

EARTH RISING

TWENTY YEARS TO TRANSFORM OUR WORLD

A cooperative board game about saving the world!

Earth Rising isn't about vanquishing evil or undoing some terrible plot... instead, up to six players must work together to bring the world into sustainable harmony.

You have twenty years to transform the world, are you up to the task?

The Aim of the Game

To win the game you have 20 turns to flip all the segments into the centre of the board.

This ensures the population's needs are met, poverty is reduced, and human activity is no longer overburdening the planet. You will have overcome both the status quo and the climate crisis that threatens our world, and brought humanity into a sustainable, fairer, positive future that benefits its people without harming the planet!

But how can YOU, as a person, as a player, make this happen?

Collectively, our **Influence** (public pressure) leads to change in **Practices** (From *Unsustainable* to *Sustainable*) which leads to reduced **Strain** on the planet's ability to cope with the effects of human activity - while ensuring that no one is left falling short on life's essentials. However, some are invested in how things work now. They wish to maintain the **Status Quo** and prevent change. By working together, we can overcome them and create a sustainable way of life for both us as humans, and the planet as a living system.

What's in the box

Game board

Major Burden board segments (6)

Minor Burden board segments (6)

Calendar Cards (21)

Meeple (42)

Character Ability tokens (24)

Practice counters (42 double sided)

Ecological Collapse tokens (6)

Rising Temperature tokens (3)

Strain tokens (84)

Character cards (6)

Influence cards (42)

Status Quo Strikes! cards (6)



Setting up the Game

Board

▶ Place the Burden segments on the outer edge of the ecological ceiling with their Burden sides facing up. These represent a burdened planet beyond its ability to self sustain.

The circular board represents the planet, with the blue outer border being the extent of the planet's abilities to cope with the strain put on it by human activity.

Tokens

▶ Give the Ability tokens to the relevant player characters (if in play) and set aside any not used. Place the Rising Temperature and Eco Collapse tokens within easy reach.

Character Ability

- ▶ **Protest** (Activist)
- ▶ **Start-Up** (Innovator)
- ▶ **Regeneration** (Ecologist)

Rising Temperature



Ecological Collapse



Burdens & Strain tokens

Throughout the game, Strain will be added to, and removed from, the burden segments, representing how much strain is being put upon our planet's ecosystems by our society. When a burden is free of Strain, it can be flipped into the centre, creating spaces for more Practices which can then support Meeple.

- ! Each Minor Burden starts with 2 Strain tokens on it.
- ! Each Major Burden starts with 1 Strain token on it.

Calendar Cards



Sectors and Practices

▶ Take all the Practice counters for one sector (e.g. Infrastructure), shake them up and randomly pick 2. Place these into the centre two spots inside Infrastructure's section. Place the rest in a stack nearby.

Do this for each sector, including those without a player.

! Each sector starts with 2 Unsustainable Practices in play.

Our society is made up of six sectors of human activity, and our Practice counters represent that activity. Each one provides something our people need.

