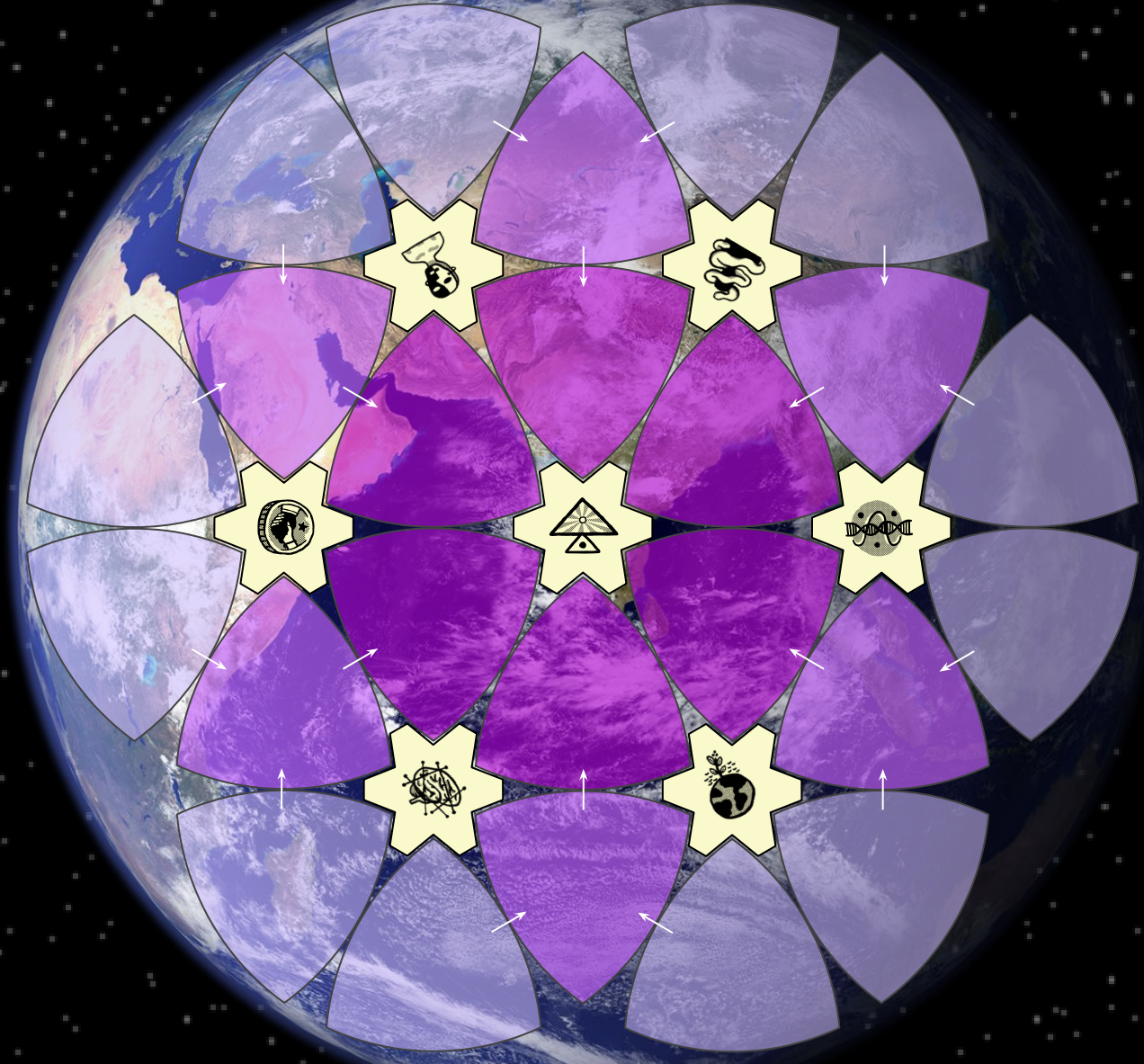


THE PLANETARY PHASE



Spaceship: Earth. Early Third Millennium (Local Time)...

