play on easy difficulty in 4 player games, a player only needs 17 Prosperity to win.</p>	<p>The first player who reached 20 Prosperity wins the game.</p>
2	<p>The Project deck is depleted</p> <p><i>(i.e., no more Project cards are available except for the 6 revealed cards on the table).</i></p>	<p>If Global Emissions are less than 25, the player with the highest Prosperity wins.</p> <p>If Global Emissions are 25 or higher No player wins. The player(s) with the highest emissions loses the game</p>
3	<p>Global Emissions level reaches 30 or more.</p>	<p>The Earth becomes uninhabitable.</p> <p>No player wins. The player who pushed the Global Emissions level to 30 loses the game.</p>
4	<p>Global Emissions level is at 21 or above for 4 rounds.</p> <p><i>(i.e., no more Critical Event cards left to draw.)</i></p>	<p>The Earth becomes uninhabitable.</p> <p>No player wins. The player(s) with the highest emissions loses the game</p>



GAME END - ADVANCED MODE

WINNING THE GAME

The player with the most VP at the end of the game wins. If there is a tie, the winners share the victory.
(See "Scoring Victory Points" below)

GAME-END CONDITIONS

The game ends when any of the following conditions are met:

GAME END CONDITIONS	RESULT
1 A player reaches 20* Prosperity A player reaches 25* Prosperity See page 20	Triggers the final round. All players finish their turns for the round then proceed to scoring. The player(s) with the most VP wins the game.
2 The Project deck is depleted (i.e., no more <i>Project</i> cards are available except for the 6 revealed cards on the table).	Note: if players push <i>Global Emissions</i> to 30 after Game-End conditions 1 and 2 are met, players still complete their turns and all players proceed to scoring.
3 Global Emissions level reaches 30 or more	
4 Global Emissions level is at 21 or above for 4 rounds. (i.e., no more <i>Critical Event</i> cards left to draw.)	The game ends immediately. The player(s) with the lowest emissions moves to scoring. 3+ Additionally, if the "Mars Colonization" <i>Resolution</i> was passed, all players who funded the <i>Resolution</i> (by paying 3 currency or more), also move to scoring. All other players lose the game and do not score. The player(s) who scored and has the most VP wins a "Pyrrhic victory". This is not a victory a player should be proud of given the catastrophic loss of life!

SCORING VICTORY POINTS

Earn *Victory Points* for each item listed below

- 1.** If you triggered game-end condition 1, gain +3 VP.
- 2. Prosperity:** Gain VP equal to your *Prosperity* points.
- 3. Emissions:** If your *Emissions* level is more than 7, subtract -1 VP for each *Emissions* above 7. (Example: if your *Emissions* level is 9, deduct -2 VP.)
- 4. Technology:** If you funded 1 or more *Technology*, gain +1 VP.
- 5. Climate Policy:** If you funded 1 or more *Climate Policy*, gain +1 VP.
- 6. Diplomacy:** **3+** If you supported any *Resolutions* that passed, gain +1 VP for each one.
- 7. Currency:** Gain +1 VP for every 2 units of currency you have left.
- 8. Livability:** Gain a bonus based on how many different Sectors you funded:

1	2	3	4	5	6	7	8
0 VP	1 VP	2 VP	4 VP	6 VP	8 VP	11 VP	15 VP

- 9. Leader Bonuses:** Any other game-end bonuses listed on your leader card.

SCORING EXAMPLE



At the end of a 3-player game, Player 1 ("Scientist") and Player 2 ("Military General") tally their *Victory Points* (VP) to determine who wins the game.
In this example, to keep thing brief, we won't cover player 3's scoring.



PLAYER 1	SCORING CRITERIA	PLAYER 2
0	Game-End Condition 1 Trigger	+3 VP
+16 VP	Prosperity	+20 VP
-3 VP	Emissions	-5 VP
+1 VP	Technology	+1 VP
+1 VP	Climate Policy	+1 VP
+3 VP	Diplomacy	+4 VP
+3 VP (6 currency)	Currency	+1 VP (2 currency)
+6 VP	Livability	+2 VP
+8 VP	Leader Bonus	+6 VP
35 VP	TOTAL	33 VP