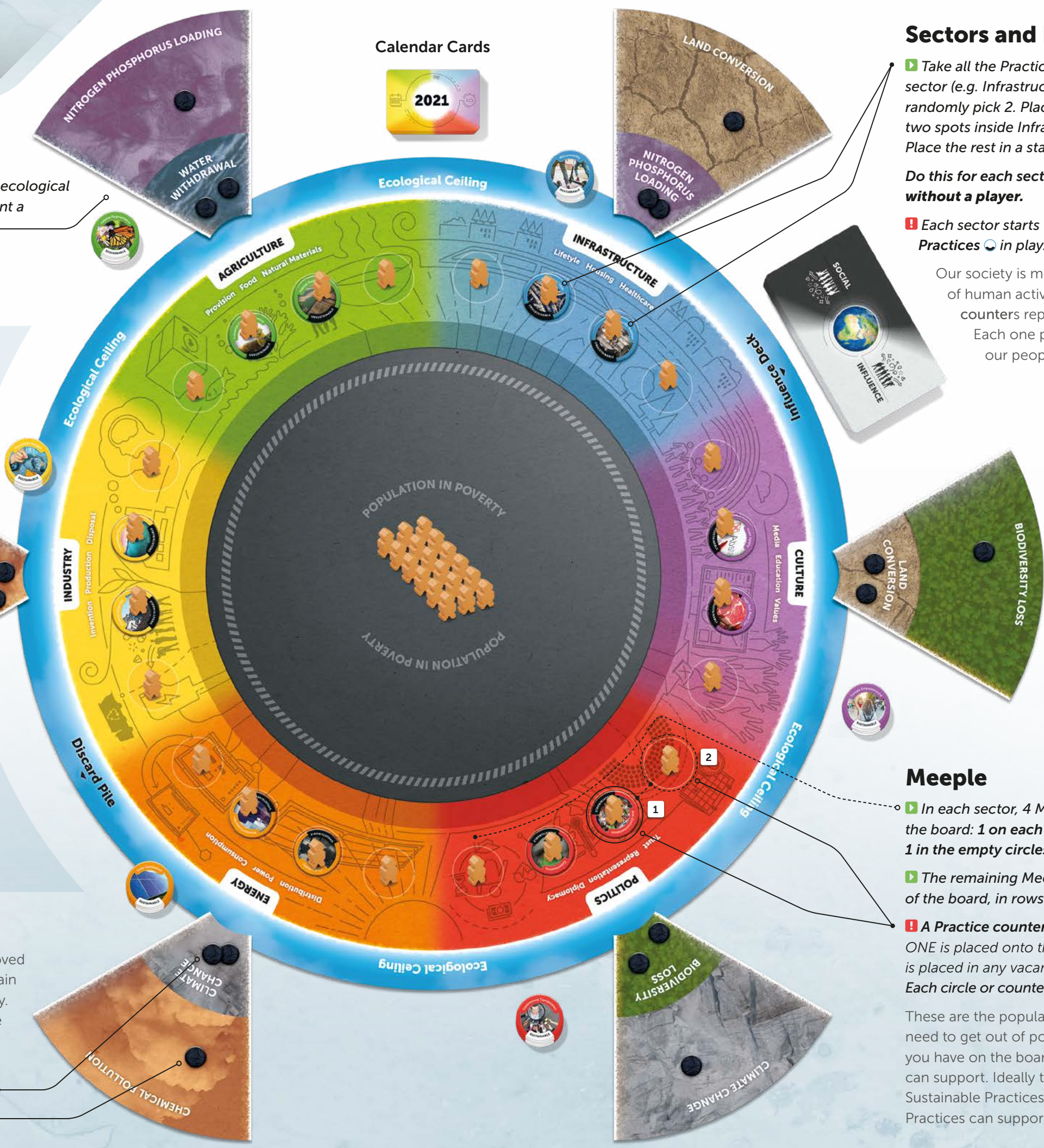
Meeple

▶ In each sector, 4 Meeple are placed onto the board: 1 on each Practice counter and 1 in the empty circles next to them.

▶ The remaining Meeple are placed in the centre of the board, in rows of 3 (for easy counting).

! A Practice counter can support 2 Meeple. ONE is placed onto the counter 1 and the 2nd is placed in any vacant circle in the sector 2. Each circle or counter can only contain 1 Meeple.

These are the population of the world which you need to get out of poverty! The more counters you have on the board, the more Meeple you can support. Ideally they'll be employed in Sustainable Practices, but even Unsustainable Practices can support Meeple!



Setting up the deck

To set up the deck:

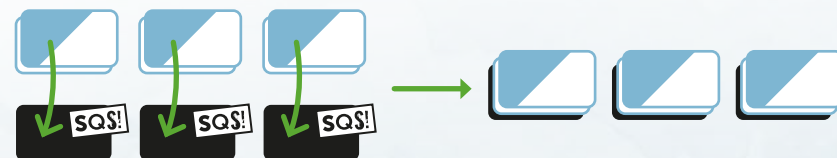
- 1 Remove the 6 Status Quo Strikes! (SQS) cards, shuffle them, and pick three at random. Place these face down in a row and put the remaining three in the discard pile.



- 2 Shuffle the deck (now without the SQS cards) then split the deck into 3 piles of 14 cards.



- 3 Place a pile face down onto each of the SQS cards you drew in Step 1.



- 4 Stack these 3 decks to form the final Influence deck. **The deck is now ready for you to play!**

Before you begin, deal 2 Influence cards to each player.

Choose Your Player Character

Finally, either choose or draw at random a Character Card. Each character has a unique special ability that gives them influence over certain aspects of play. On the rear of each card is a quick reference of the standard 4 'Actions' that players may take each turn.



Playing The Game

First time playing?
It's best to dive right in and read the rules as you go. Context always helps!

Turn Order

Each player's turn must follow the order below. Play goes in a clockwise direction.

- 1 Draw / Discard
- 2 Actions
- 3 Strain Phase 1: Meeple
- 4 Strain Phase 2: Sectors
- 5 Calendar

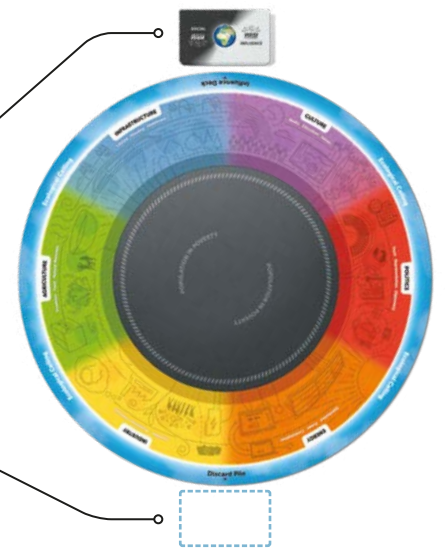
1 Draw / Discard

Draw

The player draws 2 cards from the **Influence Deck** at the beginning of their turn. If you draw an SQS card, immediately resolve it, as shown on page 5.

Discard

If a player has **more than 5** cards in their hand they discard the extra card(s) of their choice and place them on top of the discard pile, face down.



2 Actions

Each player has **4 actions** to use on their turn. They can be performed in any order and can be repeated more than once, as long as the player does not exceed their four actions!