The challenges due to rapid development on the planet over the past several hundred years have deepened. Progress is eminent, but stifled by the challenges which continue to degrade the quality of life for the inhabitants of the planet as well as the planet's ability to provide support for the various lifeforms. In light of the many threats to the integrity of the planet, a universal service initiative known as the Earth Alleviation Service Exchange (EASE) has emerged. EASE acts as a hub for generating creative ways of addressing wicked problems, and as an organizational head to the body of human service. A term of service is now encouraged for every human on the planet. Recognizing the continued degradation of life in all Sectors, a great proportion of humanity has come to see service with EASE as a privilege and vestige of hope for a secure future.

In this instance, you will assume the roles of junior coordinators within EASE. As the organization is democratic in nature, your purpose will be to advance your credentials and raise your reputation in order to effectively guide efforts toward securing a future for all lifeforms on Earth. Your primary objective is therefore to launch service operations aimed at alleviating threats before the level of degradation on the planet is too great—but you must ensure that your personal reputation is as high as possible in order to see the transition times through. The Planetary Phase awaits; details of this instance to follow...

In THE PLANETARY PHASE, you will be playing as average humans with above average potential for dealing with real-world, wicked problems. If you use your time wisely, you should be able to assist in guiding Earth into a Planetary Phase of civilization: one in which a unitary, socio-ecological system that assures continued existence for all inhabitants of the planet is realized!

... In order to achieve your purpose, you've been granted a life with conditions typical of humans entering their term of service with EASE: You must rest, consume sustenance, abide by community standards, and put forth effort to secure livelihood. You are, however, endowed with free time and a desire to develop beyond your initial set of skills. This was deemed necessary in order to acquire adequate levels of sensitivity to local conditions.

Balancing your time resources appropriately, you should be able to increase the level of your credentials and raise your reputation high enough to influence EASE toward satisfactory outcomes. Make no mistake, time is of the essence and therefore represents your biggest limitation. Establishing and organizing service operations will be the core of your assignment. To the best of our ability, we have projected that your journey will begin with an adequate amount of time to accomplish your objective—chaos and emergent factors notwithstanding...

Due to the nature of the threats facing Earth's integrity, you can't expect to halt degradation completely but rather to promote methods of dampening and hopefully marginalizing the threats to the point of insignificance. Destabilization looms large and the longer you take to complete operations, the higher the chances of disruption to the planet. To ensure your success, you have been instilled with an extra potent desire to achieve the highest reputation possible. This biochemical imperative should act as a failsafe toward achieving a Planetary Phase for Earth. In a few, extraneous simulations, there was a potential for ego-driven motives to outweigh realistic projections of time resources. These fringe cases are considered quite unlikely—chaos and emergent factors notwithstanding...

There are many ways you may fulfill your purpose, but as usual free will is in effect. The choices in the moment will be up to you. Just be mindful of emerging conditions, do your best to cooperate with other EASE members, but remember that maximizing your personal reputation is paramount. And of course avoid diminishing your life energy too much, but always strive to accomplish as much as you can! Remaining details of this instance are to follow. As said on Earth: good luck! A hopeful outlook indeed, chaos and emergent factors notwithstanding...

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From here on out, special notes on rules and strategy considerations are set-off in blue boxes like this.

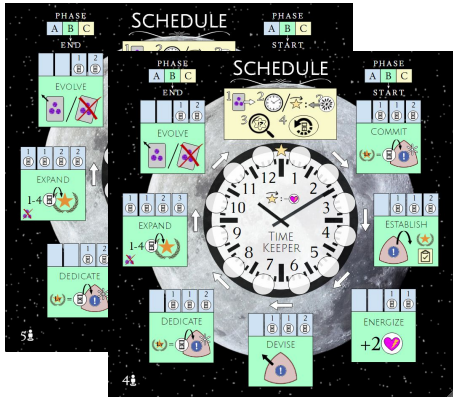
Examples of game play and demonstrations are set-off in light orange boxes like this.

Thematic elements and the story of the game are set off in black boxes like this.