- Since **Player 2** triggered the game-end condition, they earn +3 VP.
- Both players count their *Prosperity*:
 - **Player 1** has 16 *Prosperity*, for +16 VP.
 - **Player 2** has 20 *Prosperity*, for +20 VP.
- Each player tallies points for their *Emissions*:
 - **Player 1** has 10 *Emissions*, for -3 VP.
 - **Player 2** has 12 *Emissions*, for -5 VP.
- Both players funded *Technology*, so they each earn +1 VP.
- Both players funded *Climate Policy*, so they each earn +1 VP.
- Each player tallies points for Diplomacy:
 - **Player 1** backed 3 *Resolutions*, for +3 VP.
 - **Player 2** backed 4 *Resolutions*, for +4 VP.
- Each player tallies 1 VP for each 2 currency they have left:
 - **Player 1** has 6 currency, for +3 VP.
 - **Player 2** has 2 currency, for +1 VP.
- Each player tallies points for the number of different sectors they funded:
 - **Player 1** funded *Projects* in 5 different sectors, for +6 VP.
 - **Player 2** funded *Projects* in 3 different sectors, for +2 VP.

9 As a "Scientist", he earns an additional +2 VP for each *Technology* they funded for a total of +8 VP.

Even though **Player 2** reached 20 *Prosperity* points first and triggered the game-end condition, **Player 1** wins because their score is higher.

9 As a "Military General", he earns an additional +3 VP for each *Manufacturing Project*, for +6 VP

PLAYER 1



PLAYER 2



1 AND 2-PLAYER GAMES


SET UP

Follow advanced rules setup on pages 4 and 5 with the following changes:

1. Events, *Sanction*, and *Resolution* cards along with voting tokens are all returned to the box.
2. When selecting a leader, players cannot play as the Diplomat or Military General.
3. The Military General will be playing against you, controlled by the *Automa* Deck. He is called an NPC (non-playable character). Place this card next to the board.
4. Separate the *Automa* cards by their backs: *Automa I*, *Automa II* and *Automa III*. Shuffle the *Automa III* cards first and place them at the bottom. Then, shuffle the *Automa II* cards and place them on top of the *Automa III* cards. Then, Shuffle the *Automa I* cards and place them on top of the *Automa II* cards.


Additionally, there are specific setup rules depending on whether you are playing a 1 player or 2 player game:

Additional setup specific to 2 Player Games:

- Do not set up the *Prosperity* and emission markers for the Military General on the main game board. Return them to the box
- Start the game with *Global Emissions* at 5 emissions. Place the *Global Emissions* marker  on the correct space on the emissions track.


Additional setup specific to 1 Player Games:

- You and the Military General start the game with 0 *Prosperity*. Place your *Prosperity* marker and that of the Military General on the correct space on the *Prosperity* track.
- Return the Military General's emission marker to the box.
- Start the game with *Global Emissions* set based on the difficulty of play, as in the table below.

	EASY	MEDIUM	HARD
Starting <i>Global Emissions</i> 	0	3	5






1 AND 2 PLAYER GAMES

HOW TO PLAY:

1 and 2-player games follow the same rules already explained in this manual, with a few changes. Any  rules are ignored. Additionally, there is a Non-Playable-Character (NPC) playing against you; The Military General. Even though you don't track the Military General's personal emissions, he still contributes to *Global Emissions* and funds *Projects*, *Technology*, and *Climate* policy cards. In a 2 player game, the General's role is to disrupt your carefully laid out plans. In a 1 player game, you will compete against him for the most *Victory Points*.

During the round, the **NPC's turn starts after all players** have played their turns. **Once the NPC's turn ends, the round ends** and a new round begins.

What happens on the NPC Turn:

- 1 Reveal an *Automa* card
- 2 Discard *Projects* / *Technologies* / *Climate* cards. Once discarded, they are placed face down next to the Military General and cannot be viewed during the game. To discard:
 - a. Discard *Projects* from the 6 face-up *Project*  cards. Only discard the *Projects* in spaces matching the corresponding numbers on the *Automa* card. For example, if the *Automa* card lists *Projects* 3 and 5, the third and fifth *Projects* of the 6 faceup *Project* cards are discarded. Then, draw new *Project* cards from the *Project* deck to replace them.
 - b. If there is an image for a *Technology*  or *Climate Policy*  card, or both, randomly draw and discard a card from that respective deck. For example, if both *Technology* and *Climate Cards* are represented, randomly discard 1 card from the *Technology* deck and 1 from the *Climate Policy* deck.
- 3 In 2 player games, move the *Global Emissions* marker equal to the corresponding spaces listed under . For example, a "1" equates to increasing *Global Emissions* by 1, while "-1" reduces it by 1.
- 4 In 1 player game, move the *Global Emissions* marker and the Military General's *Prosperity* Marker according to the  game information listed. For example, in this card, *Global Emissions* increase by 2 while the Military General's *Prosperity* increases by 4.
- 5 Discard the *Automa* Card then check for End-Game conditions. If no game-end conditions have been met, a new round starts starting with the first player.