- ▶ **Create a Sustainable Practice** by placing a Practice counter on the board with its sustainable side up. Now increase Meeple Support accordingly (see 'Meeple' on previous page).
 - ▶ In your character's sector - Cost: Influence card
 - ▶ In other sectors - Cost: Influence card + 1 card of the same colour
- ▶ **Disband an Unsustainable Practice** by removing it from the board (**not flipping it**). Then decrease Meeple support accordingly (see 'Meeple' on previous page).
 - ▶ In your character's sector - Cost: Influence card
 - ▶ In other sectors - Cost: Influence card + 1 card of the same colour
- ▶ **Clean Up** - Remove 4 Strain from any ecologically burdened zones. Eg. 1 from 4 zones, 4 from 1 zone, or any combination. **Don't forget to equalise** (see next page)!
- ▶ **Give a player one of your cards.** It's advantageous to hold cards from your own sector. This action gives you an opportunity to pass useful cards to another player which they can use on their turn.
- ▶ **Refresh the Influence deck** - Shuffle the Influence deck and Discard pile together, to create a new Influence deck. Used strategically, this action can help you avoid impending Status Quo Strikes! cards. Of course, it *could* make things worse!
- ▶ **Draw another Influence card**
- ▶ **Use your character's Special Ability!**

Creating or Disbanding Practices

The Influence cards you draw enable you to affect the sectors of our society and change the way they operate. Each of the characters are linked to a sector (e.g. the **Ecologist** to **Agriculture**). This makes it easier for them to reform their own sector.

For example, the person playing the **Grass Roots Politician** is able to create or disband a Practice using only a single **Politics** Influence card (which matches the Practice counter they wish to affect). Any other player would need to use two politics cards to perform this action.

Note Each card has a Sustainable ☺ and Unsustainable ☹ half, corresponding to the two sides of the Practice counter.

If an Unsustainable Practice counter ☹ matching the card you have is already on the board, you can't create the Sustainable Practice ☺ until the counter is **disbanded** (removed from the board and returned to the counters pile). The exception to this rule is if you're using a Protest Token

▶ After use, discard the Influence card.



▶ Any Influence card matching your sector may be used to affect a matching Practice counter.

! In this case, it is being used to create a Sustainable Practice ☺ but alternatively it can disband an Unsustainable Practice ☹ if it matches one already on the board.



▶ Use 2 cards matching someone else's sector to create a Sustainable Practice ☺ or disband an Unsustainable Practice ☹ for them.

! You choose which of the 2 cards affects the board

If the **Politics** player wished to create or disband a Practice counter in a different sector (e.g. **Agriculture**) they would need the card matching the Practice they wish to affect, **plus** an extra **Agriculture** card.

In a situation where both cards could affect something on the board, **the player may choose which card to use**, but must discard both.

▶ **REMEMBER TO CHECK THE MEEPLE!**

When creating or disbanding Practices, make sure to check if the number of Meeple the sector can support has increased or reduced.

1 Practice counter can support 2 Meeple.

Once a player has finished all 4 of their actions we then enter the 2 phases of Strain placement.

3

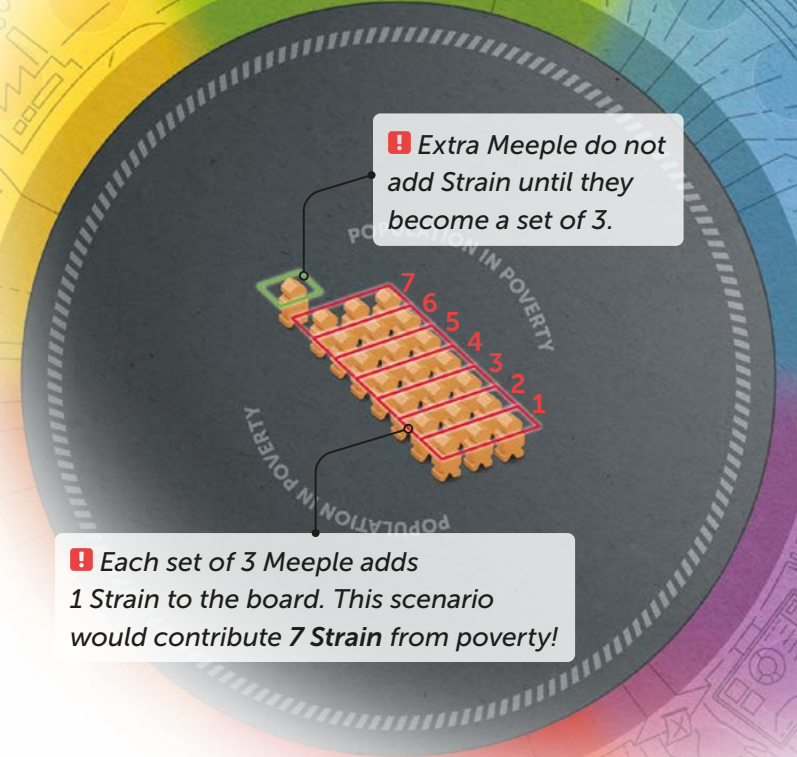
Strain Phase 1: Meeple

Meeple Strain

! Every 3 Meeple in poverty produces 1 strain.

▶ Starting with the player's sector, move clockwise around the board placing 1 strain into the Sectors until all strain has been added.

In the example to the right, 7 strain is produced from poverty, meaning every sector would gain 1 strain, and you'd continue clockwise to add the 7th Strain (meaning the sector you started with has gained 2 Strain at the end of this phase).



! Extra Meeple do not add Strain until they become a set of 3.

! Each set of 3 Meeple adds 1 Strain to the board. This scenario would contribute 7 Strain from poverty!

4

Strain Phase 2: Sectors

Practice Strain

Starting with the current player's sector, count up all the Sustainable ☺ and Unsustainable ☹ practices in play on that sector:

- ▶ **+1** Strain for each Unsustainable practice ☹
- ▶ **-1** Strain for each Sustainable practice ☺
- ▶ **-2** Strain for each Sustainable practice ☺ that has an **Ecologist's** Regeneration token on it.