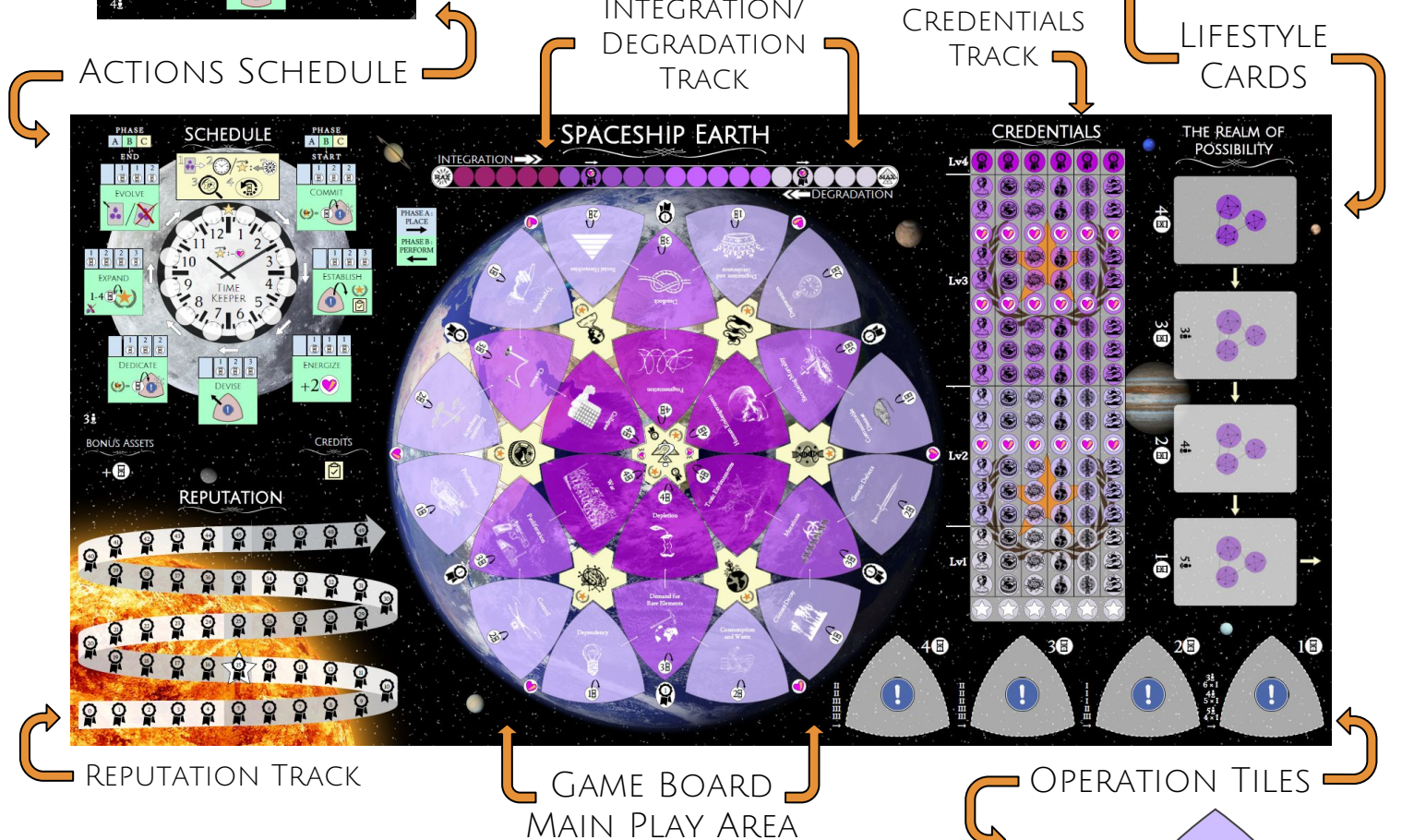
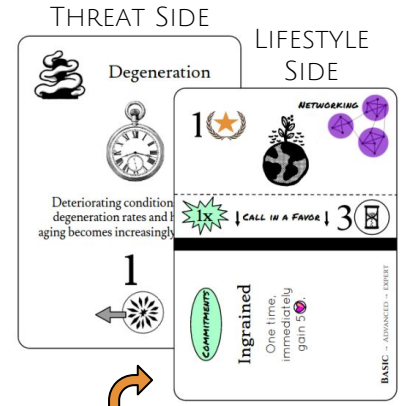
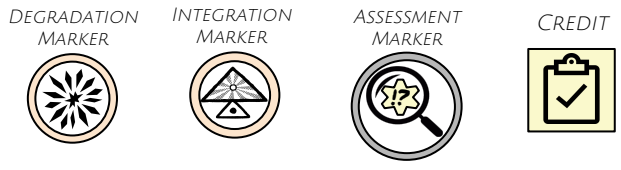
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Components Manifest

