

Setup¹⁴

1. Place the **Current Round token** (stopwatch) on **1** on the Round track on the left side of the board.^{14A}

2. Place each of the **6 Planetary Effect tokens** on the leftmost space of its track:^{14B}

a. Change in Major Weather Systems

b. Loss of Arctic Sea Ice

c. Melting Permafrost

d. Desertification

e. Dieback of the Amazon

f. Ocean Acidification

3. On the thermometer's bulb, dump the **8 Temperature bands**, **Planetary Effects die**, and **Geoengineering die**.^{14C}

4. Per the table below, place the indicated **Tree** and **Ocean** tokens anywhere on the map:^{14D}

6. Shuffle the **Global Project** deck (big cards).^{14F}

7. Shuffle the **Crisis** deck (big cards).^{14G}

8. Shuffle the **Local Project** deck (medium cards).^{14H}

9. **CC:** For greater challenge, either place **1 Group** **?** card (mini cards) face up, or deal each player **1 Individual** **?** card.³⁵

10. **CC:** For lesser challenge, place **1 Group** **+** card (mini cards) face up, or deal each player **1 Individual** **+** card.³⁵

11. **CC:** For more variety, place **1 Group** **?** card (mini cards) face up, or deal each player **1 Individual** **?** card.³⁵

12. Each player:

a. Place your **5 starting Local Project cards** (1p: use **Solo**) face up above the slots at the top of your player board.^{16A}

b. Place **Energy Demand token** per your Reference card.^{16B}

c. Add **Dirty Energy tokens** and **Clean Energy tokens** to the next track per your Reference card.^{16C}

d. Add **Emissions tokens** to the next per Reference card.^{16C}

e. Add **Resilience tokens** per your Reference card to their respective areas (Social, Ecological, Infrastructure).^{17D}

f. Add **Community in Crisis** tokens per Reference card.^{17E}

players

difficulty

Tree tokens

Ocean tokens

player boards

Ref. cards

1

standard

6

4

[any 1]

Solo

2

OS: easier

8

5

Europe

US

[matching]

2

standard

11

7

China

US

[matching]

2

OS: standard [B]

11

8

China

Europe

[matching]

2

OS: harder [A]

12

9

MW

US

[matching]

2

OS: harder [B]

13

9

Europe

MW

[matching]

2

OS: extreme

16

11

China

MW

[matching]

3

OS: easier

15

10

China

Europe

US

[matching]

3

standard

16

12

Europe

MW

US

[matching]

3

OS: harder [A]

19

14

China

MW

US

[matching]

3

OS: harder [B]

20

14

China

Europe

MW

[matching]

4

standard

24

16

China

Europe

MW

US

[matching]

5. Per table above, deal out **player boards** and **Reference cards**.¹⁶
- Overview:** Collaborate to reach **Drawdown** (when you are removing more carbon from the atmosphere than you produce) before Earth is too hot, too many communities are in crisis, or you run out of time to reverse the runaway effects (6 rounds).
- | Legend | | | | | |
|---|----------------|-----|--|-------------------------|----------------------|
| black | Daybreak rules | red | CC | Challenge Cards variant | blue OS Other Setups |
| Revision Log | | | | | |
| 1.1 Added color-coding for the card backs. Identified some Solo stuff. The actual growth in the Growth stage got deleted somehow. Forgot the removal of sequestered carbon. | | | 2.0 Thanks to Kevin Smith, finally redid the tree, ocean, player board, and ref. card setup. | | |
| | | | 2.1 BGG user SayethWe suggested that loss conditions are immediate; seems likely. | | |
- Game designed by Matt Leacock & Matteo Menapace

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summarized from 2023 rules published by CMYK