▶ If the total is positive, **ADD** that many Strain tokens to the Burdens for that sector. Booo...

▶ If the total is negative, **REMOVE** that many Strain!

! If both Burdens of the same type reach a total of 15 (e.g. Water Withdrawal, see below), an **Ecological Collapse** immediately occurs. This happens even if Strain is about to be reduced.

▶ Repeat the above process for each sector.

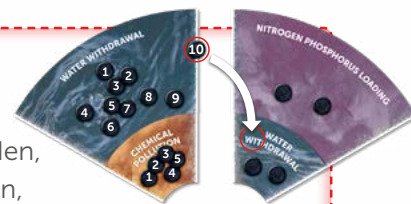


! Total Strain produced by **Industry**: -2

▶ Remove 2 Strain tokens from the Burdens.

Equalising Strain When adding Strain to the burdens above a sector, the Strain must be equalised across both the Minor and Major Burdens. This means that if both burdens are equal, the next Strain counter must be added to the Minor burden, so long as it can tolerate it. Minor burdens must always be equal to, or higher than, the Major burden connected to them; until it reaches a total of 5. Once a Minor burden reaches its maximum tolerance of 5 Strain, all future Strain is placed into the Major burden above it. Once the Major Burden reaches 9 Strain, the next Strain counter is passed to the Minor Burden in the next sector, if it can fit. If it cannot fit, an Ecological Collapse occurs! (See page 5.)

! A sector's Strain must always be equal, and the Minor Burden must always have the most strain until it is full.



5

Calendar

If no **Ecological Collapse** has been caused, then, with all **Strain** finally accounted for, advance the Calendar by one year, and the next player begins their turn!

❗ The game ends once you've turned the last card and played the round.

STATUS QUO STRIKES!

Throughout the game the old ways of doing things will attempt to prevail, creating difficult situations to overcome, while still trying to create a sustainable world!

If a Status Quo Strikes! card is drawn, place it on the centre of the board and draw 1 Influence card. Then draw 1 extra card for each Sustainable Practice ☺ the same colour as the Status Quo card. Place all the cards in the centre of the board where everyone can see them. (If you happen to draw another Status Quo card during this, ignore it, but once you've finished resolving the effects of the original card, shuffle the discard pile into the Influence deck).

Resolve each drawn Influence card in turn:

- ▶ If a card currently does not have their corresponding **Practice counter** in play, add the matching **Unsustainable Practice** ☹ to the board and adjust Meeple support.
- ▶ If a card matches a **Sustainable Practice** ☺, remove the counter from the board and adjust Meeple support.
- ▶ If a card matches an **Unsustainable Practice** ☹ immediately add 2 **Strain** to that sector's **Burdens**.
- ▶ If a card would affect the board but cannot due to a lack of space (all slots are already filled by a counter), draw cards until an effect can be applied.
- ▶ After resolving all the Status Quo card effects, place the Status Quo card, as well as the other cards, into the discard pile, face down.
- ▶ After the Status Quo card has been resolved, draw another Influence card and add it to your hand.



Ecological COLLAPSE



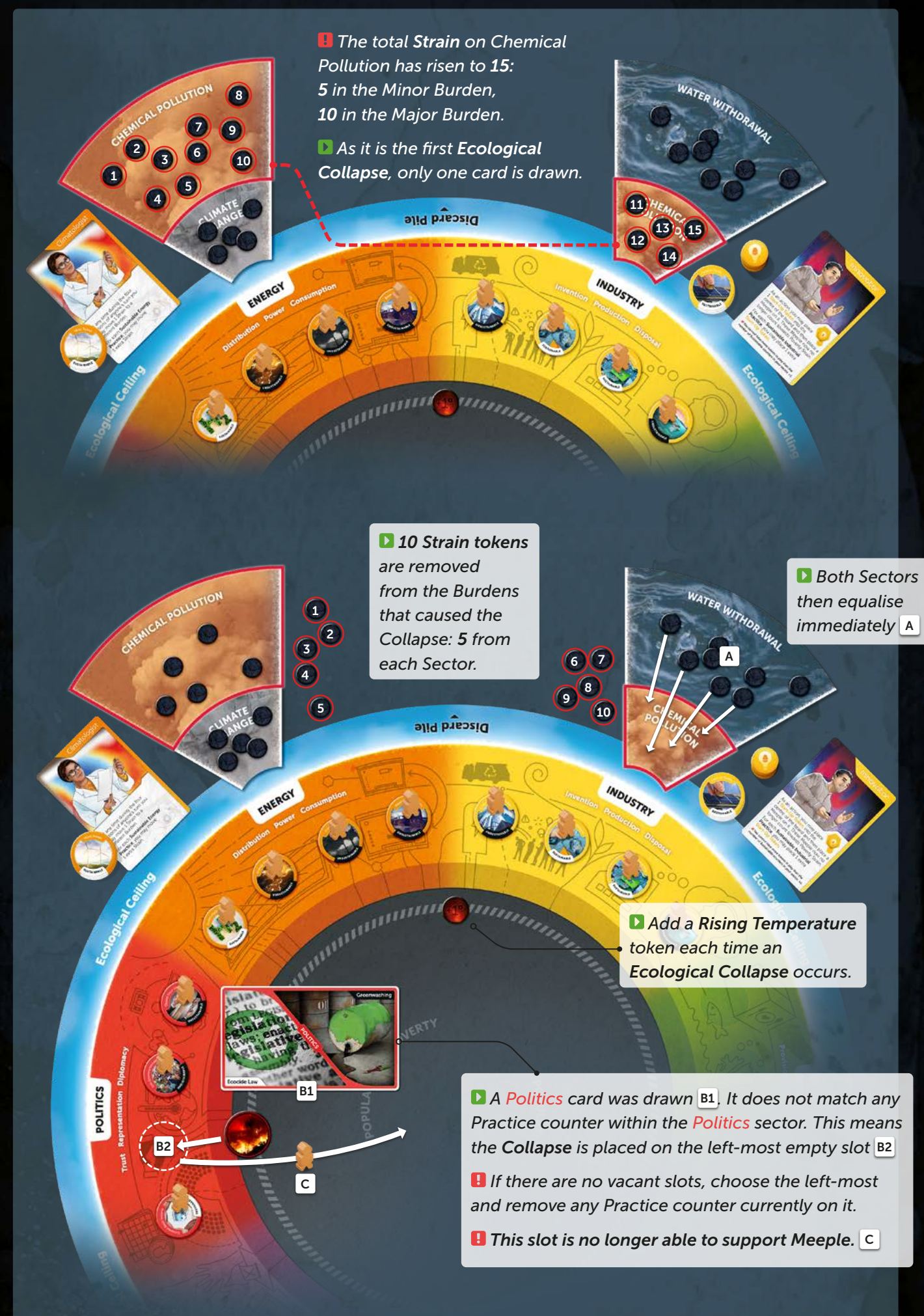
An **Ecological Collapse** is caused when a **Major** and **Minor Burden** of the same type reach 15 **Strain** (See right).

