

DEMO Rules for AdaptNation

Overview

The demo version of AdaptNation is a collaborative board game for 3 players, ages 10 and up, to be played in 30-60 minutes. Each player takes on the role of the leader of a fictional city starting in the year 2035. Players must work together through trade and preparation to balance resources and keep their cities running in the face of increasingly severe climate change. Each game is played over the course of four rounds consisting of several phases: resource upkeep, forecasting, assistance and preparation, events, and the end phase. Each round represents a span of 5 years. The goal of the game is for players to survive the four rounds until 2055 without collectively accruing more than two black marks.

Learning Goals

One of the challenges of explaining the consequences of climate change is that the scope of the problem extends far beyond the scale of our perception. It is difficult to put into perspective the impact of a small increase in global temperature on the environment 50 years later.

Furthermore, the stakeholders often have different priorities, and a collaborative effort to adapt to climate change involves balancing needs that may be in opposition with each other. For example developing nations have to balance economic growth with promoting the use of clean energy and carbon emission reductions. AdaptNation is meant to allow players to experience some of the tension behind the complex decision-making that underlies climate risk assessment and the development of adaptive strategies. Players should also gain awareness of the consequences of climate change and the challenges of adapting to these consequences. Finally, we hope AdaptNation will foster the spirit of cooperation that in reality is necessary for humanity as a whole to adapt to global climate change.

Components

One (1) Central Board

Three (3) Player/City Boards

One (1) White Round Tracker

Three (3) Black Mark Tokens

Fifteen (12) Preparation Tokens (set of 4 for each city, one color per city)

Nine (9) Starting Rate Cubes (set of 3 for each city, matching preparation token color)

Sixteen (16) one-unit Resource Tokens for each of Power, Water, and Food

Six (6) three-unit Resource Tokens for each of Power, Water, and Food

Two (2) five-unit Resource Tokens for each of Power, Water, and Food

Twenty-two (22) Event Cards (2 copies of hurricane, 4 copies of all other events)

Central Board

The central board details information that is shared among all players.

1. **Round Tracker:** The track at the top indicates the current round and the number of event cards that will take effect in that round
2. **Round Progression:** This lists the different phases of a round
3. **Event Preparation Section:** Players will put preparation tokens on the event squares corresponding to the events they are preparing for that round
4. **Black Mark Tracker:** This track displays the number of black marks the players have accumulated.

City Boards

Each player receives a city board that represents the state of the players' cities. A city stores,

consumes, and generates three key resources: power , water , and food . The city stores available resources in their stockpile (located at the bottom of each player's city board), and cities deplete or bolster these stockpiles based on their generation (positive rates) or consumption (negative rates) of resources during the Resource Upkeep phase.

Game Setup

Put the round marker on round 1 of the round tracker on the central board.

Shuffle the event deck and place it face down in between all players.

Each player places Starting Rate chits for each resource in the rates section of their city board. Corresponding symbols on each rate track indicates the city's starting resource generate rates. Then, each player collects five (5) units of each resource and places them in the stockpile sections on the right side of their city board. Finally, each player collects two preparation tokens, which will be used to indicate the events that players plan to prepare for during each round.

Game Phases

Phase 1: Resource Upkeep

At the beginning of each round, players generate or consume resources based on the respective rates indicated on their player boards. Players adjust their resource stockpiles accordingly. If a player used the water resource action last round (see Phase 3), they take their additional food now.

For example, if player A has a power generation rate of +2 they add two units of power to their power stockpile that round. If player B has a food generation rate of -2 then they must *remove* 2 food from their food stockpile.

Phase 2: Forecasting

Take a number of event cards from the top of the event deck equal to one more than the number of events to be drawn for the round (see Phase 4: Events). Place these event cards where all players can view them as they decide on their preparations and assistance (Phase 3). Before the event phase starts, shuffle the forecasted cards face-down and place them next to the event deck.

Phase 3: Assist and Prepare and Resource Actions

Players decide on how to assist each other and which of the forecasted climate events to prepare for. Players may choose to make their decisions in turn when first learning the game. However, this is not necessary and gameplay will be quickened if discussion happens simultaneously.

