



Supply Phase

1. How do I know which energy demand space refers to any particular decade?

R: The first demand space corresponds to the first decade. The second demand space corresponds to the second decade. Etc..

Example: Africa won't add dirty power plants after the 1990s, because its demand is met.

2. "Each decade, any region with any tech resources consumes one; return the resource cube to the general supply."

Does this mean that you have to pay 1 research cube per region you control at the beginning of each supply step?

A: No. A region that has previously had a disaster will receive "relief" cubes from the players who don't have plants there. These cubes are placed on the board itself and may be used by players to accelerate "rebuilding" the region. However, if there are any cubes in the region at the start of a decade, one of them is returned to the general supply.

Carbon Emissions Permits (CEP's)

1. If the market is empty, when exactly is it filled with 2 CEPs again?

A: Immediately with 2 CEPs from the bank.

This is the only time CEP's come from the bank. When you earn CEP's from installation, lobby cards, bonuses on the expertise tracks, or when you buy, you always take CEP's from the market.

Example: Installing a forestation project gives me 2 CEP's. If there is only one in the market, I take it, refill the market and the price rises. Then, I take the second one, leaving one remaining in the market.

2. When does the price of CEP's rise?

A: At the same time it is refilled.

3. When does the price of CEPs go down?

A: When you sell one CEP to the market.

4. If I have to pay a CEP due to installation, can I pay them from a Region I control?

A: Yes. Governments are happy to help you to spread a sustainable energy all over the globe.

5. Can I sell CEP's from a region I control?

A: No. CEP's are not yours. They belong to the regions.

6. If the price changes because I received a CEP due an installation action, can I sell a CEP to the market afterwards, using my market action?

A: No. You can only buy. Once the market price has changed, you can no longer sell anymore.

7. Are the regions limited to the number of CEP's they can support?

A: Yes, it is equal to the number of plants that can be built in a region.

Africa - 3

Oceania and South America - 4

Europe and North America - 5

Asia - 6

8. If I have to place a CEP in a region and I do not control any, can I refuse?

A: No, you have to choose a region to place the CEP in.

Note: when playing, especially in your first games, consult the CEP diagram of the player aid when moving CEP's.

Scientists:

1. Is there any way to move more than one scientist in your turn?

A: Yes, play a Lobby card with the Scientist bonus on it (using the play a card free move), or place a project in the scientist grant (using the propose main action), and instead of taking one from the pool just move one. Then you can use your scientist free move.

2. When I use my main action to construct a power plant with my scientist on it, the rules say: "Send any scientist on the project away (see 2.2 Free Moves and 2.2.1 Scientists)." What does that mean?

A: It means that you have to use your scientist's free move to take the scientist out of the project.

3. If I already used my scientist free move, can I still build a power plant which has another of my own scientists on the project?

A: No. Every time you move one of your scientists, without the use of a lobby card or due to proposing a project, you must use your scientist free move.

4. I installed a project with one of my scientists on it. Can I leave him there and then use the free move to move a different scientist?

A: Yes. When installing, if it is your own scientist on the project you can leave him there. If it belongs to another player, you have to move him.

Expertise:

1. If a player has reached the end of an Expertise track and then receives a further expertise gain in the same category, what happens?

A: He does not receive anything. He already has all the knowledge about that subject.

2. All the expertise tracks include an icon showing you gain expertise - does this mean you can gain ANY expertise on any track, including the track you're currently on?

A: Yes

3. Section 2.1.3 says that in order to construct a power plant, expertise is required in that energy source "equal to or higher than the number of tech resources required to build it." What does this mean?

A: To build a plant which requires X tech resources, you must be in the Xth space of the related expertise track. For example, to build the first available recycling plant costs 1 tech cube. Therefore, to build this plant, you need to be on space 1 on the expertise track for recycling.

Note: The crane icons in the expertise tracks are a reminder of the expertise needed to build the lowest tech power plants.



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Summits:

1. When are the summits resolved?

A: At the end of any players' turn, in which the summit was completed.

2. In which order they are resolved?

A: In clockwise order, ending with the active player, even if they are not involved.

3. The Seattle summit is being resolved. If I have a scientist on biomass and another on recycling, and you have 1 on forestation, how is expertise distributed?

I get: 1 biomass, 1 recycling and 1 of {biomass, recycling or forestation}

You get: 1 forestation and 1 of {biomass, recycling or forestation}

4. If the Madrid summit is being resolved (solar, nuclear), and I have both scientists at the summit, how is expertise distributed?

A: 1 solar, 1 nuclear and 1 of {solar or nuclear}

The rule says: I point for each scientist in the topic he is talking, plus I point in any topic to each company (player).

5. Is it possible to move your scientist from the forestation project to a forestation topic at a summit even if you don't have any expertise in the subject?

A: Yes they are not related.

by Vital Lacerda



Lobby Cards

1. Is there any way to obtain new lobby cards, or are you limited to the card you're initially dealt?

A: You are limited to what you start with, except in the solo game.

2. Can I play a lobby card for both the main lobby and the minor lobby?

A: No. You must choose one or the other.

3. How exactly can I use the lobby card for the main lobby?

A: In the same turn, you need to take the specific action shown on the card. Example: Card 1. If you have proposed a project in Asia, you may play this card as your card action to gain \$3

Solo Game:

1. In the solo game, do the projects placed start with the proposed side up?

A: Yes

Rulebook errata:

Page 3 - Lobby Cards - The third sentence should read:

"To do this, choose 1 of the 5 cards to keep and pass the other 4 to the player on your right. Then from the 4 received, take one and pass 3 to the right, and so on."

Page 8 - Game End - Game is over at the end of the Operations phase - Third bulletpoint should read

"On or after the 4th decade, if the global CO₂ pollution level returns to the safe zone, under 350 ppm."

Page 9 - Card manifest - Lobby Cards - Minor Lobbies should read:

"Take a tech cube, take 2 coins, take a CEP from the market to your hand, take or move a scientist."

Some first game advice:

1. Play your first game with 4 or less players.

2. To help teach the game, use the icons in the corners of the board to track the actions of the game.

Place a disc on each symbol when you take that action, remembering that you can only do one of the three main actions (Propose, install, build), and all three of the other actions (market, card, scientist). This will help reduce the playtime and give a better learning curve to the game.

3. Projects are not yours, they belong to the regions.

4. Most of the victory points come from free actions. Expertise, CEP's and lobbies are great VP generators.

5. Keep in mind that money counts for victory points. Because of that, installing can give you more victory points than building a power plant.

6. More tips like this: <http://www.boardgamegeek.com/thread/880800/one-sentence-random-tips-to-get-advantages-in-co2>

Changing the game difficulty:

1. Play the game with 3 players for an easier game.

2. Use the preset Fossil Fuel Power Plant Setups to change the game difficulty.

3. Play with the Arctic expansion to increase the game difficulty.

Typos in player aid:

1. It says "I. Distribuite Income".
should be "I. Distribute Income".

2. Under "2. Supply Energy", "...region without enouth plants..."
should be "...region without enough plants".

About strategy:

<http://www.boardgamegeek.com/article/10484817>

Understanding Carbon Permits movements using theme: Why CEPs move like this? By Richard Ham <http://boardgamegeek.com/article/10574026>