▶ Remove 10 **Strain** from the **Burdens** that caused the Collapse: **5 from each affected Sector**. Draw an Influence card and place an **Ecological Collapse** token within the sector that matches the card drawn. Place it on the left-most vacant circle, or if there are none, replace the left-most Practice counter in that sector

❗ The **Collapse** remains for the rest of the game and nothing can be built or placed on that circle again.

Each time a Collapse occurs, add a **Rising Temperature** token to the centre circle. This adds +1 to the Meeple **Strain** and is cumulative - if another Collapse occurs the first token remains and you add a 2nd, in which case: 1°C + 2°C = +3 on the Meeple **Strain** phase, and so on to a **maximum of 3 Rising Temperature** tokens.

❗ 1 Influence card is drawn for a 1st Collapse, 2 for a 2nd, 3 for a 3rd. On the 4th Collapse, you lose the game!



Transforming Sectors

When a Burden is finally clear of Strain it can be transformed into further means of providing for our societies in a sustainable and positive way.

▶ Do this by flipping the Burden over and placing it in the middle of the board, lining it up along the edge of its sector. The burden has become an Expansion!

Transforming these Burdens is a free action if it's within your sector, but other sectors require any single card matching its sector.

▶ As an Action, discard the card, then flip the Burden and place it in the centre.

To transform the small (Minor) Burdens, the large (Major) Burden in its sector must have already been transformed, as well as the Major Burdens to either side.

▶ If the Practices are able to support more Meeple than are currently placed, take them out of poverty and add them to the new blank spaces!

❗ In order to sustainably grow each sector's Minor Burden, it must be clear of Strain and supported by the Major Burdens on either side.

Recessions

If a sector you've expanded has more Strain than it can tolerate before the next player's turn begins, a Recession happens!

