

Eco-City

A game by Taizo Smidt-Olsen

What Eco-City is about

Eco-City is a cooperative board game that involves three different roles that each benefits the city in different ways. The duration of the game is just enough to allow players have fun and learn ways to help the community as well as the environment. The board game is for anyone who wants to learn ways to protect the environment, whether you are poor or rich or whether you live on an isolated island or in the middle of a city. There are three roles in the game, which can be played by 3 or 2 players, or by yourself if you are playing alone. What makes this game stand out from other board games that try to teach about the environment is that you can enjoy making your own decisions on how to run the city and play a detective role while it simultaneously teaches you about how to care for your environment. Unlike most cooperative games, you can also play this game by yourself if there are no other players available.

Roles

There will be three different roles for each player to play.

- **Council member Yu Tanaka** has always supported the environment and has inspired many residents to turn to a life of sustainability. The player who plays Tanaka can only draw from the Eco-Deck (green-sided cards).
- **Cultural leader Shaheen Bahl** is responsible for keeping the city productive and the residents happy. The player who plays Bahl can only draw from the Cultural-Deck (orange cards with a peace sign on top).
- **Jack Jameson** is a detective with the police, who is trying to shut down the Factor&Co factory as it is illegally dumping pollutants and engaging in deforestation in preparation for the expansion of the factory. The player who plays Jameson can only draw from the Case-Deck (blue cards with a magnifying glass on top).

Eco-Deck




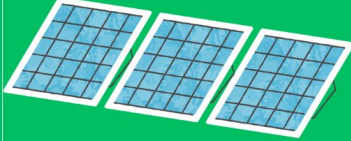













The Eco-Deck has a total of 15 cards and is denoted by its green outline and its emphasis on eco-awareness points. This deck is only handled by Yu Tanaka.

Here we can see the first eight cards in the Eco-deck.



Eco-Deck

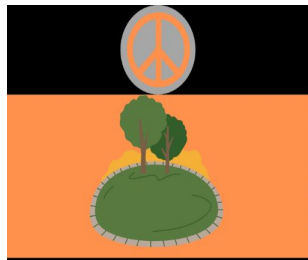







The second page of cards shows the remaining 7 cards of the Eco-Deck and the first Cultural card.

 	 	 	 
Corruption Tackle <p>You are forced to remove a famous eco-politician after he is found to be working with criminals who are dumped in the ocean. Lose 20 happiness but gain 15 eco-awareness. You can play this card anytime during the game.</p>	Solar Energy <p>You convinced many people in the city to build solar panels as it is more energy efficient. Gain 10 eco-awareness from your hard work. You can play this card anytime during the game.</p>	National Park <p>You turn all of your forests into a national park to stop deforestation in those areas! Unfortunately, you have to kick out any investigators that are stationed in that area. Gain 10 eco-awareness points and remove any investigator in that area. You can play this card anytime during the game.</p>	Eco Museum <p>You managed to convert an old run-down building into an eco-museum that teaches students about the environment. Gain 15 eco-awareness points and gain 5 happiness points. You can play this card anytime during the game.</p>
 	 	 	  
Denounce <p>You denounced Jack Jameson for doing his job poorly and everyone starts to support you rather than Jack. Gain an extra turn while the player who plays Jack loses a turn. You can play this card anytime during the game.</p>	Marine preservation <p>You met with a marine biologist and preserved ocean life by cordoning off areas. You also install marine trash collectors in the ocean to stop pollution. Gain 20 eco-awareness points. You can play this card anytime during the game.</p>	Marine preservation <p>You met with a marine biologist and preserved ocean life by cordoning off areas. You also install marine trash collectors in the ocean to stop pollution. Gain 20 eco-awareness points. You can play this card anytime during the game.</p>	Park <p>You managed to construct a park where your citizens can relax or walk! Gain 10 happiness. You can play this card anytime during the game.</p>

Cultural-Deck

The Cultural-Deck is denoted by its orange outline and its emphasis on points promoting residents happiness. This deck is only handled by Shaheen Bahl.

Here we see eight cards from the Cultural-Deck.