- Play** — Each round comprises the following stages (play is simultaneous): **1p**: Discard all **no-1p** cards (**tiny** below QR code) that come up.
- Global stage**: Hold a global summit to review the **Forecast Crisis**, and select a **Global Project**.¹⁹
 - Add Crisis cards** per the icons to the right of the thermometer's Temperature bands.
 - 1st face up in the **Forecast Crisis** slot; it has no effect until the **Crisis** stage.
 - The next 3 face down in **Unknown Crisis** slots.
 - 5th and beyond go face down above the board (hence the ∞).
 - Start a Global Project**: Draw 2 **Global Project** cards. Jointly decide to keep 1 face up in the topmost empty **Global Project** slot (board left); discard the other.
If you already had 4, either discard the new one, or discard an extant one and all tucked cards supporting it.
 - Local stage**: Focus on your player board, draw/play **Local Project** cards to remove emissions & dirty energy, to add clean energy, increase resilience, and to help each other. **Each player does the following**:²⁰
 - Draw 5 Local Project cards** [minus **Community-in-Crisis** penalty] and place them face up below your board as your **hand**. (Deck gone? Shuffle discards for new one.)²⁰
 - Action**: ∞x; Perform any/all of the following actions (for limited actions, put a **Carbon cube** on it each time you use it²³):²¹
 - Take a Local Action**: Use the action on a foremost card in 1 of the 5 stacks above your board. Unlimited reuses!²¹
 - Start a Local Project**: Add a card in **front** of 1 of the 5 stacks above your board, splayed so all card-top icons are visible.²²
 - Support a Card**: Tuck a card **behind** one of the following stacks, splayed so all card-top icons are visible.²²
 - Local Project**: 1 of the 5 stacks above your board. It simply adds icons to strengthen the action in front.
 - Global Project**: Once you jointly meet its requirement, put an **Active** token on it: It's in effect!
 - Face-up **Crisis**: Reduce the effects of the crisis.
 - Agree with the other players that **you're all done** taking actions.²³
 - Emissions stage**: Tally carbon generated this round, sequester as much as you can, then add the remainder to the thermometer.²⁴
 - Check Energy Demand**: Each player: Add Communities in Crisis = **Energy Demand** – (**Dirty Energy** + **Clean Energy**) [reading order].²⁴
 - Add Emissions**: Each player: Add **Carbon cubes** = **Dirty Energy** + **Emissions to Recent Emissions**.²⁴ * Even if you won't use them!
 - Sequester Carbon**: Move each **Carbon cube** from **Recent Emissions** to a Tree, an Ocean, or a Direct Air Capture.²⁵
 - Are there any Trees, Oceans, or Direct Air Captures without **Carbon cubes**? Flip the **Current Round token** to **Drawdown**.²⁵
 - Move **Carbon cubes** from the thermometer to **Carbon-free Trees, Oceans, Direct Air Capture**.²⁵
 - Adjust Temperature**: Move all **Carbon cubes** from **Recent Emissions** to thermometer (bottom to top, left to right; skip columns > player count).²⁶
 - When a row is full (up through player count column), replace the cubes there with a Temperature band.²⁶
 - If Temperature bands now go to a higher **Crisis** tally than at round start, immediately add the difference, face down.²⁶
 - If you fill the thermometer to 2.0°C, **you lose!** Game over!²⁷
 - Return all sequestered Carbon cubes** from Trees, Oceans, Direct Air Capture to the supply.²⁵
 - Crisis stage**: Resolve Planetary Effects and **Crisis** cards to determine impact on Earth and its communities.²⁸
 - Roll the **Planetary Effects die** per the highest Temperature band. Each roll advances the matching Planetary Effects track.²⁸
 - If a token enters a Tipping Point space, apply the effect above the track.²⁸
 - Yes, adding a Temperature band now increases the number of times you roll the die!²⁸
 - A token at the end of its track triggers a Tipping Point every time it's rolled (hence the ∞).²⁸
 - Resolve each **Crisis card** to the right of the board, **Forecast Crisis** first, going up.²⁹
 - Target-player tiebreaker: Roll the Geoengineering die until a tied player has the single lowest roll; they are the target.²⁹
 - If you have applicable resilience tokens, they will reduce its effect for only you (you keep them).²⁹
 - Discard each **Crisis** card stack after it's resolved.²⁹
 - For each Resilience you must lose that you don't have, +1 Community in Crisis.³⁰
 - For each Tree/Ocean you must remove that Earth doesn't have, +1 Community in Crisis for **each player**.³⁰
 - When you must discard a **Local Project** card, it can be from your hand or anywhere in a stack.³⁰
 - Growth stage**: Have you won? No? Then energy demand is only rising!³²
 - If anyone has ≥12 Communities in Crisis, **you lose!** Game over!³³
 - If **Drawdown**, **you win!** Game over!³²
 - If you just finished Round 6, **you lose!** Game over!³²
 - Advance **Current Round token**.³²
 - Each payer: Increase your **Energy Demand** per your Reference card, **Growth** Step 3.³²