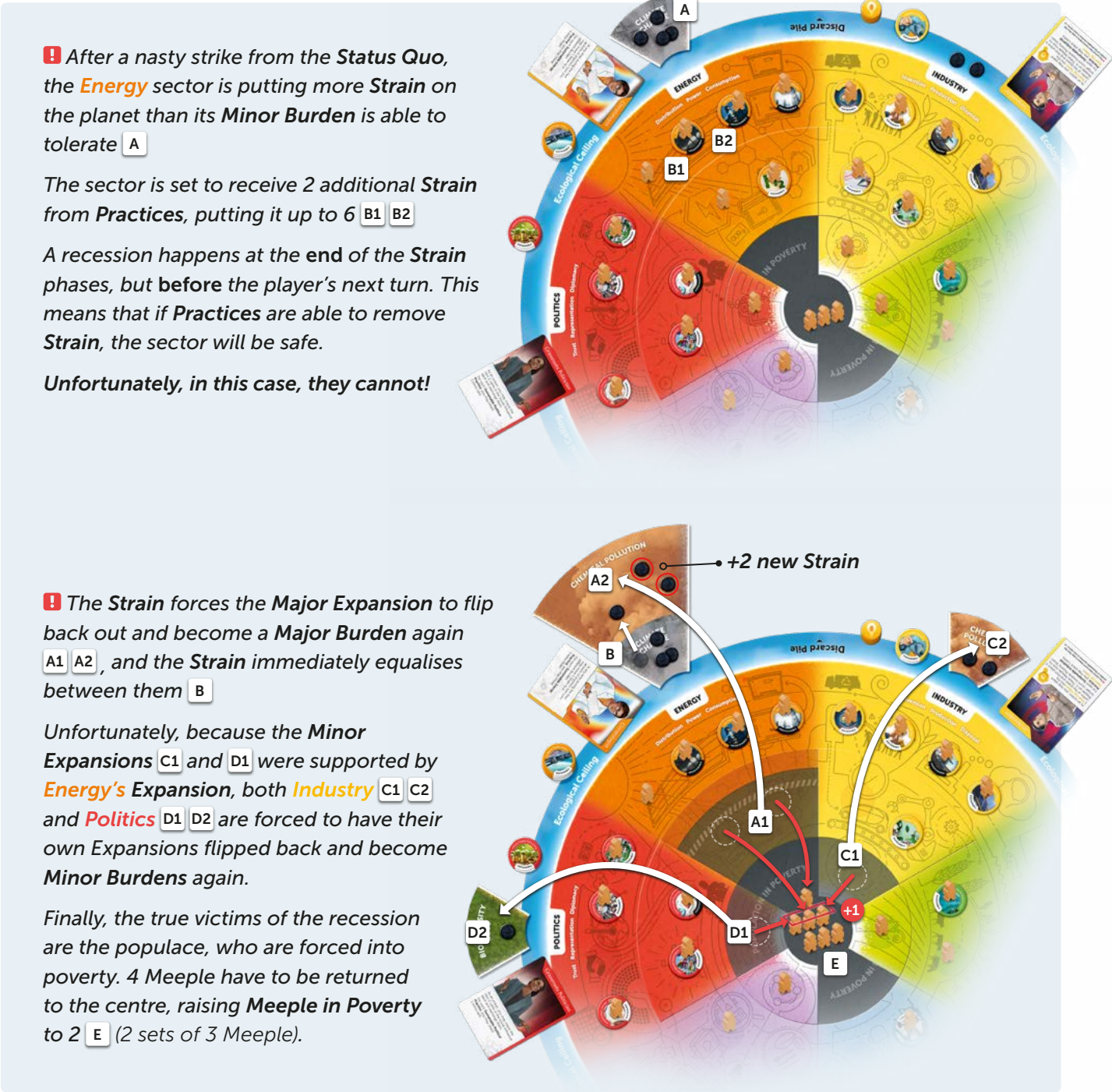
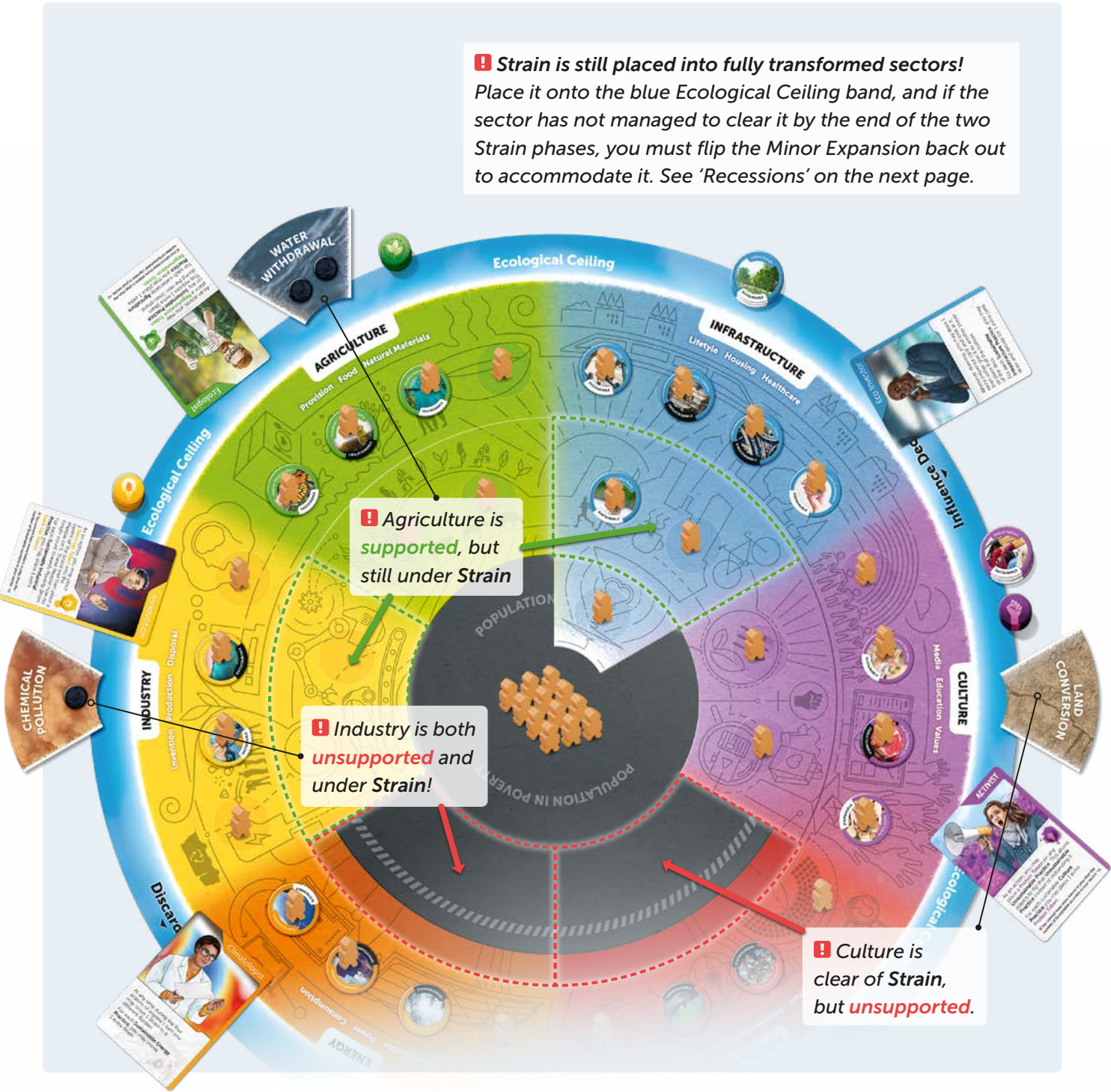
▶ You must flip the Expansion back to outside the board, becoming a Burden again. All Practice counters (sustainable or otherwise) that were on it are removed and placed back into the counter pile.

