



GLOBAL EVENT EXPANSION

This is an expansion for the competitive game. The Global Event is a cataclysmic event that affects the entire planet. Every region will require aid in such a dire situation!

Component

1 Global event tile

Play, *Playing a Decade*

3. Events Phase


There is an additional step after Step 4:


4½. If this is the first time the CO₂ pollution level reaches or exceeds 400 ppm, set aside the face-up top tile of the Event deck, shuffle the Global Event tile into the Event deck, then place the deck back in its space with the set-aside, face-up tile on top again.

Global Event

During the Events phase, if the Current Event or the Upcoming Event is the Global Event, you will resolve only the Global Event, and leave the other for next decade.

Note: Even if the CO₂ pollution level has dropped below 400 ppm, the Global Event will still occur!





The Global Event is an event that affects every Region. So, each Region suffers a disaster in the usual fashion. Start with the Region in which you are playing this game, and go clockwise. After every Region has been evaluated, skip Steps 3 and beyond, then return the Global Event tile to the box. If the Current Event space is now empty, move the top tile from the stack to the Current Event space, so again 2 Event tiles are visible.

PROJECT RANDOMIZERS EXPANSION

This is an expansion for both the cooperative game and the competitive game, which changes the rules for projects, encouraging alternative strategies.

Components

6 Project Randomizer tiles

Setup

Shuffle the 6 Project Space Randomizer tiles from the expansion and place them randomly atop the base game's Project spaces, as shown in the illustration.

Play

Playing a Decade, Operations Phase, Main Action->
Propose a Project



Whenever you **Propose a Project** in a Region, the Project tile must be placed on the **leftmost** empty Project space. Then you receive the grant depicted in the space you filled, as usual. All the other rules are the same.

ARCTIC EXPANSION

This is an expansion for both the cooperative game and the competitive game. The Arctic expansion gives you another goal, a new region to play, and it makes the game more challenging.

Components

- 1 Arctic Region tile
- 1 Cooperative Private Goal card — cooperative game
- 1 Arctic Event tile — competitive game
- 1 Company Private Goal card — competitive game





Setup

Place the Arctic Region tile near the board. It is not in play until the 2nd decade.

Shuffle the Private Goal card matching your play mode with the other Private Goal cards.

Play

Playing a Decade, Operations Phase, Main Action


Build a Power Plant

You can use a prepared infrastructure in North America, Europe, or Asia to build a power plant in the Arctic. There is no limit to the number of plants that can be built there; however, if there was already a plant on the space in the middle, move it to a space around the outside of the Arctic before you build yours in the middle, to show that it is shut down. Although the old plants are shut down, they still count as being in the Arctic region for any goals that might consider them, and when events affect the Arctic region.

By having the latest power plant in the Arctic, you control its energy supply (see **End of Decade** Phase below).

Energy Supply Phase

After moving the Phase marker to the Energy Supply Phase space, but before performing the usual steps, do the following:





0. Arctic

- a. If this is the 1st decade, skip to the usual steps for this phase; otherwise, the Arctic is in play.
- b. If this is the 2nd decade and you are playing the competitive game, also shuffle the Arctic Event tile with the face-down portion of the Event deck.
- c. Increase global CO₂ levels a number of steps equal to the current decade number (2–4), minus the number of power plants built in the Arctic so far.

End of Decade Phase

If you have control of the Arctic's energy supply, take 1 CEP from the market.

LOBBYIST CARDS

Components

8 Lobbyist cards

Setup

Shuffle the additional Lobbyist cards in with the others.





Lobbyist Card Effects

Major effect:

Propose a Project in Africa, then take 1 CEP from the market.

Propose a Project in Oceania, then take 1 CEP from the market.

Prepare Infrastructure in South America, then move 1 scientist.

Prepare Infrastructure in Asia, then move 1 scientist.

Build a Power Plant in North America, then take 2 Tech cubes.

Build a Power Plant in Asia, then take 2 Tech cubes.

Visit Market, sell a CEP, then take 2 Tech cubes.

Send Scientist to a Summit, then move 1 scientist.

Minor effect:

Take 1 Tech cube.

Take 1 Tech cube.

Take \$2.

Take \$2.

No effect!

No effect!

Take \$2.

Take 1 CEP from the market.

HUGE COAL PLANT TILE

Components

1 Huge Coal plant tile

Setup

Shuffle the Huge Coal Plant tile (50) in with the other Fossil Fuel Plant tiles.

3D COMPONENTS

Each 3D component is a fancy upgrade for an existing component.

Components

6 plastic tokens (the mask is optional)





Calendar = Decade marker; Barrel = Operations Phase marker
Factory = Global CO2 Pollution Level marker — competitive
game; Big Factory = Global CO2 Pollution Level marker —
cooperative game; Price Marker = CEP Price marker; Gas Mask
= Starting Player token

EASY VARIANT

This is a variant for the competitive game. Only use this if you find it too difficult to control the increase of CO2 emissions. Once you get a better grasp of the game, return to playing without this variant.

Setup

Before shuffling the fossil fuel power plants, remove 4 coal (40) and 2 oil (30) power plants from the game.