Additional Rule for a 1-Player game:

- At the start of your turn, if your emissions are above 5, you lose 1 *Prosperity*. If they are above 7, you lose 2. This happens before you earn income on your turn.

GAME END

The game ends when any of the following conditions are met:

	GAME END CONDITIONS	2-PLAYER GAME	1-PLAYER GAME
1	A player reaches 30 Prosperity (or the NPC reaches 30 Prosperity in a 1-player game).	Triggers the final round. All players finish their turns for the rounds followed by the NPC before moving to advanced end-game scoring (See page 16). Note: if any of the players or the NPC triggers Game-End condition 3 after these conditions are met, follow the rules highlighted in condition 3.	If you reach 30 <i>Prosperity</i> , you and the NPC complete your turns for the round. If the NPC reaches 30 <i>Prosperity</i> , the game ends immediately. Then, move to 1 player game end scoring (See page 21). <i>Note: if you or the NPC trigger Game-End condition 3 after this condition is met, follow rules highlighted in condition 3.</i>
2	The Project deck is depleted (i.e. no more Project cards are available except the 6 face-up Projects on the table)		
3	Global Emissions reach 30	The game ends immediately. The player with lowest emissions wins. If tied, move to scoring.	You lose automatically, even if you reached 30 <i>Prosperity</i> points first.

EXAMPLE: 1-PLAYER GAME

You reach 30 *Prosperity*, triggering the Game-end condition 1. The NPC plays his turn and pushes *Global Emissions* to 30. You automatically lose the game.



1-PLAYER GAME END SCORING

When playing solo, you score your *Victory Points* as highlighted in the advanced game end scoring on page 16. Once done, score the NPC's *Victory Points*. If you scored more *Victory Points* than the NPC, you win! If the NPC scored more or if there is a tie, you lose.

Scoring the NPC's *Victory Points* will depend on the difficulty level you are playing at as highlighted in the table below:

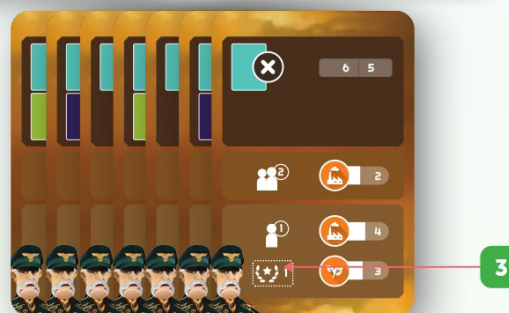
NPC Scoring

	EASY DIFFICULTY	MEDIUM DIFFICULTY	HARD DIFFICULTY
NPC's VP Scoring	<ul style="list-style-type: none"> Total <i>Prosperity</i> (as indicated by the NPC's <i>Prosperity</i> marker) 	<ul style="list-style-type: none"> Total <i>Prosperity</i> (as indicated by the NPC's <i>Prosperity</i> marker) AND + 3VP for every manufacturing <i>Project</i> the NPC discarded 	<ul style="list-style-type: none"> Total <i>Prosperity</i> (as indicated by the NPC's <i>Prosperity</i> marker) AND + 3VP for every manufacturing <i>Project</i> the NPC discarded AND VP's listed on all discarded <i>Automa</i> cards

EXAMPLE

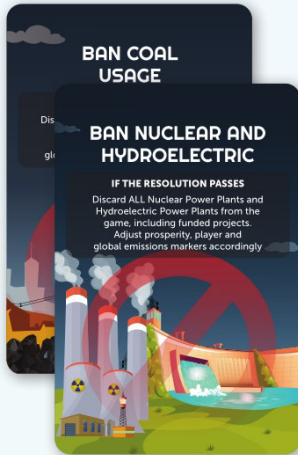
At the end of the game, you score 51 *Victory Points*.