❗ Unlike Ecological Collapses, Recessions only occur once the 2 Strain phases are over, giving players more chance to avert the event.

If a Major zone is flipped back, this may cause more problems. Any Minor zones that are now unsupported (i.e. don't have a Major zone on each adjacent sector), automatically flip back too, and any Practices upon them are discarded.

It's a careful job, managing a society! If one side crumbles, so can the rest!

Note The Strain that caused the Recession does not get removed, but is instead placed on the Burden which was just created.



Playable Characters

Here's a rundown of the different player characters available, what they do, and what sector they're affiliated with. **Please note:** if any Practices are removed from the board, any character ability tokens currently on them are removed too.



Activist Culture

As an Action, you may place a **Protest token** on any Unsustainable Practice. This allows players to flip that Unsustainable Practice instead of disbanding it.

Once a Practice has been flipped, remove the Protest token.

For each Sustainable Culture Practice on the board, you may place 1 extra Protest token.

If a Sustainable Culture Practice is removed, you must remove 1 Protest token from the board, because it is no longer supported.

Note Token placements are based on the number of Sustainable counters in play for the Culture sector, +1. You cannot have more tokens in play than that number.



Innovator Industry

As an Action, you may place a **Start-Up token** into the centre of the board and place one of the Meeple in Poverty on it. Once you do this, that Meeple no longer counts towards Poverty Strain.

For each Sustainable Industrial Practice, you may place 1 extra Start-Up.

If a Sustainable Industrial Practice is removed, you must remove 1 Start-Up token from the centre, because it is no longer supported.

Note Token placements are based on the number of Sustainable counters in play for the Industry sector, +1. You cannot have more tokens in play than that number.



Eco Investor Infrastructure

When drawing from the Influence deck, you may draw 1 extra card and look at it, then either give it to another player, or place it at the bottom of the Influence deck. This is great for avoiding SQS cards!

For each Sustainable Infrastructure Practice, you may draw and decide for 1 extra card.

Note Hand limits are only affected at the beginning of a player's turn, after they have drawn their 2 cards. They need not discard any cards until they are about to take their four actions.



Ecologist Agriculture

As an Action, you may place a **Regeneration token** on any Sustainable Practice. This reduces 1 extra Strain during the Strain phase.

For each Sustainable Agriculture Practice, you may place 1 extra Regeneration token.

Using the Action again allows you to rearrange already present tokens, as well as placing any new ones.

If a Sustainable Agriculture Practice is removed, you must remove 1 Regeneration token from the board, because it is no longer supported.

Note Token placements are based on the number of Sustainable counters in play for the Agriculture sector, +1. You cannot have more tokens in play than that number.

Climatologist Energy

Before the 2 Strain phases, during any turn, you may move 1 Strain to a different Burden. This is free move and not counted as an Action.

For each Sustainable Energy Practice, you may move 1 extra Strain.

Note The flexibility of the Climatologist is their greatest strength. The only time you may not use your ability is during the Strain Phases. However, make sure you keep track of how many Strain you have moved during a turn. If you only notice an Ecological Collapse is going to happen after Strain has begun to be added, it's too late! Your allowance for moving Strain is refreshed each turn.

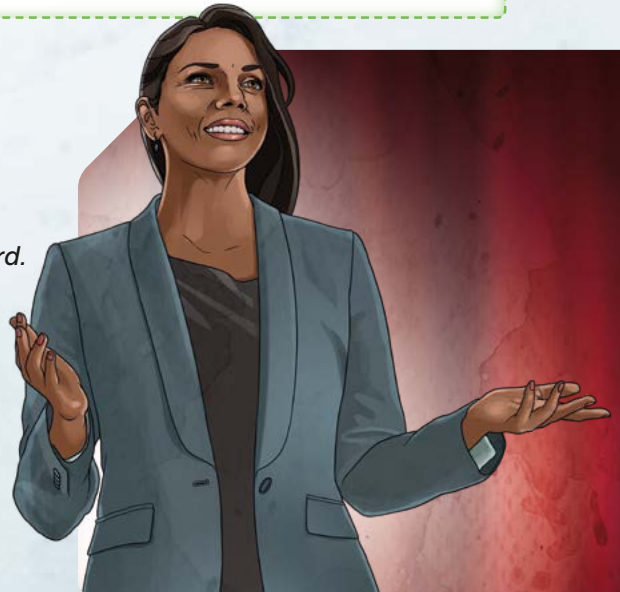


Grass Roots Politician Politics

As an Action, check the next 2 cards in the Influence deck and rearrange them.

For each Sustainable Political Practice, you may check 1 extra card.

Note Remember to place cards back in the order you want them to be drawn!





This could be borrowed from another game, or simply use an online dice roller. For ease, a die has been added to both Screenshot and Tabletop Simulator versions of the game.



Quickplay Rules!