			
<p>Park</p> <p>You managed to construct a park where your citizens can relax or walk! Gain 10 happiness. You can play this card anytime during the game.</p>	<p>Train Station</p> <p>With the team-up with Yu Tanaka, you successfully built a train station that encourages people to use public transportation. Gain 15 happiness points as well as 5 eco-awareness points. Also place one cultural token in any city area you like. You can play this card anytime during the game.</p>	<p>Train Station</p> <p>With the team-up with Yu Tanaka, you successfully built a train station that encourages people to use public transportation. Gain 15 happiness points as well as 5 eco-awareness points. Also place one cultural token in any city area you like. You can play this card anytime during the game.</p>	<p>Train Station</p> <p>With the team-up with Yu Tanaka, you successfully built a train station that encourages people to use public transportation. Gain 15 happiness points as well as 5 eco-awareness points. Also place one cultural token in any city area you like. You can play this card anytime during the game.</p>
			
<p>Art Museum</p> <p>You managed to build an art museum about your city through you wasted money and resources. Gain 10 happiness points and lose 10 eco-awareness points. Place any cultural token in the city or country side area. You can play this card anytime during the game.</p>	<p>History Museum</p> <p>You managed to build an history museum about your city through you wasted money and resources. Gain 10 happiness points and lose 10 eco-awareness points. Place any cultural token in the city or country side area. You can play this card anytime during the game.</p>	<p>Statue</p> <p>You successfully erected a statue in the cities square where you gain lots of popularity among the population though wasted resources. Gain 5 happiness points and lose 5 eco-awareness points. Place a cultural token in the city center area. You can play this card anytime during the game.</p>	<p>Police Department building</p> <p>With the team-up with Jack Jameson, you renovated the police department to tidy up it's mess and corruption. You gain support from the police officers for your renovation. Gain 10 happiness points as well as a piece of evidence for the player who plays Jack Jameson. You can play this card anytime during the game.</p>

Cultural-Deck

The second page of the Cultural-Deck and the first two cards of the Case Deck.



Denounce

You denounced Yu Tanaka for paying attention to herself rather than the environment and everyone starts to support you rather than Yu. Gain an extra turn while the player who plays Yu loses a turn. You can play this card anytime during the game.



Church/Temple

With funding, you successfully built church/temple that supports all religions inside the city. Unfortunately, one of Jack's prisoners escaped and claimed sanctuary inside the church. Gain 15 happiness points and lose a piece of evidence. You can play this card anytime during the game.



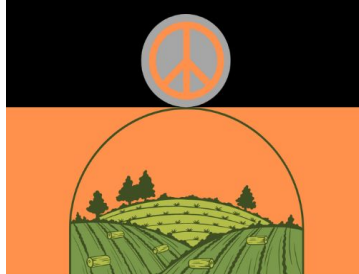
Church/Temple

With funding, you successfully built church/temple that supports all religions inside the city. Unfortunately, one of Jack's prisoners escaped and claimed sanctuary inside the church. Gain 15 happiness points and lose a piece of evidence. You can play this card anytime during the game.



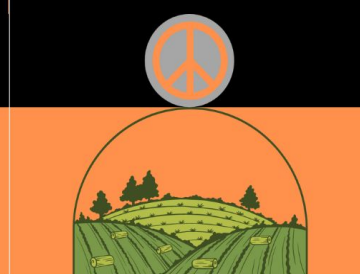
Schools

You managed to build a school using recycled materials from the waste dump. Gain 10 happiness points while the player who plays Yu gains 10 eco-awareness points. You can play this card anytime during the game.



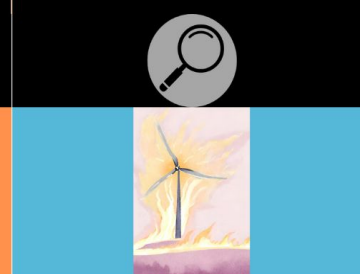
Farm

You managed to build a plant farm that doesn't use pesticides and use home-made pesticides instead! Unfortunately, you have to kick out any investigators in that area, and you can't place it anywhere where a windmill is already placed. Gain 10 happiness points and place a cultural token on the map. Remove any investigator in that area. You can play this card anytime during the game.



