



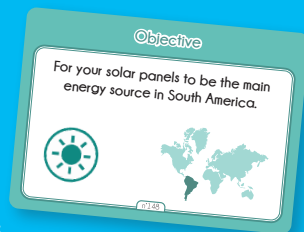
Save Your Planet is a game where you have to replace all polluting energies with green energies, by answering questions or drawing.

AIM OF THE GAME

Be the first to complete the mission set by your OBJECTIVE CARD: replace fossil fuels in a given area with renewable energies: solar panels, wind turbines or hydroelectric dams.

However, you're also playing against the game: if all the players get the environment-related questions wrong, the "health of the planet" playing piece moves back, one space at a time, until the piece reaches the defeat space, and everybody loses the game.

Conversely, if the playing piece moves right to the victory space, all players save the planet and the team with the most renewable energy on the board wins the game.



SETTING UP THE GAME

Shuffle each pack of cards and place them around the board.

EVENT CARDS, OBJECTIVE CARDS, QUESTION CARDS (fauna, flora, ecological actions and environmental statistics) and DRAWING CARDS. Make sure you have paper and a pencil at hand for the latter.

Place the playing piece on the "starting" point of the ribbon that runs along the bottom of the board. Each player (or team) chooses a colour, takes the matching "renewable energy" tokens and draws an OBJECTIVE CARD with a different animal (bear, eagle, etc.) that must be accomplished.

The player that last entered a forest gets to go first.

If there are enough players, split into 2 or 3 teams and mix the generations!

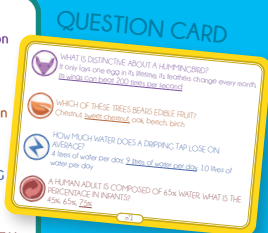
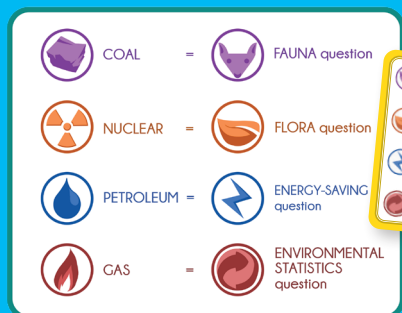
Should a team have a lot of young players, be lenient and sometimes give them a second guess...



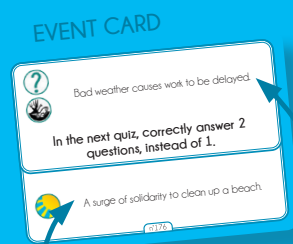
PLAY



The player or team chooses a fossil fuel from the board (coal, petroleum, gas, nuclear) that they would like to replace. The opponent to their left (or right - you decide) will then draw a QUESTION CARD and ask them the relevant question concerning the selected fossil fuel:



The event (in the centre) only applies if one of the symbols at the top left of the event card, ? or , matches the symbol upon which the playing piece is positioned on the ribbon.



Above and below the event are two news bulletins that do not actually impact the course of the game.

If a question is answered incorrectly, move the piece one space to the left and draw an EVENT CARD. Depending on the space on which the piece has landed, the news bulletin is read out and any corresponding event is applied (, ? ,).

If a correct answer is given, the player places one of their renewable energy tokens on their chosen location and rolls the die:

- : The playing piece is moved to the right without drawing an event card.
- : The playing piece is moved to the right and an EVENT CARD is drawn. The news bulletin for the corresponding symbol is read out and any effect represented by the symbol on which the piece has landed is applied, if applicable (, ? ,).
- : A DRAWING CARD is drawn, the die is rolled and one of the players on the team draws the word on the card that corresponds to the number rolled during the game turn. All players, including the teammates (play fairly now) can try to guess the plant or animal being drawn. If guessed correctly, the playing piece is moved one space to the right on the ribbon.
- : The piece is moved two spaces to the right without drawing an event card.
- : A new EVENT CARD is drawn, and the effects are applied, without moving the piece forward.
- : You will be able to have two guesses for the next question.

As the game progresses, each wrong answer moves you closer to the defeated space on the left of the ribbon. If the piece lands on that space, DISASTER ALERT! All the players have lost the game and the planet Earth cannot count on you to defend it. Fortunately, if the piece lands on the last space on the right: VICTORY IS YOURS! The planet is saved for now but stay alert. The player with the most renewable energy tokens on the board wins the game.

ALTERNATIVE END FOR THE GAME

The game also ends when a player (or team) has achieved the OBJECTIVE CARD, and are therefore, declared the winner.