

Daybreak

Help stop Climate Change, by reducing dirty industry and removing dirty energy. While also growing green energy to still meet demand and keep your communities safe. Reduce carbon emissions until more is being captured than added, Achieve this before temperatures reach 2°C or your communities reach crisis point.

Setup

1. Place **Board**, with **Round Token** clock side up on 1, and **Planetary Effects Tokens** on their tracks.
2. Place **Temperature Bands** and **Dice** on the bulb.
3. At 1/2/3/4 players add 6/11/16/24 **Trees** and 4/7/12/16 **Oceans**. Anywhere on the map.
4. Form supply of all other tokens.
5. Shuffle and place decks of **Global Project, Crisis** and **Local Project** Cards.

Each Player Chooses a World Power:

- At 1/2/3/4: Any/China & US/World, Europe & US/All
6. Takes their Power's **Player Board** and **Starting Cards**, place above board. *Leave extension aside until needed.*
 7. Place **Energy Demand, Dirty** and **Clean Energy, Emissions, Resilience** and **Community in Crisis** Tokens (CiC) as indicated by Reference Card.
 8. Everything except the facedown decks are public Information, may be discussed, inspected etc.

ROUND STRUCTURE

Play up to 6 Rounds of 5 Stages

1. **Global Stage**
2. **Local Stage**
3. **Emissions Stage**
4. **Crisis Stage**
5. **Growth Stage**

GLOBAL STAGE

1. Add Crisis Cards

These are challenges you'll face at the end of each round. Their effects can be mitigated by Resilience tokens, or with tucked cards.

- As many as indicated by the number next to highest Temperature Band placed.
- One is placed face-up into Forecast Crisis space, and the rest face-down above it.
- **Ongoing** effects do not apply until the Crisis Stage of the round they were drawn.

2. Start a Global Project

These grant a benefit to players. To activate them they might require cards or tags tucked underneath, or a player to have certain Tags.

- Draw 2 Cards, decide together 1 to keep.
- Space for up to 4. If at 4, either discard 1 & its tucked cards, or discard the new card.

LOCAL STAGE

1. Draw Local Project Cards

- Each player draws 5 cards, keep face-up below player board.
 - *Draw can be affected by Projects or Communities in Crisis.*
 - *If deck is empty, reshuffle the discard.*

2. Actions

Player's take their turn simultaneously, taking the following actions, in any order and as often as they want to or can, until they decide to end their turn.

Start a Local Project

- Add a card from your hand to the front of any stack in your play area, splayed so that the tags are visible.
- *Cannot have more than 5 stacks.*

Support a Card

Doing this may be required to use a card's abilities, to increase the power of a card, or, for Crisis Cards, reduce or negate their effects

- Tuck a card behind a Local Project, Global Project or Crisis Card.
- If conditions for Global Project are met, place an Active Token on it.

Take a Local Action

- Take the action shown.
- *Often requires you to discard cards to activate it.*
- *Note, you can take an action, then cover it, then take the new action.*
- *Uses per round may be limited, you may use Carbon cubes to track uses.*

EMISSIONS STAGE

1. Check Energy Demand

- Each player, if their Energy Supply is less than their Demand, takes 1 Community in Crisis token for each Energy they are short.

2. Add Emissions

- Each player adds 1 Carbon to the Recent Emissions for each Dirty Energy and Emission token on their board.

3. Sequester Carbon

- i. Cover Trees, Oceans and Direct Air Capture tokens with Carbon of matching value from the Recent Emissions.
- ii. Return all these carbon to the supply.

4. Check for Drawdown

To win you must be removing more Carbon from the environment than you're putting in, and still survive the round's Crisis Stage.

- If there are any Trees/Oceans/DAC still uncovered, flip the Round Marker.
- Take Carbon from the Thermometer and sequester it. Breaking a band if you can.

5. Adjust Temperature

- Place all remaining Carbon in Recent Emissions on the Thermometer, filling bottom to top, left to right. *Only use as many columns as there are players.*
- When a row is filled, remove the carbon & place a Temperature Band on that row.
- If a band with a higher number of Crisis Cards is reached, immediately add the extra cards, facedown.
- If it hits **2° C**, immediately **lose the game**.

CRISIS STAGE

1. Resolve Planetary Effects Die

- i. Roll the Planetary Effects die once for each Temperature Band placed.
- ii. Move token of resulting Effect, if a Tipping Point icon is reached, carry out the effect shown on the board immediately.
 - *If a Tipping Point causes the Temperature to increase, roll the Planetary Effects Die an additional time. And if this new band requires more Crisis Cards, immediately add the extra cards, facedown.*

2. Resolve Crisis Cards

One by one, starting at the bottom.

i. Flip face up

ii. Target

- Check the Card's target, it can be everyone or just the player that meets the criteria.
- If there's a tie, tied players roll the Geo-engineering die, lowest roll is the target.

iii. Reducing Effects

- Using **Resilience**
 - If a player is targeted, and the Crisis allows, their Resilience tokens reduce the effect of the Crisis. *Keep the tokens, they are not 'used up' and discarded.*
- Using **Tucked Cards**
 - If Crisis allows, its effects can be reduced or ignored if there are tucked cards.

iv. Applying Effects

- **Communities in Crisis**, are added from top to bottom, left to right.
 - If a player has 4-7 tokens, their **card draw** in the Local Stage is reduced by 1. If they've 8 or more, it's reduced by 2.
 - If a player has 12 tokens, you immediately **lose the game**.
- Losing **Resilience, Trees & Oceans**
 - If a player does not have Resilience of the correct type to lose, they take 1 CiC for each Resilience they should've lost.
 - If there is no Tree/Ocean token to lose, then all players take 1 CiC for each they should've lost.
- Losing **Cards**
 - Discard from your Hand or Play Area (from anywhere in a stack, incl. the front).

v. Discard Crisis Card (unless Ongoing).

GROWTH STAGE

1. Check for **Victory**
2. Advance the **Round Marker**
3. Increase **Energy Demand** as shown on the player board.
4. Start a **new round**, all cards in Hands and Play Areas carry over to the next round.

GAME END

Win if: success at Check for Victory stage

Lose if:

- Temperature = **2° C**
- Any player has 12 or more **Community in Crisis** Tokens.
- Reach End of **Round 6** without winning.