Farm

You managed to build a plant farm that doesn't use pesticides and use home-made pesticides instead! Unfortunately, you have to kick out any investigators in that area, and you can't place it anywhere where a windmill is already placed. Gain 10 happiness points and place a cultural token on the map. Remove any investigator in that area. You can play this card anytime during the game.



Stakeout

You staked out operatives of Factor&Co and witnessed them burning down one of the Wind Turbines. You arrested them soon after and have a confession from them. Use this card as evidence but remove any wind turbine token from the map and lose 10 eco-awareness. You can play this card anytime during the game.


















Investigator Hire

You hired an investigator who is willing to find any evidence that is incriminating against Factor&Co. Place any investigator token on the map that isn't the national park or a farm. You can play this card anytime during the game.






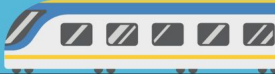
Case-Deck

The Case-Deck is denoted by its blue outline and relates to the collection of evidence by Jack. This deck is only handled Jack Jameson.

			
			
Investigator Hire	Detective Friends	Mayor Arrest	Illegal Logger
<p>You hired an investigator who is willing to find any evidence that is incriminating against Factor&Co. Place any investigator token on the map that isn't the national park or a farm. You can play this card anytime during the game.</p>	<p>A friend of yours who is also a detective is willing to help in your investigation against Factor&Co. Place any investigator token on the map that isn't the national park or a farm. You can play this card anytime during the game.</p>	<p>You have found out that the mayor of this city has been taking bribes from Factor&Co, and is forced to arrest. Unfortunately, riots break out within the city as the mayor is popular among the population. Lose 30 happiness points but use this card as evidence. You can play this card anytime during the game.</p>	<p>You managed to catch an illegal logger in the woods, and they confess that they were sent by Factor&Co. Use this as a piece of evidence. You can play this card anytime during the game.</p>
			
			
Illegal Logger	Illegal Dumper	Garbage trace	Community Service
<p>You managed to catch an illegal logger in the woods, and they confess that they were sent by Factor&Co. Use this as a piece of evidence. You can play this card anytime during the game.</p>	<p>You managed to catch an illegal dumper in the river, and they confess that they were sent by Factor&Co. Use this as a piece of evidence. You can play this card anytime during the game.</p>	<p>You found a pile of garbage dumped next to the river and brought it back to the lab. You managed to trace it back to Factor&Co but the smell is so bad inside the city, people began vomiting. Use this as a piece of evidence but lose 15 happiness points. You can play this card anytime during the game.</p>	<p>You are in charge of prisoners for their community service and you make them plant trees for the environment. You gain 10 eco-awareness points. You can play this card anytime during the game.</p>

















Case-Deck

The last three cards of the Case-deck.

		
		
<p>Raid</p> <p>You got a tip saying that a house is a front for a illegal animal trading business. You raid that front and found more than 20 illegally captured animals. The traders say they work for Factor&Co and that they have been receiving money from them. Unfortunately, the raid caused so much noise around the neighborhood. Use this card as a piece of evidence and gain 5 eco-awareness points but lose 10 happiness points. You can play this card anytime during the game.</p>	<p>Denounce</p> <p>You denounced Shaheen Bahl for gaining more money than other council members. You gain more support while Bahl starts to lose support. Gain an extra turn while the player who plays Shaheen loses a turn. You can play this card anytime during the game.</p>	<p>City Visit</p> <p>You had to leave your city to go to another city for a piece of incriminating information about Factor&Co but people get angry as they think you are lazying around. Use this card as a piece of evidence but lose 10 happiness points. You can play this card anytime during the game.</p>

Event-Deck

The Event-Deck consists of 11 cards showing various random events which affect *all* players. The deck is denoted by it's yellow outline.

