

CO₂

Start:

- Player: 1 scientist, 2 CEP, 1 secret goal, 5 lobby cards (if new players, use drafting), \$3/4/4/5/5
- Board: Green power plants stack lowest on top. Random dirty power plant per region on energy demand space and mark total pollution, shuffle remainder face-down.
- CEPs in region according to empty energy demand spaces. 2 CEPs in market at \$3.
- Random 2-topic summit tiles on board, all other summit tiles shuffled face-down. Random regional agenda tiles, remove remainder.
- 10 UN goals. Reveal 1 event, and reveal top event of deck.

Concepts:

- Always adjust pollution total based on all dirty plants.
- CEP must be spent whenever a dirty plant needs to be built.

Game Structure: Played over decades

1. Supply phase (skip on 1st decade)
 - a. Income. 1st two players in each energy source expertise, including tied. Earn in any mix of \$ and VP.
 - b. Energy supply. Any region with tech resource consumes one.
 - Check if energy demand met, if not add dirty plant. Region controller pays CEP from hand, else from controlled region, else sell VP to buy. If region uncontrolled, use region CEP.
 - c. Event. If pollution ≥ 350 , players not supplying green power to region must give 1 tech resource or lose 2VP. In future anyone building green plant can use 1 tech resource from region. Event card discarded.
2. Operations phase. 5/4/3/2 rounds for 2/3/4/5P.
 - Turn:
 - i. 1 main action.
 - a) Propose project. Place project tile, dark side up, on empty project space of region needing such project (on agenda). Receive grant according to project space. If \$, see # CEP, but min \$1. If scientist, move one or gain one.
 - b) Install project. Pay 1 CEP from hand or controlled region to flip proposed project. Gain benefit on project. Own scientist may stay, others' must be paid \$1 to be removed.
 - c) Construct plant. Requires \$, expertise and tech resource. Mark ownership, earn VP, gain 1 expertise. Check region control. Remove project tile. Must send scientist away (pay \$1 if other player's).

- If region spaces full, new plant replaces oldest dirty plant. Region gains 1 CEP from market, but mustn't exceed energy demand spaces.
- ii. Free move(s). Max 1 per type, any time during turn.
 - a) Move 1 scientist. From hand / project to vacant project, or from project to matching summit topic. If move own scientist when installing project / constructing plant, considered used.
 - b) Visit market. Choose:
 - Buy 1 CEP. If exhausted, refill two, price + 1.
 - Sell 1 CEP from hand. Only if no price change so far on your turn. Price - 1.
 - c) Play lobby card or score UN goal card.
 - Lobby card used in 1 of 2 ways. Bigger benefit requires action.
 - UN goal. Pay 1 resource to claim fulfilled card.
- iii. Increase expertise. Pick 1 project with own scientist.

Expertise gained by: Working scientist at end of turn, building green plant, completion of summit, scientist returned to hand after removed by opponent.

Expertise benefits: Income, license to build green plants, region control tiebreaker, bonus when reaching specific levels

Summits: Every symbol allows 1 scientist. Scientist can only leave when summit filled up. Gain corresponding expertise for scientist(s) + one only for any topic. Draw new summit.

Region control: Compare diff energy type. Tiebreaker: preferred energy type, expertise in preferred energy type, latecomer.

End: end of last round, or 2 regions all green plants, or pollution *returns* to < 350, or pollution ≥ 500 (everyone loses).

- Claim CEP from controlled regions, sell all CEP at current price, Income.
- Final scoring: secret goal, 1VP / \$2, 3VP for most tech resources, 3VP for most UN goals. If any tied, all score.
- Tiebreaker: most green plants; expertise in forestation, solar, cold fusion, biomass, recycling; region control.

Others:

- If region already filled with green plants, still possible to propose and install projects, but not to build new green plants.
- If own scientist sent away by opponent, either keep scientist for 1 expertise in origin project, or send scientist to summit of corresponding energy source.
- May discard secret goal (still secret) for \$8 any time.
- Negative points possible.
- CEP always gained from market, always paid to bank.

2P: 7 UN goals, During income, only 1st player earns.

5P: 6th decade is final decade.