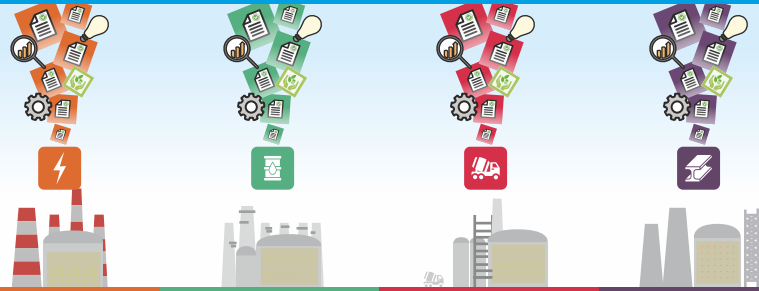


Playing round - Summary



Start of the period:

1. Receive the money (Ceodollars) indicated on your Industry Board.



2. Place your Allowance Scoreboard in the space corresponding to the period (I, II, III).



3. Take enough Resources cards until you have 5.

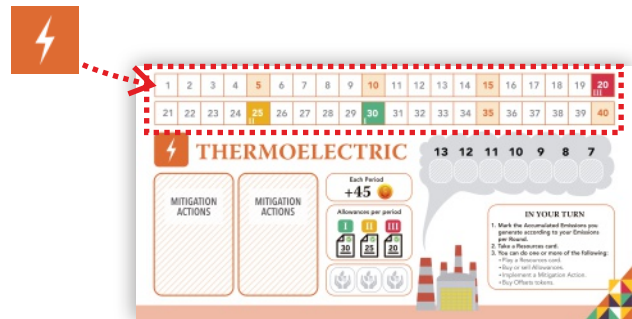


In your turn:

1. If you are the starter player, place a World Events card on the Reference Board, read it aloud and implement the described effect.



2. Mark the Accumulated Emissions you generated according to your Emissions per Round.



3. Take a Resources card

4. You can do one or more of the following actions:
- Play a Resources card
 - Buy or sell Allowances
 - Implement a Mitigation Action
 - Buy Offset tokens

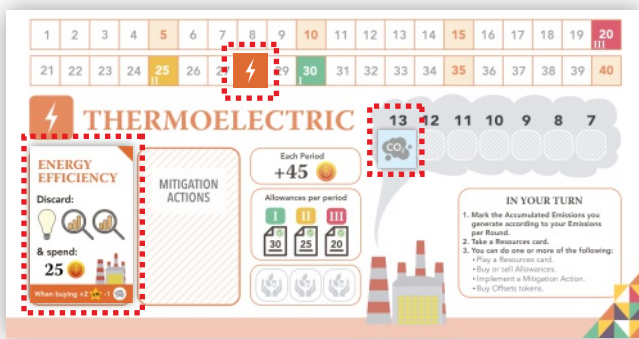


End of round 3:

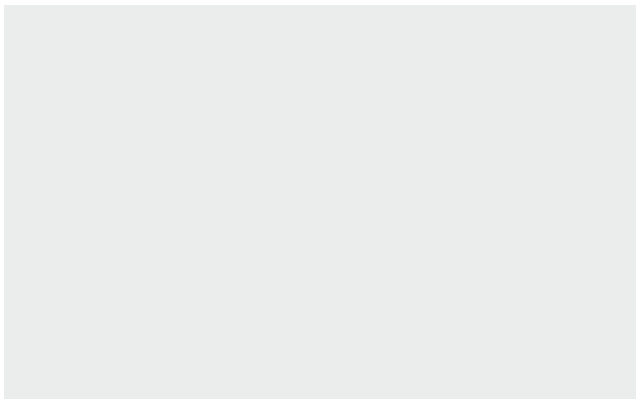
1. You can offset part of your emissions with Offset Tokens.



2. Compare your Allowances with your Accumulated Emissions - Sanction: If you have less Allowances than Accumulated Emissions, you lose 1 Victory Point for each Allowance that you're missing.



3. Return your Accumulated Emissions Scoreboard to zero and place your Allowances Scoreboard in the next period box.



4. Pass the Starter Player Scoreboard to the next player.



End of the game:

1. The player with more money (Ceodollars) earns two Victory Points.



2. The player with more Victory Points wins the game.



Por encargo de:



Ministerio Federal
de Medio Ambiente, Protección de la Naturaleza
y Seguridad Nuclear

de la República Federal de Alemania