<p>Event  Event</p>	<p>Event  Event</p>	<p>Event  Event</p>	<p>Event  Event</p>
			
<p>Trash Spill</p> <p>A nearby travelling ship transporting rubbish has spilt more than 100 tonnes of trash into the sea! Most of these trash has washed up in the beach area and has caused an odor near the city. Lose 15 eco-awareness points, and 15 happiness points. Also place 3 trash bag tokens on the beach area.</p>	<p>Trash Spill</p> <p>A nearby travelling ship transporting rubbish has spilt more than 100 tonnes of trash into the sea! Most of these trash has washed up in the beach area and has caused an odor near the city. Lose 15 eco-awareness points, and 15 happiness points. Also place 3 trash bag tokens on the beach area.</p>	<p>Trash Spill</p> <p>A nearby travelling ship transporting rubbish has spilt more than 100 tonnes of trash into the sea! Most of these trash has washed up in the beach area and has caused an odor near the city. Lose 15 eco-awareness points, and 15 happiness points. Also place 3 trash bag tokens on the beach area.</p>	<p>Mayor Visit</p> <p>The mayor of a nearby city is visiting your city as part of her duty. She share the same belief with Yu as she wants to bring awareness about the environment. She agrees with the mayor of this city to fund the awareness program. Gain 15 eco-awareness points as well as gain 10 happiness points.</p>
<p>Event  Event</p>	<p>Event  Event</p>	<p>Event  Event</p>	<p>Event  Event</p>
			
<p>Mayor Visit</p> <p>The mayor of a nearby city is visiting your city as part of her duty. She share the same belief with Yu as she wants to bring awareness about the environment. She agrees with the mayor of this city to fund the awareness program. Gain 15 eco-awareness points as well as gain 10 happiness points.</p>	<p>President's Wind Turbines</p> <p>The president of your country comes to your city to build 2 wind turbines in your city as a way to make people support him. Unfortunately, despite his efforts, everyone still supports the other candidate in the other election or think the President is only looking after himself. Gain 10 eco-awareness points as well as 2 wind turbine tokens. But you also lose 5 happiness points.</p>	<p>Celebrity with Factor&Co</p> <p>A popular celebrity is visiting your city as well as Factor&Co's factory. Meeting with Factor&Co's CEO, the celebrity agrees to sponsor the factory and in return give an eighth of their revenue to the celebrity. While all of you are witnessing, operatives of Factor&Co managed to steal a piece of evidence. Lose 10 eco-awareness points and a piece of evidence but gain 15 happiness points since the celebrity is visiting the city.</p>	<p>Defected Worker</p> <p>A worker who works at Factor&Co decided to defect and head towards the city. He then turned himself in to Jack Jameson as he doesn't want to be caught by Factor&Co operatives. Use this card as evidence.</p>

Event-Deck

The second page of the Event-Deck.

Event  Event	Event  Event	Event  Event
		
<p>Defected Worker</p> <p>A worker who works at Factor&Co decided to defect and head towards the city. He then turned himself in to Jack Jameson as he doesn't want to be caught by Factor&Co operatives. Use this card as evidence.</p>	<p>Tourists!</p> <p>After an increase of tourist attractions and technological advances, tourists come in all directions whether by the sea, the air, or by land. This caused a massive surge in plastic pollution and carbon dioxide being released into the air. Lose 15 eco-awareness points but gain 15 happiness points due to amount of tourism in the city.</p>	<p>Vandalism of the city</p> <p>Many teenagers and young adults has started vandilising the city due to job cuts or the rich society. Many litter, destroy paintings or sculptures, or break a few people out of prison including a person needed for the trial. Lose 10 eco-awareness points, lose 10 happiness points and lose one piece of evidence.</p>

Tokens



3 x Investigator Tokens:

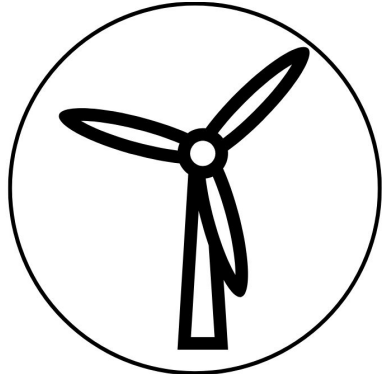
If there is only 1 Investigator Token on the board, the player who plays Jack doesn't receive any pieces of evidence. If there are two tokens on the board, the player who plays Jack receives one piece of evidence every 3 turns. If all three of the tokens are on the board, Jack receives one piece of evidence every 2 turns. Jack can only place the tokens in a hex where there aren't any wind turbines or cultural tokens. Tokens also can't be placed on the beach, cliff, or ocean hexes, but the factory, countryside and forest hexes are open to them.