- 1 If you are playing at easy difficulty, the NPC only scores 29 points which is equal to his *Prosperity*.
- 2 If you are playing at medium difficulty, the NPC also scores 3 points for every manufacturing *Project* discarded by him. Given he discarded 4, he scores 41 points (29 from *Prosperity* and 12 from the 4 manufacturing *Projects*)
- 3 If you are playing at hard difficulty, the NPC also scores the VP points listed on all his discarded *Automa* Cards. Given he scored 15 points in total, he scores a total of 56 points (41 from *Prosperity* and manufacturing *Projects* and 15 from *Automa* Cards)



ADDITIONAL INFORMATION

BAN COAL USAGE / BAN NUCLEAR AND HYDROELECTRIC ENERGY



Requires a majority vote.

If this *Resolution* passes, immediately remove all relevant *Project* cards from the game. (For “Ban Coal Usage,” remove all “Coal Power Plant” cards. For “Ban Nuclear and Hydroelectric Energy,” remove all “Nuclear Power Plant” and “Hydroelectric Power Plant” cards.) Any player that has funded 1 or more of these cards must remove the card(s) from the game and adjust their *Prosperity*, their *Emissions*, and the *Global Emissions* accordingly. Players are compensated for any discarded *Projects* (See page 14).

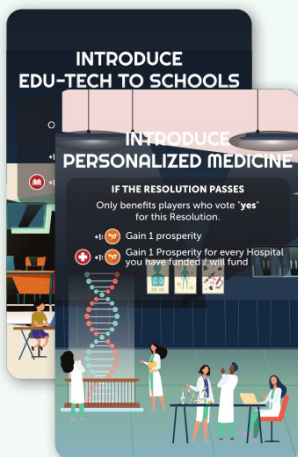
Example

At the time the “Ban Coal Usage” *Resolution* passes, Player 1 has 1 funded “Coal Power Plant” *Project*. So does Player 3. They both return their “Coal Power Plant” cards to the game box. Then they adjust their *Prosperity* (-3 per player), *Emissions* (-6 per player), and *Global Emissions* (-12 total), and both players earn 2 currency each.

Note:

If a discarded *Project* has a *Technology* attached to it, that *Technology* remains with the player and can be applied to another relevant *Project* at any time.

INTRODUCE EDU-TECH SCHOOLS / INTRODUCE PERSONALIZED MEDICINE



Requires a majority vote.

If this *Resolution* passes, it ONLY affects the players who voted “yes.” Each of those players immediately gains 1 *Prosperity*, plus 1 additional *Prosperity* for each relevant *Project* they have funded. (“Introduce Edu-Tech Schools” applies to “University” and “School” *Projects*. “Introduce Personalized Medicine” applies to “Hospital” *Projects*.) All relevant *Projects* funded later in the game are worth 1 additional *Prosperity*.

Example

Player 1, 2 and 3 vote “yes” to “Introduce Edu-Tech Schools” while player 4 votes “no.” The *Resolution* passes. Players 1, 2 and 3 each gain 1 *Prosperity* for voting “yes.” Furthermore, Player 1 has 1 “University” and 1 “School,” so they gain 2 additional *Prosperity*. Thus, player 1 gains 3 *Prosperity* in total (1 for voting “yes,” plus 2 from Education *Projects*). Player 4 has 1 “School,” but since they did not vote “yes” on the *Resolution*, they do not gain any *Prosperity*.

CAP AND TRADE EMISSIONS



Requires a majority vote.

If this *Resolution* passes, all players with *Emissions* higher than 5 must pay 1 currency for each *Emission* above 5 when they earn income each round for the rest of the game.

Example

At the beginning of Round 4, Player 1 has 15 *Prosperity* and 8 *Emissions*. When this *Resolution* passes, they must pay 3 currency while collecting their income, because their *Emissions* are 3 points above 5 (8 *Emission* - 5 limit = 3 extra *Emissions*). So in this round, they collect 12 currency (15 *Prosperity* - 3 extra *Emissions* = 12). At the beginning of Round 5, Player 1 has 17 *Prosperity* and 9 *Emissions*. Their net income for Round 5 is 13 (17 *Prosperity* - 4 extra *Emissions* = 13).

CURB TRANSPORT EMISSIONS



Requires a majority vote. If this *Resolution* passes, it affects all players. Every "Fossil-Fuel Car Factory", "Oil Industry", and "Airport" *Project* is worth 1 less *Prosperity* and every "Electric Car Factory", "High-Speed Rail", and "Metro Network" *Project* is worth 1 additional

Prosperity. Players who have already funded these *Projects* immediately adjust their *Prosperity*. All relevant *Projects* funded later in the game receive the adjusted level of *Prosperity*.