Assist

A player can choose to assist one of their fellow cities by sending any number of any one type of resource to one other player. The assisting player can only send, not receive, resources. Players can only send as much as they have in their own stockpiles. Each player can assist another player once per round. However, players can spend 1 unit of food in order to assist multiple players with multiple resources via the Resource Action - Food (see below).

Prepare

Players are allowed to prepare for two of the forecasted climate events per round. Players indicate the event or events they are preparing for by placing preparation tokens on the respective squares on the Event Preparation section of the central board. By preparing, some or all of the consequences of the corresponding event will be mitigated should that event occur in the following event phase. Each preparation token only mitigates the effects of one event card in the current round. Thus, a player must prepare for a climate event multiple times to mitigate multiple occurrences of the same event.

For example, Player 1 prepares for a drought as one of their actions and the drought event occurs during the event phase. As a result, Player 1 reduces their water and food stockpile losses by 1. Preparation does not apply to other players, so Player 2, who did not prepare for a drought, must still reduce their water and food stockpiles by 2 and 3, respectively.

Resource Actions

Players can also utilize their resource stockpiles to perform a variety of actions as they assist each other and prepare for extreme climate events. Resource actions can be taken at any time during the assist and prepare phase.

Power: Spend two (2) power to gain an additional preparation token to be used this round only.

Water: Spend X units of water to gain X+1 units of food, to be added to the player's stockpile when players generate resources on the following turn.

Food: Spend one (1) unit of food to use the assist action to simultaneously send multiple types of resources to multiple players this round only.

Phase 4: Events

Each turn, events are drawn from the event deck for forecasting, shuffled, and placed next to the event deck. During the event phase, all but one of the forecasted cards go into effect; the remaining one card is discarded without being put into play.

Round	# of Forecasted Events	# of Events Put into Play
1	2	1
2	3	2
3	3	2
4	4	3

The events that make up the event deck represent environmental phenomenon that might occur more severely or occur more frequently as a result of climate change. Examples include drought, ocean acidification, and sea level rise. Generally, these events affect the production rates of cities' resources or the cities' stockpiles.

Events come in two types: 1-round and permanent:



Errata: Sea level rising cards should say rate instead of stockpile!!!!

1-Round Events

1-Round events only affect resource stockpiles for the round in which they appear. When a 1-Round event card is revealed, players will remove resources from their stockpiles indicated on the event card, based on whether they prepared for that particular event or not (see Phase 3: Assist and Prepare).

Permanent Events

Permanent cards cause a one-time *adjustment* to resource production--unlike 1-turn events they are permanent and last through the rest of the game. When a permanent event card is drawn the players immediately adjust their production rates according to the card instructions and based on whether they prepared for the event or not.

See *Appendix A: Event Cards* for information on each type of event card.

Phase 5: End Phase

Players discard all event cards played this round and retrieve their preparation tokens from the central board. Players who performed the Resource Action - Water collect their food resource allocation at this time.

Black Marks

Whenever a player has to deplete resources but cannot, that player receives a black mark, which is added to the central board, indicating their failure to adapt to the extreme events brought on by climate change. Upon receiving a black mark, the stockpile for any unfulfilled resource in that city is depleted, if it wasn't already. A single city can only receive one black mark per resource per round, though multiple players can receive black marks in one round. **If players together accumulate three black marks in total, the nation falls into ruin and the game immediately ends in a loss.**

Winning the Game

The game is won when, at the end of round four, the players have fewer than three black marks among them. Congratulations, you have shown that you can successfully adapt to the coming climate changes!

Appendix A: Event Cards

Ocean Acidification (Permanent):

If everyone Prepped: No effect for anyone

If at least one player did not prep: -1 food rate

Sea Level Rising (Permanent):

Prep: None

No Prep: -1 power/water rates

Heat Wave (1 round):

Prep: -2 power and -1 water stockpiles

No Prep: -4 power and -3 water stockpiles

Drought (1 round):

Prep: -1 water and -1 food stockpiles

No Prep: -2 water and -3 food stockpiles

Hurricane (1 round):

Prep: -2 water and -2 food stockpiles

No Prep: -2 power, -4 water and -4 food stockpiles

Wildfire (1 round):

Prep: -1 to all resource stockpiles

No Prep: -1 power, -3 water, and -3 food stockpiles