8 x Cultural Tokens:

For every Cultural Token on the board, the player who plays Shaheen receives 5 happiness points every 2 turns. For example, if there are 4 tokens on the board, Shaheen receives 20 happiness points per 2 turns. Shaheen can place the tokens anywhere on the board except on the ocean, beach, cliff, or forest hexes.

Tokens



4 x Wind Turbine Tokens:

For every wind turbine token on the board, the player who plays Yu receives 5 eco-awareness points for every 3 turns. For example, if there are 2 wind turbine tokens on the board, Yu receives 10 eco-awareness points per 3 turns. Yu can only place these tokens this in the countryside hexes.



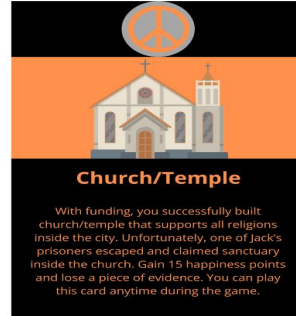
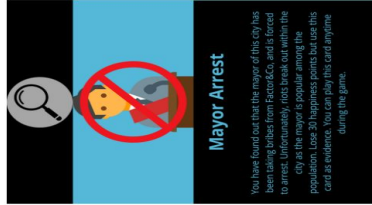
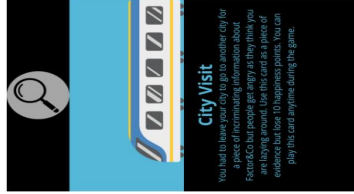
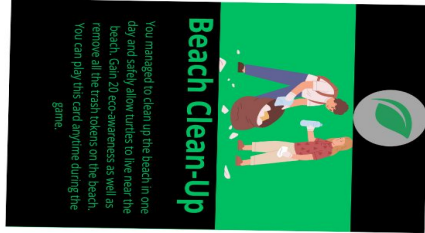
6 x Trash Tokens:

For every trash token on the board, everyone loses 5 happiness points and 5 eco-awareness points each turn. For an example, if there are 3 trash tokens on the board, everyone would lose 15 happiness points as well as 15 eco-awareness points that turn. This token can only be placed on the beach hex and is activated by the Event Card.