**45-60
minutes
version**

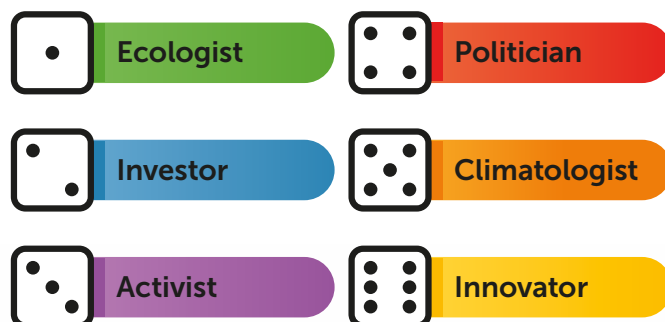
*Perfect for teachers
and demonstrators!*

Solo Earth Rising is a challenging yet different take on the normal Earth Rising experience. The player takes the role of an **environmental policy-maker** who is committed to sustainable transformation, while the character cards are advisors that give you increased influence over your transformation.

After setting up, but before choosing your character, take the D6 and roll it three times. If you roll the same number twice, simply reroll until you have three different numbers.

The results determine your characters!

! If your three rolls resulted in a 1, 3 and 5, you would be playing the game with the **Ecologist**, **Activist** and **Climatologist** characters.



The game continues with the usual Earth Rising rules, with you playing each of the characters in a clockwise direction - moving to the next character each turn.

At the end of every fifth turn an election is held!

► Roll the die three times again to determine the new priorities of the recent election.

As a result of your rolls, your character cards (and with them the matching sector) change, and your next turn will be with the character clockwise from the one that just completed their turn.

! You might have rolled the same numbers for characters that you're already playing - if so, these characters remain in play with their hand intact.

Any characters that are no longer being played have all their cards collected into a single pile.

❑ *Shuffle this pile and deal randomly to the new characters in as even a quantity as possible. They are then revealed, and the game continues for another **five** turns!*



When time is of the essence!

Earth Rising Quickplay has been purposefully adapted to allow for a faster playthrough without disrupting the core mechanics or demonstration of the gameplay. You'll find that even though the rules aren't much different, it requires a very different approach to succeed! **This play mode is also designed for larger groups, meaning that 1 or 2 player games are not recommended, but in these cases, play using multiple characters each.**

In this shorter version, your goal is simpler:

! *Players only need to get the large segment of each sector flipped into the centre to win*

However, the time you have to achieve this is considerably shortened! For 5 or fewer players, you have **10 turns**, while for 6 players you have **12 turns**. This ensures all players will have at least two turns each.

10 5 or fewer players

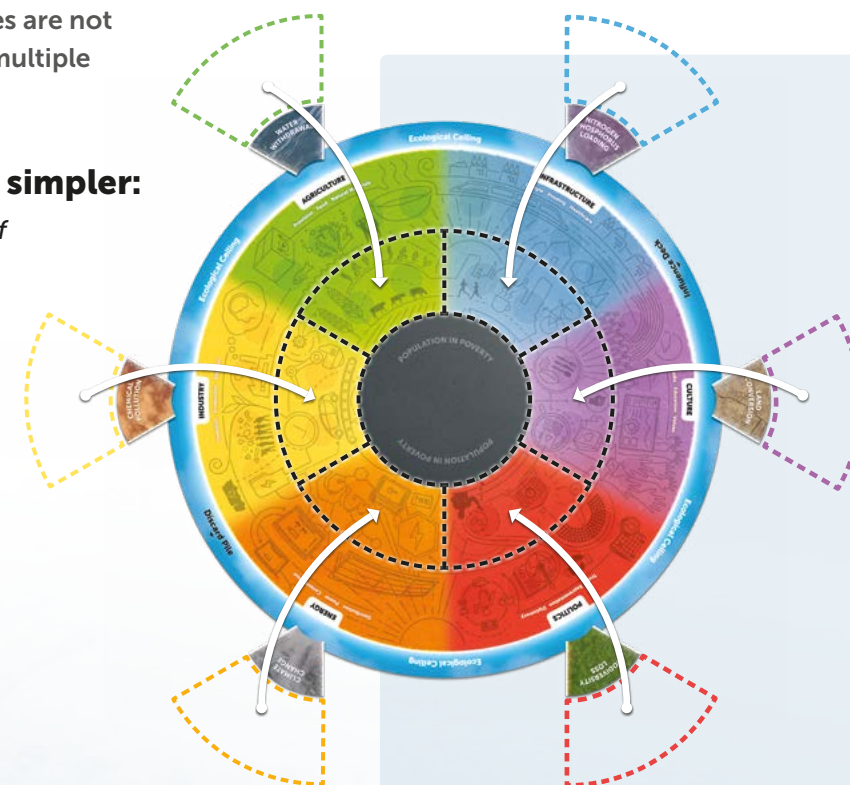
12 6 players



► *Reduce the calendar cards to the appropriate number before play, placing the rest back in the box.*

Now, play as normal except for one key difference: **when drawing cards at the beginning of your turn, take 4 cards instead of 2.** You still have to discard down to five before you take your actions!

! This will lead to increased Status Quo Strikes cards, so be sure that players have read their rules before play begins!



EARTH RISING

TWENTY YEARS TO TRANSFORM OUR WORLD



90-120mins



1 - 6



11+



Quick Play 45-60mins



Solo Play

Game designer: Laurie Blake

Researched by: Laurie Blake and a *host* of experts and awesome people. There are too many to list here, but check out our [website](#) for more information on the charities we're teaming up with. Our thanks goes out to all. You know who you are...

Art and design: Rob Ingle

Published by: Stop, Drop & Roll

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Stop, Drop & Roll Ltd, The Old Coach House, 83A Victoria Road, Farnborough, Hants, GU14 7PP



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