ACTIONS SCHEDULE BOARD
(FOR 4 OR 5 PLAYERS)



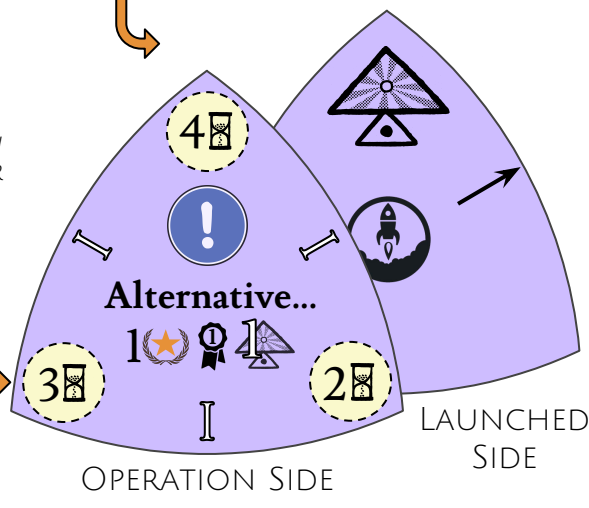
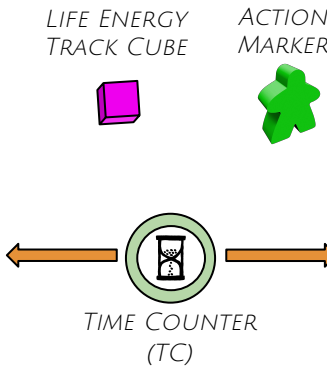
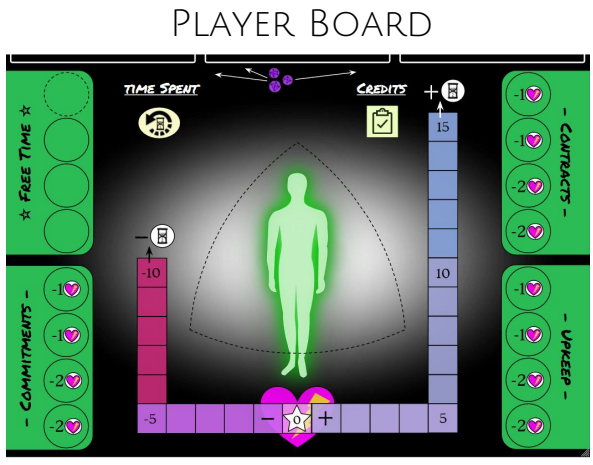
- ★ 48 Lifestyle Cards
- ★ 29 Operation Tiles (5 Starting Tiles)
- ★ 5 Player Boards
- ★ Time Counters in each player color
- ★ 2 Action Markers in each player color
- ★ Life Energy Track cubes
- ★ 1 Degradation Marker
- ★ 1 Integration Marker
- ★ 1 Assessment Marker
- ★ Credit Chits
- ★ 1 Double-sided Action Schedule Board
- ★ 1 Game Board