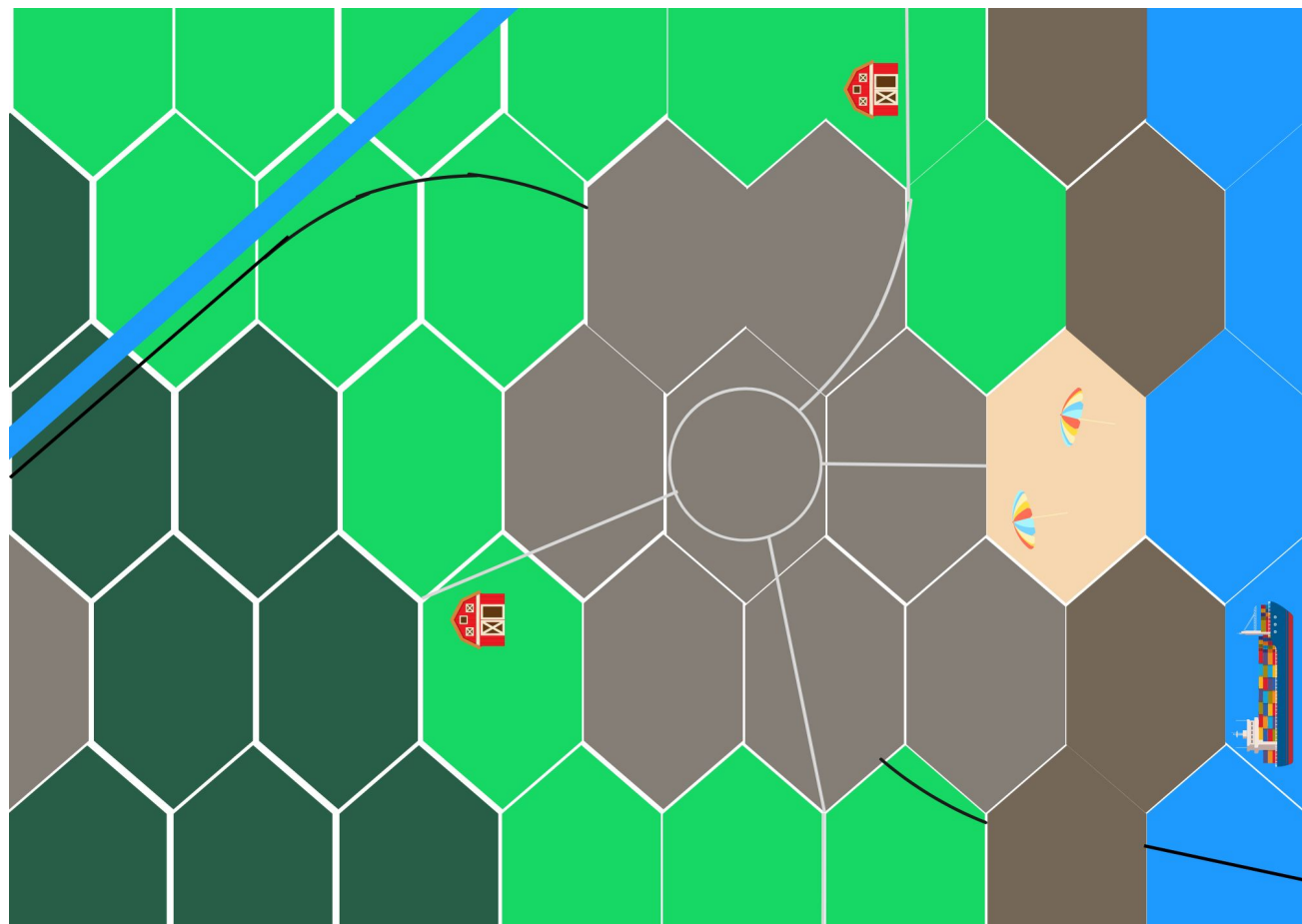
Set Up

1. Firstly, set up the map showing the city and its surrounding areas.
2. Familiarize yourself with the different hex areas of the map:
 - Countryside are shown in pale green,
 - Forest is shown as dark green,
 - Cliffs are shown as dark grey/brown,
 - Ocean is shown as blue,
 - The single beach hex is shown as sandy colour,
 - The city is shown in grey and is the group of 8 hexes next to the beach,
 - The single factory is on the far edge of the map as half a grey hex,
 - There is also a river running through the map, but it has no relevance to the game.
3. Assign roles to players.
4. Shuffle each deck (event deck, eco deck, cultural deck, and the case deck) and give those decks to their designated player but make sure the deck is facing down, so the player cannot see the details of the card. The event deck is placed next to the map, also face down, and is not given to any one player.
5. Place three trash tokens on the beach area as part of the starting setup.
6. Each player takes the top 2 cards from their deck, but cannot show them to the other players.
7. Finally, use a piece of paper to keep track of eco-awareness points, happiness points, and evidence.

What the set up may look like.



The Game Board



Gameplay

1. The players should first check if anyone is holding a 'Denounce Card'. If they do, they should replace it at the bottom of their deck and draw a new replacement card. They should then shuffle the deck.
2. The round starts with the player who plays Yu Tanaka.
3. The player can play either of their two cards, the played card is not put back into the deck. Once a card is played, the player either receives points, places a token, removes a token, or loses points for the other players.
4. The second player (Shaheen Bahl) and the third player (Jack Jameson) then play their turns, following the same rules as Yu.
5. Once everybody has played their card, each player draws one new card from their deck.
6. Players should update their scores, taking into account any tokens on the board.
7. Now one card will be drawn from the Event Deck. Everybody has to agree with the outcome of this card and follow its instructions.
8. Players may need to update their scores again depending on the Event Card.
9. Players will repeat the steps from 2 to 7, but now you can play the denounce card, unlike at the start of the game.
10. Once the last event card has been drawn, every player has to play their final card and see if they pass their goals.

Goals

Each player has their one individual goals, but if any one player does not meet their goals, then all players lose.

Yu's goal is to gain at least 80 eco-awareness points at the end of the game and have no trash remaining on the beach.

Shaheen's goal is to gain at least 75 happiness points at the end of the game.

Jack's goal is to have at least 6 pieces of evidence to shut down the Factor&Co factory.