Example

Player 1 has 1 "Fossil-Fuel Car Factory" and 1 "Metro Network." Player 2 has 1 "Airport" and 1 "Oil Industry." When this *Resolution* passes, Player 1's *Prosperity* doesn't change (they receive +1 for "Metro Network" and -1 for "Fossil-Fuel Car Factory"). Player 2 loses 2 *Prosperity* (they receive -1 for "Airport" and -1 for "Oil Industry.") Later in the game, Player 1 funds an "Oil Industry" which gives them only 2 *Prosperity* (instead of 3). Player 2 funds a "High-Speed Rail" which provides them 3 *Prosperity* instead of 2.

SHARE TECHNOLOGIES



Requires a majority vote.

if this *Resolution* passes, it affects all players. If the selected *Technology* was funded or is funded in the future, it becomes available to all players regardless of who originally funded that *Technology*.

Example

Player 2 proposes to pass a *Resolution* to share the Carbon Capture *Technology* with all players. If player 1 funded / funds Carbon Capture, all other players can automatically apply Carbon Capture to one of their relevant *Projects* 🏠.



RESOLUTION CARDS

MANDATORY FOREIGN AID



This *Resolution* automatically passes—it does NOT require a vote. This *Resolution* may only be proposed if **at least 1 player has Prosperity of 14 or more**.

After earning their income this round, each player(s) with the highest *Prosperity* must transfer 5 currency to each player with the lowest *Prosperity*.

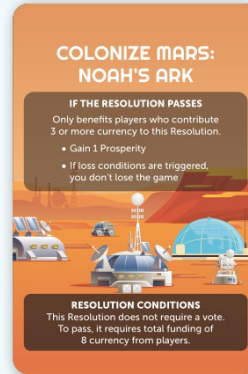
Example

In Round 7, Player 4 has 4 *Prosperity*. Players 1, 2 and 3 have 14, 14 and 11 *Prosperity*, respectively. Player 4 has the first-player token and proposes the “Mandatory Foreign Aid” *Resolution*. It automatically passes. Therefore, when earning income this round, Players 1 and 2 each take their normal 14 income, then immediately give 5 currency to Player 4 (leaving Players 1 and 2 each with a net income of 9). Player 4 receives these 10 currency, and also receives their normal income of 4 (based on their *Prosperity* level of 4). Player 3 receives their normal income of 11.

Note:

Players do not place voting tokens on this *Resolution*, so no player may earn VP for supporting this *Resolution*.

COLONIZE MARS



This Resolution does not require a vote.

Instead, it requires at least 8 units of currency to pass it. All players may contribute as much or as little currency as they like. There is no secret bidding. If the *Resolution* fails, all players who contributed currency may take that

currency back. If it passes, the *Resolution* will only benefit players who contribute 3 or more currency. The players who funded it immediately gain 1 *Prosperity*. Later in the game, 1 or more additional players may join this *Resolution* by contributing at least 3 currency each. When they do, they each gain 1 *Prosperity*. If Game-End Conditions 3 or 4 are triggered, all players who funded this *Resolution* do not lose the game.

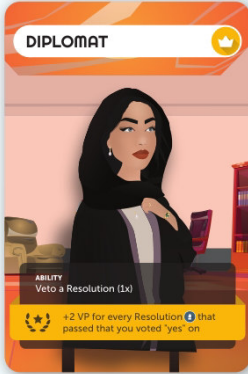
Example

In Round 9, Player 1 proposes to “Colonize Mars.” They contribute 4 currency. Then Player 2 contributes 4 currency. Players 3, 4 and 5 do not fund the *Project*. Even though the *Resolution* is not supported by the majority of players, it still passes, because it was funded with 8 currency. Players 1 and 2 earn 1 *Prosperity* each. Later, in Round 10, Player 5 decides to contribute 3 currency to the *Resolution* and gains 1 *Prosperity*. Then, in Round 11, Player 3 pushes *Global Emissions* to 30, ending the game. Players 1, 2, and 5 do not lose; instead, they proceed to scoring. Player 4 also moves to scoring as he is the lowest emitter. Player 5 loses and does not proceed to scoring.



