



# RESILIENCE EARTH

The players of the game populate the planet Earth. They increase their prosperity: on the one hand in the form of tangible resources (houses, industries), and on the other hand as life quality (intangible resources). However, the increasing settlement as well as the extraction and use of tangible resources by all inhabitants leads to environmental pollution, which affects both the adjacent settlements and the entire planet. The more tangible resources are acquired and used, the more the planet and the life quality of inhabitants suffer.

When the environmental impact increases – the Climate Tower becomes higher – the risk of natural disasters that can seriously affect the inhabitants and their settlements increases as well. If the Climate Tower falls, the planet threatens to collapse. This is to be avoided at all costs.

Only if the planet is preserved, i.e. the Climate Tower does not collapse within the playing time, all inhabitants survive and can further increase tangible resources and life quality. The winner is the player with the most tangible resources and the highest possible life quality after the end of the playing time.

Is it possible to increase one's own prosperity and at the same time pay attention to the well-being of the planet? Which strategies are suitable for this? Does it work to pursue both strategies: the "striving for more" and the improvement of one's own life quality? Is it possible to act together in a competitive environment? And still become the winner?



## NUMBER OF PLAYERS AND AGE GROUP

2-4 players from 12 years of age

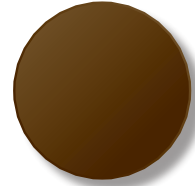
# GAME MATERIAL



PLAYING FIELD  
1 X



TOWER STONE  
31 X



PLAYER TOKEN  
1 X



SETTLEMENT  
56 X



TOWN  
40 X



INDUSTRY  
28 X



RESSOURCES  
96 X



LIFE QUALITY  
84 X



SABBATICAL CARD  
1 X PER PLAYER



DICE  
1 X EACH



BLOCKED / DESTROYED  
21 X



CLIMATE EVENT  
16 X



# RULES OF THE GAME

## Aim of the game

Every player pursues the goal of settling as much land as possible and increasing his/her own prosperity in the form of tangible resources (RES) and life quality (LQ). As the game progresses, the focus shifts increasingly on avoiding the collapse of the planet. Settlements or industries can be dismantled and environmental pollution reduced: the Climate Tower is becoming smaller.

**If the planet – the Climate Tower – tips over, the player with the highest life quality wins.**

Depending on the game situation, the strategy has to be rethought: use tangible resources and build settlements or industries – or reduce them in view of the environmental damage. A third option would be to increase life quality and take a break (sabbatical).

In each round of the game, every player has one turn.



Figure 1

## Start of the game

Someone who does not take part in the game sets a countdown between **50 and 70 minutes. After this time, the game ends.** Alternatively, a random time can be set by one of the players using appropriate freeware apps (Random Timer Free, Behavioral Timer FREE, Stop Me).

Each player receives **3 RES** points as starting resources.

The white tower stones ● are placed on the existing squares on the playing field in the following order and number:  
5, 4, 4, 3, 3, 3, 2, 2, 2, 1, 1, 1 (Figure 1).

The **CLIMATE EVENT CARDS** are placed face down on the playing field.

The **RES** and **LQ** cards are placed face up in stacks next to the playing field. They are distributed after each round according to production or sabbaticals.



# Course of a player's turn

The youngest player starts and receives the **PLAYER TOKEN** ●.

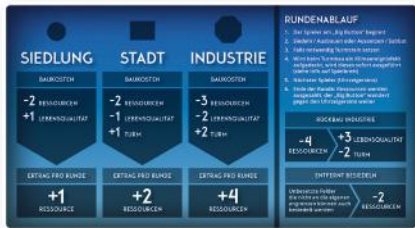
Whoever has the player token leads the round. (Alternatively a game manager.)

## 1.) Action:

For each round of the game, each player has one turn with several options:

- a) He/she may colonize new land ● and/or develop existing settlements into a city ■ or industry ●.




This increases the income of **RES** for the next rounds.



Construction costs for settlements, cities and industries are shown on the settlement map.

Several buildings and/or expansion stages can be carried out per move.



When developing an inhabited area into a city or industry, environmental pollution increases: a tower stone  must be placed on the Climate Tower in the middle of the playing field when building a city  or two tower tokens when building an industry .

Later in the game, when the planet threatens to collapse, players have the opportunity to dismantle industries, cities or settlements in order to reduce the danger: the respective player may remove tower stones – the tower becomes more stable.

b) The player can have a sabbatical, so take a break.



He/she does not receive any RES in the current round and refrains from settling or expanding areas. In addition, the player must give back 1 RES. In return, the player receives 8 LQ points once.

c) The player can choose to “do nothing”,

i.e. not to carry out any action, since he/she is satisfied with the existing state (steady state).

