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GAME GUIDE
LIGHT VERSION



Ecoesione was created through a research project coordinated by researchers at the University of Pisa, funded by the Italian Ministry of the Environment (now MASE) under the SNSvS2 call, and now also supported by the academic spin-off Ecoesione S.r.l.

The game explores a crucial challenge: how can we reconcile social development with environmental limits while moving beyond the fossil fuels that have supported our well-being? The game mechanics and artwork were created by Golem's Lab, which turned a complex idea into an accessible, engaging game for all ages.

Special thanks go to everyone who supported the project: Giorgio, Greta Nicodemi, Luca Morescalchi, Agata, Iaco, Lollo and Dani.

Without you, this game would never have reached the hands of people who want to change the world... by playing!

Game overview

On each turn, you will build Building cards that produce a certain amount of pollution and consume the same amount of resources. The game ends when the global non-renewable resources run out. The player with the most points then wins. Before scoring, each player must check that they have achieved at least 5 sustainable development objectives.

Contents



60 Building cards



40 Resource cards



4 Reference cards



1 First Player card

Setup

Adjust the number of cards in the Resource deck to the number of players:

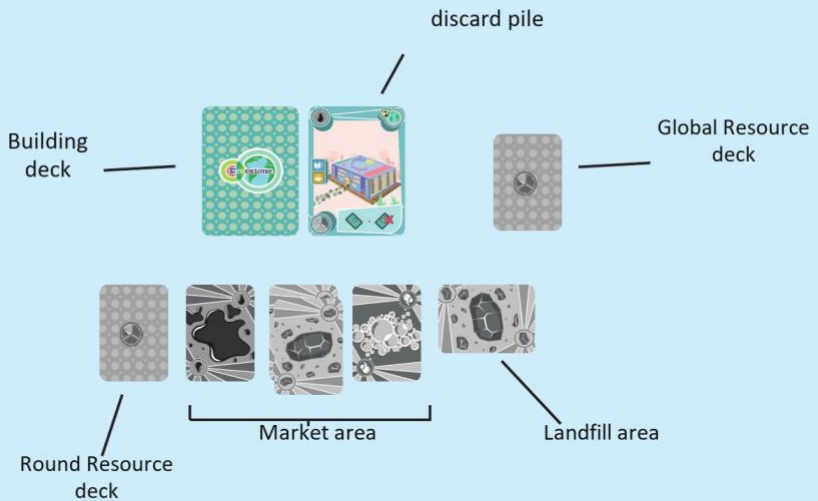
- 2 players: 20 resources
- 3 players: 30 resources
- 4 players: 40 resources.

Choose the Resource cards at random and return the unused cards to the game box. This is the Global Resource deck. The game ends when these resources run out.

Shuffle the Building deck and place it in the centre of the table.

Each player then draws 3 cards from the Building deck.

Only at this point may players take a mulligan: discard any number of cards and draw the same number. Put the discarded cards on the bottom of the Building deck. Randomly choose the first player.



Round Structure

Reset phase

Create the Round Resource deck by taking the following number of cards from the Global Resource deck. These are the only resources available until the next round:

- 2 players: 4 resources
- 3 players: 6 resources
- 4 players: 8 resources.

If there are not enough cards to create the Round Resource deck during this phase, the game ends immediately. If at least one card remains in the Global Resource deck, create the Round Resource deck with the available cards and play the round as normal.

Action phase

On their turn, each player may play one Building card. Continue in turn order until that player is ready to pass.

A player who has passed cannot take any more actions in that round.

Playing a Building card

To play a Building card, first check whether the Market contains the resources required by the card's cost. If it does, move those resources to the Landfill. If one or more required resources are missing from the Market (as at the start of the game), reveal as many cards from the top of the Round Resource deck as the number of missing resources.

Example 1 Marco plays this Building card, which costs 1 Oil.



An Oil Resource card is already in the Market, so Marco takes it and places it in the Landfill.

Let's look at a few examples!



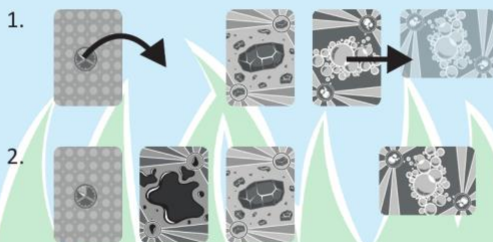
Example 2 Marco plays a Building card that costs 1 Oil, but the Market is empty. He reveals the top card of the Round Resource deck and places it in the Market.



Cards drawn in this way are revealed and placed face up in the Market area. Whenever a Resource card is drawn and revealed, this is called 'extraction'.

As a general rule, when you use a resource from the Market, place it in the Landfill. When you use one from the Round Resource deck, 'extract' it and place it in the Market.

