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~~

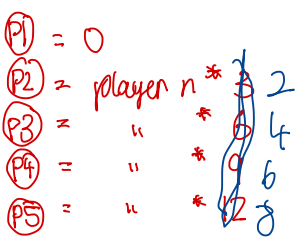
3~~-6~~ : 1 COUNTRY + 1 CHOICE

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:



CARBON CAPTURE:

- go back one milestone ?