

Resource Cards: Print and cut 18 copies of each resource card to play the game.

SOLID WASTE



SOLID WASTE

LIQUID WASTE



LIQUID WASTE

ENERGY



ENERGY

WOOD



WOOD

FOOD



FOOD

WATER



WATER

ORE



ORE

SOLID WASTE



SOLID WASTE

LIQUID WASTE



LIQUID WASTE

ENERGY



ENERGY

WOOD



WOOD

FOOD



FOOD

WATER



WATER

ORE



ORE

Happening Cards: Print and cut 1 copy of each Happening Card to play the game.

Cave In!

There is a cave in at the ore quarry!

Roll an 8 or 9 and you get everyone out safely.

Otherwise, mining operations come to a stop. Lose 2 ore.

Flood

Torrential rains start a flood.

Roll a 9 or 10 and the levees successfully hold back the water. Your reservoirs are now full. Gain 3 water.

Otherwise, the colony sustains water damage. Pay 2 ore and 2 wood to rebuild.

Beetle Infestation

Hordes of beetles are eating your crops.

If you roll a 4 or a 9 a local chef finds a way to use the beetles to make flour. Gain 2 food.

Otherwise, your crops die. Lose 3 food.

Thunderstorm

High winds and lightening are coming.

If you roll a 7 or 9, no one gets hurt.

Otherwise, fallen trees disrupt the wastewater plant. Add 2 tokens to your waste pile.

Forest Fire

A massive forest fire is in the area.

Roll a 2, 10 or 11 and successfully put the fire out.

Otherwise, the fire devastates the forest. Lose 2 wood.

Tornado

A tornado is headed to your settlement.

Roll an even number and the tornado turns away from your buildings.

Roll an odd number and you lose 2 ore and 2 wood to rebuild.

Earthquake

The ground is shaking!

Roll a 5, 6 or 7 and your earthquake safe design pays off and the buildings are safe.

Otherwise, many buildings collapse. Pay 2 wood and 2 ore to rebuild.

Contaminated Water

An unknown bacterium has gotten into the water supply.

Roll a 4, 8 or 10 and a scientist figures out how to treat it successfully. Gain 1 research credit.

Otherwise, you must flush the water system. Lose 2 water.

Brush Fire

Lightening causes a brush fire and your crops are in danger.

Roll 2, 3, 4, 11 or 12 and you are able to stop the fire and save your crops.

If you roll an odd number, your crops are destroyed. Lose 2 food.

Heatwave

A heatwave hits your colony and you need extra energy for cooling.

If your roll is 5, 6, 7, 8 or 9 your solar panels are able to absorb additional solar energy. Gain 3 energy.

Otherwise, lose 2 energy to power the extra air conditioning.

Tidal Wave

A tsunami surges through your colony.

If you roll 5, 6 or 7 everyone is able to get to safety and your waste pile is cleared away.

Otherwise, buildings and infrastructure are damaged. Lose 2 wood and 2 ore to rebuild.

Freezing Temperatures

An unexpected cold snap threatens your crops.

If you roll an even number, your crops are cold hardy and survive.

If you roll an odd number, you lose 3 food.

Strange Fungus

There is a fungus among us.

Roll an even number and scientists learn how to turn it into a valuable medicine. Gain 1 research credit.

Roll an odd number and your crops are destroyed by the fungus. Lose 2 food.

Power Plant Meltdown!

Disaster strikes at one of your energy plants.

Roll an odd number and everyone gets out safely.

Roll an even number and the plant is destroyed. Lose 2 energy.

Volcanic Eruption

Ash from a volcano rains down on the colony.

Roll a 5, 6 or 7 and you turn the ash into electrodes. Gain 3 energy.

Otherwise, several buildings are destroyed. Lose 2 wood and 2 ore to rebuild.

Workers' Strike

Garbage workers go on strike because of unsafe conditions.

Roll a 5, 6 or 7 and workers' demands are met and the dispute is resolved. Clear your waste pile.

Otherwise, the strike causes the landfill to be shut down. Add 2 tokens to waste pile.

Drought

It hasn't rained in over a month and the crops are hurting.

Roll an 8, 9 or 10 and you are saved by a gentle rain.

Otherwise, crops wither up and you have a poor harvest. Lose 2 water and 2 food.

Bountiful Harvest

Your research with plants has paid off and crop yields are twice what you expected.

Roll any number under 10 and gain a research credit.

Eureka!

You struck a rich vein of ore.

Roll an even number and you manage to extract it safely. Gain 3 ore.

Otherwise, the ore is too deep to reach. No gains.

Sabotage!

Someone has placed an explosive at the sewage plant.

Roll an even number and the bomb is successfully defused.

Roll an odd number and it explodes, causing a stinky mess. Add 2 tokens to your waste pile.

Mystery Flu

A mysterious flu is making people sick.

Roll 4, 6 or 12 and medical researchers discover it's just the common cold.

Otherwise, research time and energy is diverted. You lose 1 research credit.

Water Conservation

The water conservation measures your colony put in place are paying off and saving water.

Roll a 3, 6, 7 or 12 and gain a research credit.

Machine Uprising

The machines turn against you!

Roll an even number and they are easily defeated. Gain 3 ore.

Roll an odd number and the machines leave the planet, stalling operations. Lose 1 energy, 1 food and 1 water.

Scientific Breakthrough

A scientist makes an exciting discovery in the lab.

Roll 5, 6, 7, 8 or 9 and it benefits the society. Gain 2 research credits.

Otherwise, it gets loose and ravages the town. Lose 2 wood and 2 ore to rebuild.

Zombie Attack

Zombies are on the loose!

Roll an even number and the zombies turn out to be friendly and help you find water. Gain 3 water.

Otherwise, they cause massive damage before they are stopped. Lose 1 energy, 1 food and 1 water.

Wild Beasts

Herds of wild beasts have discovered your grain crops.

Roll a 3, 9 or 12 and you find they are tasty and successfully hunt them. Gain 3 food.

Otherwise, they eat your crops. Lose 3 food.

Sinkhole

A massive sinkhole opens up.

Roll an even number and the hole is far away from the colony. No one is harmed.

Roll an odd number and the sinkhole is near a mine. Lose 2 ore.

Antibiotic Resistant

A bacterium was found to be resistant to antibiotics.

Roll an odd number and it is successfully quarantined.

Otherwise, research is diverted to find a new antibiotic. Lose 1 research credit.

High Winds

High winds are coming down the gorges that surround the colony.

Roll a 7 and your wind turbines maximize energy generation. Gain 3 energy.

Otherwise, lose 2 wood and 2 ore to help repair buildings.

Landslide

Heavy rains start a landslide.

Roll an odd number and no one is hurt and you collect the fallen trees. Gain 2 wood.

Roll an even number and the forest is destroyed. Lose 2 wood.



WASTE PILE TRACKING SHEET