## 2.) Allocation of resources:

Each player\*in receives RES points at the end of each game round depending on the settlement areas and productivity levels.

The leader of the round is dispensing these.

At the end of resource allocation, the leader of the round gives the player token in a clockwise direction to the next player who leads the next round and starts the first action in the new round.



# Climate Events

Depending on the ecological condition of the planet (height of the Climate Tower), natural and environmental disasters can occur during the game.



A climate event occurs as soon as the first small stone tower on the edge of the playing field is used up and a round **CLIMATE EVENT FIELD** becomes visible.


The first time after 5 tower stones, then after 4, 4, 3, 3, 3, 3, 3, ... The danger is therefore constantly increasing.

When the stone tower is used up, a **CLIMATE EVENT CARD** is immediately drawn from the stack.

### Both dice are rolled.

The number of dice determines which field on the playing field is affected by the climate event. From there, climate events spread differently to other fields:

The card is aligned according to the playing field and the corresponding fields on the playing field are covered.

For example, if the dice show , then the fields 6 and 4 as well as three other fields must be covered according to the graphic on the **CLIMATE EVENT MAP**.



**Alternative:** The map is aligned according to the direction in which the players are seated, so that different areas are affected.





Figure 2

The fields are covered for the given number of rounds or the whole game with the cards **BLOCKED** (= no resources) or **DESTROYED** (= remove settlement/city/industry).



## Additional Rules / Information

**RES** cards are generally obtained by production per round.

**LQ** is obtained once for a settlement on which no city or industry stands or by taking a sabbatical (+8 **LQ**).

In principle, only those fields that border directly on already existing settlement areas can be populated.

It is possible to let new settlers ● travel to any other place on the planet to settle there. This is connected with an additional use of **2 RES** points.

**Players with fields adjacent to an industry must hand in 1 LQ point.**

A maximum of **1 LQ** point per field, even if several industries ● are adjacent, for example.

It is allowed to communicate with the other players at any time.

Agreements may be made.



## End and Evaluation of the Game

If one player brings down the Climate Tower in the middle of the playing field, the planet collapses:



The game ends immediately.

Whoever brings down the tower loses the game.

**Tangible resources (RES cards) become worthless for the other players. The winner is the player with the highest LIFE QUALITY: Only LQ points are added up and evaluated.**

When the time has expired and the Climate Tower is still standing...



A timer (mobile phone, alarm clock) is set before the game starts (see "Starting the game"). The timer remains hidden for the players the whole time, so that nobody knows how much time has passed. The game ends as soon as the acoustic signal sounds.

**RES and LQ points of each player are summed up. The winner is the player with the highest total score.**

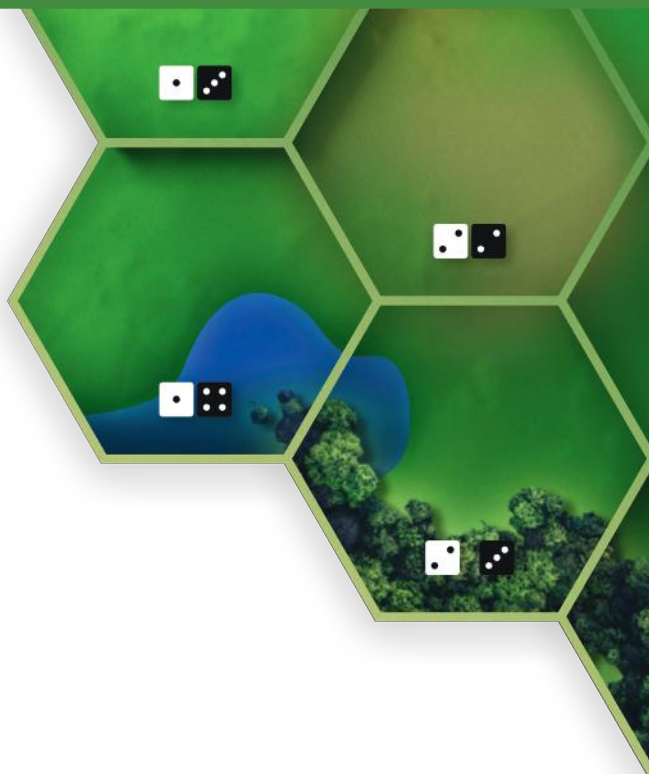
Is the ratio of **RES** to **LQ** points of a player more unequal than 80:20, 5 points will be deducted.

The game is also finished when all tower stones are used up:

The last tower token was placed on the Climate Tower without the tower falling down? The collapse of the planet could be averted.

Then, **RES** and **LQ** points are also evaluated as described above.





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[www.forchange.de](http://www.forchange.de)



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