Example 3 If a Building card costs 1 Oil and 1 Gas and a Gas resource is already in the Market, first take the Gas card from the Market and place it in the Landfill. Then extract one card from the top of the Round Resource deck (because 1 Oil was missing) and place it face up in the Market area.



Card effects

After you pay its resource cost, each Building card triggers the effects shown by the symbols on the card when it enters play.



Green Cards



Recycling symbol

Take the number of resources shown by the symbol directly from the Landfill and return them to the Market.



If the Landfill is empty, choose one resource in the Market and return it to the top of the Round Resource deck.



Draw symbol

Draw the number of Building cards shown by the symbol.



Extra Round symbol

After this round, play another round.

Red Cards



All Red cards show this symbol below their resource cost. Resources used to pay for the Building card are placed in the player's play area instead of the Market or Landfill, but only if they match the resource type shown on the Building card.

Example 1

Marco plays this Red card, which costs 1 Gas. The required resource is already in the Market, so he takes it and

instead of placing it in the Landfill, 'privatisises' it by placing it in his play area.

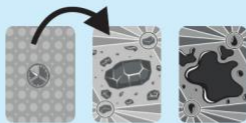


Example 2

If the Gas resource is not in the Market when Marco plays the same Red card, he reveals the top card of the Round Resource deck. If it is Gas, instead of placing it in the Market, he places it in his play area.



If the revealed resource is not the type shown on the card, place it in the Market as normal.



Resource cards in a player's play area are 'privatised'. They are worth 1 victory point at the end of the game and may also be discarded to pay the cost of a Building card. Once a privatised resource has been used, it does not go to the Landfill; remove it from the game.

Blue Cards

All Blue cards allow you to draw and discard the number of Building cards shown by the symbol.



Draw symbol

draw 1, 2 or 3 cards.



Discard symbol

discard 1, 2 or 3 cards.

Yellow Cards



All Yellow cards allow you to return a Building card of the indicated colour from your play area to your hand. The asterisk above the symbol means this ability is optional.



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Yellow cards also trigger draw effects at the end of the round.

Purple Cards

Purple cards differ from the others because they have no consumption value. They provide end-game points or passive effects. Some also trigger effects when played.



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If you have at least 3 Purple Building cards in your play area, your hand limit increases by 1.



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If you have at least 3 Purple Building cards in your play area at the end of the round, reduce your consumption by 3/3.



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You may return one Yellow Building card from your play area to your hand (optional).

At the end of the game, if you have at least 3 Yellow Building cards in your play area, score 1 point for each card in your hand.



You may discard one Green Building card from your hand to take one Building card from the discard pile.

At the end of the game, if you have at least 3 Green Building cards in your play area, score 1 point for each Green Building card in play (maximum 10 points).



You may discard one Resource card from your play area to draw 2 Building cards.

At the end of the game, if you have at least 3 Red Building cards in your play area, score 1 additional point for each Resource card in your play area (maximum 10 points).



You may demolish one of your Buildings to choose a Building card from the discard pile and build it in your play area.

At the end of the game, if you have at least 3 Blue Building cards in your play area, score 1 point for each different sustainability symbol (maximum 6 points).

Other symbols



Some cards trigger a demolition after they are played. You must discard one Building card from your play area (this may be the card just played).



Victory points are shown by the number above the Earth symbol.

Consumption phase

When every player has passed, begin the Consumption phase. Each player adds up the consumption values of all their cards in play. For every $\frac{3}{3}$ of consumption, move one card from the Global Resource deck to the Landfill, ignoring any remainder. For example, a consumption of $\frac{10}{3}$ means discarding 3 cards from the Global Resource deck.

After all players have done this, the player with the highest consumption draws 1 Building card, the player with the lowest consumption draws 3, and all others draw 2. Include any remaining thirds when breaking ties.

- If all players have the same consumption, they each draw 2 cards.
- If several players tie for highest consumption, they each draw 1 card.
- If several players tie for lowest consumption, they each draw 3 cards.



End-of-game scoring

When the Global Resources run out and a new Round Resource deck cannot be formed, the game ends. Only players who have achieved at least 5 sustainable development objectives may score points.

You achieve one sustainable development objective if you have

- 3 cards of the same colour in play;
- 5 cards of the same colour in play (counts as 2 objectives);
- at least 1 card of each of the 5 Building colours in play;
- 2 matching sustainable development symbols in play (4 matching symbols count as 2 objectives).

Scoring

Add all points shown on Building cards and any end-game points provided by Purple cards.

Each unused Resource card is worth 1 point.

Each 3/3 of consumption is worth -1 point.

The player with the lowest consumption ignores this last rule and does not lose points for their consumption.



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**Thank you for
supporting
Ecoesione!**