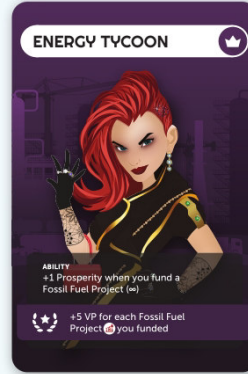
LEADER CARDS

DIPLOMAT



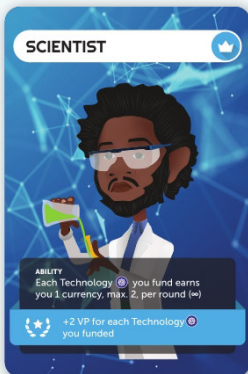
- Once per game: you rotate this card to veto a *Resolution* (i.e: it fails, no matter the outcome of the vote and players who voted "no" including the diplomat earn 2 income).
- At the end of the game: gain 2 VP for each *Resolution* passes with one of your voting tokens on it.

ENERGY TYCOON



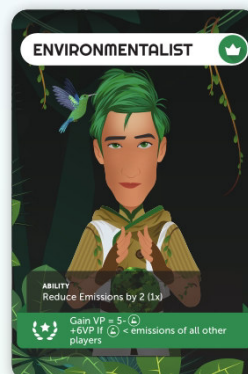
- Every time you fund a *Project* in the Fossil Fuel sector: gain 1 *Prosperity*. (Example: "Oil Industry" generates 4 *Prosperity* for you, instead of 3.)
- At the end of the game: gain 5 VP for each *Project* you funded in the Fossil Fuel sector.

SCIENTIST



- Every time you earn income, earn 1 additional currency for each *Technology* you funded. You can only earn a maximum of 2 currency. (Example: You have 10 *Prosperity* and 3 *Technology* cards. You earn 12 currency on your turn: 10 from your *Prosperity* and 2 from your *Technology* cards)
- At the end of the game: gain 2 VP for each *Technology* you funded. (Note: this only includes *Technology* cards you funded yourself.

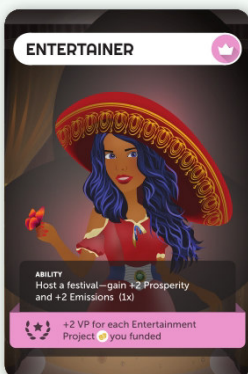
ENVIRONMENTALIST



- Once per game: you may rotate this card to reduce *Global Emission* by 2.
- At the end of the game: gain +6VP for having the lowest emissions among all players (In 1 player games, earn 6VP if your emissions are less than 5).

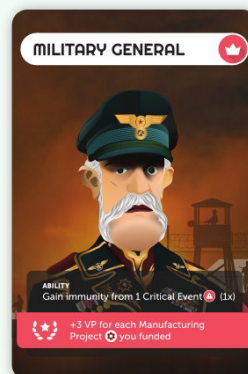
Additionally, gain VP equal to 5 minus your emissions (Example: if your emissions are 3, you gain an additional 2VP)

ENTERTAINER



- Once per game: you may rotate this card to "host a festival." If you do, gain 2 *Prosperity* and increase your *Emissions* and *Global Emissions* by 2.
- At the end of the game: gain 2 VP for each *Project* you funded in the Entertainment sector.

MILITARY GENERAL



- Once per game: you may rotate this card to gain immunity from 1 *Critical Event*. You receive no effects from that *Critical Event*. (Example: The "Global Drought" card is drawn, and it states that the highest emitter loses 2 *Prosperity*. You are the highest emitter, but you rotate this card and ignore the effect. You lose 0 *Prosperity*.)
- At the end of the game: gain 3 VP for every *Project* you funded in the Manufacturing sector.

