GAME DESIGN → CLIMATE CHANGE

1. RESOURCE BUILDING PER PLAYER ~ WILD BUILDING

2. EACH TURN:
   a) COLLECT RESOURCE USING 2 of your BUILDINGS
   b) TRADE WITH OTHER PLAYERS
   c) BUILD
   d) PAY YOUR POLLUTION TILES

3. ROUND:
   a) TURN ORDER CHANGES
   b) POLLUTION COUNT CHANGES
   c) REFRESH

LIST OF COUNTERIES:
1. EU - Technology - LAB
2. US - Concrete - FACTORY
3. China - Steel - MILL
4. India - Food - FARM
5. Brazil - Wood - FORESTRY
6. Africa - Rare Earth Metals - MINE

RULES

1. EACH PLAYER STARTS WITH A COUNTRY
   - COUNTRY HAS BASIC BUILDING TYPES

BUILDING COSTS →	UNIT :	POLLUTION :	POINT :	CONSTRUCTION COST
RESOURCE				4 unique buildings ~~1 of other resources~~
BASIC	1	1	2	~~F F W W + 2*~~
INDUSTRIALISED	3	3	3	F W +2*
CLIMATE				
SOLAR	1	-1	1	T ~~S~~ R
WIND	1	-2	2	T S C
NULLEAR	1	-3	3	~~R~~ R C ~~S~~ T S

* of the respective resource

3 ~~4~~ of same resource = 1 of another resource.

REFRESH

~~POLLUTION~~ MILESTONES:

P1 ~~0~~: REFRESH ~~+10~~ player n * 4

P2 ~~10~~: REFRESH ~~5~~ " * 3

P3 ~~20~~: ~~LOSE A RESOURCE~~ " * 2

P4 ~~30~~: REFRESH ~~0~~ " * 1

P5 ~~40~~: ~~LOSE~~ REFRESH " * 0

P6 : LOSE

SETUP:

EACH PLAYER GETS COUNTRY OF CHOICE

~~6 PLAYERS : 1 BUILDING OF COUNTRY~~

3~~6~~ : 1 COUNTRY + 1 CHOICE

2 : 1 COUNTRY + 2 CHOICE

EVERY TURN →

1. EACH PLAYER CONTRIBUTE TO POLLUTION POOL IN the MIDDLE
2. EVERY PLAYER TAKES RESOURES FROM CENTRAL PICE
3. CENTRAL PILE IS REFRESHED EVERY ROUND.

POLLUTION MILESTONES:

P1 = 0

P2 = player n * 3 2

P3 = " * 6 4

P4 = " * 9 6

P5 = " * 12 8

CARBON CAPTURE:

- go back one milestone ?

→ Resources don't count for points

→ Make Building more valuable

→ Reduce Refresh

→ Big Pollution token

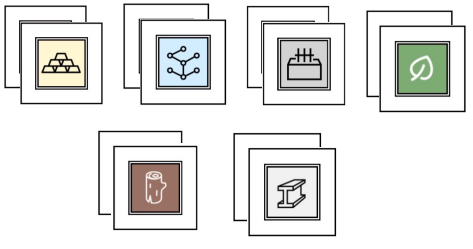
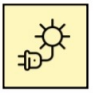
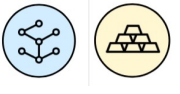
→ Points of buildings

REFRESH

opt 1 → Remove milestone [player * 4] X

opt 2 → Set middle pollution

Building Costs

Type	Pollution	Cost
Basic (x1 of any) 	1	4 Different Resources
Industrial (+1 of any) 	3	 + 2 of Respective Resource
Solar 	-1	
Wind 	-1	
Nuclear 	-1	