

Climatopia Game Rules

Intended For: 3-6 players, For All Ages

Description: Embark on a dangerous journey through climate change-enhanced natural disasters to reach Climatopia. Protect yourself and your communities with your Superpowers and the Resource Cards you acquire. Build a more resilient world for tomorrow by working together against climate disasters!

Goal: Be the first player to reach Climatopia – a future resilient to climate change disasters!

Contents: Climatopia board, a large drawstring bag with rules, a small bag for 6 game pieces and 6 character cards, a deck of resource cards, a deck of quiz cards, a standard die, and a red disaster die.

Character Cards: Describe your character and the Superpower that protects them from particular disasters throughout the entire game.

Quiz Cards: Test your knowledge of climate-enhanced disasters. Each card will have an easy and a hard question teaching climate information.

Resource Cards: Provide strategies to protect and prepare for disasters. Each resource card can only be used once. Then, discard it to the bottom of the resource card deck.
Resource cards can only be used to protect yourself.

How To Win: The first player to reach Climatopia wins the game. **Players must roll the exact number of spaces to land in Climatopia.** If players overshoot, they stay where they are and wait for their next turn.

Setup:

1. Set up the game board and shuffle the resource cards and quiz cards.
2. Roll the standard die to choose character cards, with the highest roll having first choice.
3. Place your game piece on the START space.

The Disasters: There are six types of disasters in the game. As you approach Climatopia, disasters become more frequent!

Playing the Game:

1. Have all players roll the standard die; the player with the highest roll goes first.
2. Re-roll the die and move the specified number of spaces; after each turn pass the die clockwise (to your left) and let the next player roll for their turn.
3. If any player lands on an icon, see below for instructions.

Quiz Spaces:

1. Choose between an easy or hard question.
2. The player to your left picks up a quiz card from the top of the deck and asks the corresponding question.
3. If you answer the question correctly, move forward the appropriate number of spaces as specified by the card
4. If the player answers incorrectly, tell them the right answer, and their turn ends.

Resource Spaces:

1. Pick up a resource card from the top of the deck; the disaster icon(s) on the card will tell you what disaster(s) it can protect you from.
2. Decide whether you will purchase the card or not; if purchasing the card, move back the number of spaces specified by the card. If not purchasing the card, discard to the bottom of the resource card deck.

Disaster Spaces:

1. Check to see which players are in the same color space as you. There are three colored spaces on the board. Coastal areas are BLUE, urban areas are ORANGE, and rural areas are GREEN. Players in the same color spaces are all affected when a climate disaster is landed on.
2. Each player in the same colored space rolls the red disaster die.
3. Players can use their Superpower or a resource card to negate the effects of the disaster (**see SUPER RULE**). If no Superpowers or resource cards are applied, each player must move back the number of spaces they rolled.
4. If the player moves back and lands on another disaster space, repeat steps 1-3.
5. If a player lands on a resource space or a quiz space after moving back, follow the steps for that space.

Super Rule: We build resilient communities by working together. Players can use their Superpower to protect themselves and ALL other players against a disaster in the same color spaces, whether they land on it or not. **Using your Superpower to help others gives you a free resource card.**