THANK YOU TO OUR PARTNER

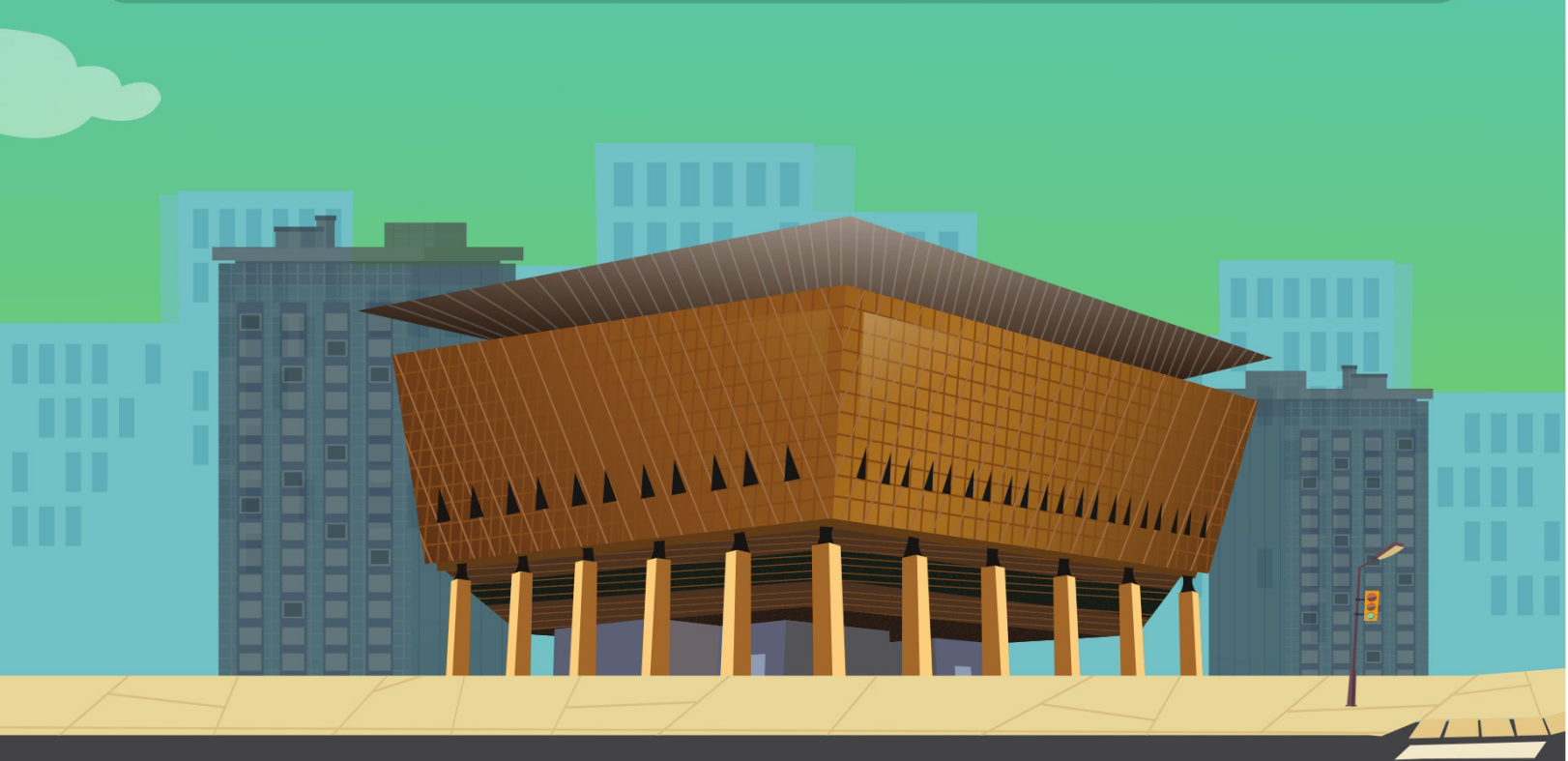


ABOUT MASDAR

As the world's demand for energy increases, countries are looking to shift their energy strategies to contribute towards mitigating greenhouse gas emissions and achieving a low-carbon world. Global electricity demand is increasing and so are the risks of climate change. Renewable energy and clean technologies are part of the solution.

Masdar is a leading developer and investor in renewable energy and clean technologies across more than 30 countries globally. Through the commercialization and deployment of clean-tech innovation, we are helping to decarbonize the power sector and creating long-term value for Abu Dhabi, the United Arab Emirates (UAE) and the wider world.

Masdar's headquarters are based in Masdar City – one of the world's most sustainable urban developments and the only planned and approved research & development (R&D) cluster in Abu Dhabi, UAE. Masdar City is a dynamic business hub that brings together education, R&D, *Technology*, and innovation to form a unique ecosystem that is facilitating a new way of living for a more sustainable future for all.



ACKNOWLEDGEMENT

Thank you to our partner **Masdar**, our supporters, and the amazing individuals who helped turn this idea into a reality.

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ONE EARTH

One Earth is a board game created to raise awareness among children, youth and adults on the challenges posed by climate change and the potential solutions to them. Visit our website www.1earthgame.com for more content curated by our climate change experts.

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