REPUTATION TRACK

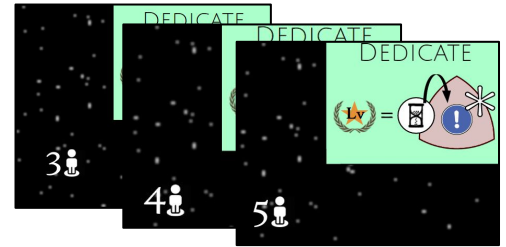
GAME BOARD
MAIN PLAY AREA

OPERATION TILES



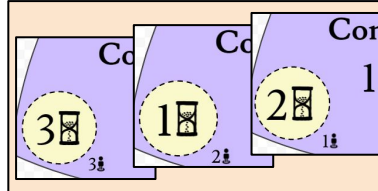
Section 1: Set Up

- Each player takes a Player Board and Action Markers/Time Counters (TC) in the associated color. Each Player also receives one Life Energy Track cube.



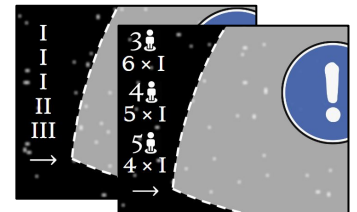
- Depending on the number of players, lay out the correct Actions Schedule Board (the 3-player Actions Schedule is printed on the main game board).

- Find the 5 starting Operation Tiles (as indicated by the icon in the lower left corner); randomly deal one to each player and remove extra starting tiles not needed from the game. These tiles will indicate the initial player order.

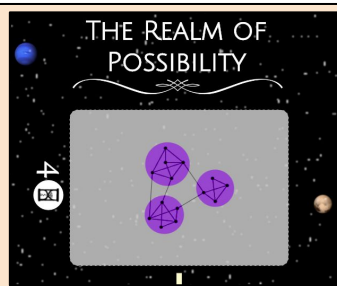
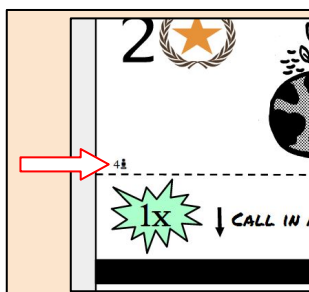


These starting tiles would be used for a 3-player game. Note that all starting operations are "Conventional."

- Sort the remaining Operation Tiles by level (I, II, and III), and randomly stack them operation-side down in the four spaces indicated on the game board. There is a key as to how tiles should be stacked from top to bottom next to each space. The key furthest to the right indicates a number of Level I tiles based on the player count. After filling all stacks, remove (face-down if possible) any extra Level I tiles. All Level II and III tiles are used. Once finished, turn the top tile of each stack operation-side up.



- Some Lifestyle cards are only used in a 4 or 5-player game. This is indicated by the presence of an icon on the left side of the card. Remove any unneeded Lifestyle cards, shuffle the rest, and place them Lifestyle-side up to form a deck on the top space of the card display in the Realm of Possibility.



Left: This card is only used in 4 and 5-player games.

Right: This is the space for the shuffled Lifestyle Card deck.

Try as best as possible to keep the threat-side of each card concealed when handling Lifestyle Cards during the game.

- Fill cards down the display in the slots with player-count icons up to the number of players in the game. There should be one less card than the number of players showing, all Lifestyle-side up.
- Make a pile of Credits in the space provided on the game board. Place the Assessment Marker in the main play area on top of the node of the Sector corresponding to that showing on the top card of the Lifestyle deck.

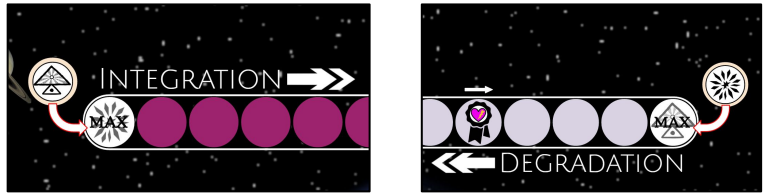


Section 1: Set Up

The top card of the Lifestyle deck (left) indicates the Assessment Marker will be placed on the Biology/Physiology node for the start of the game (right).

Note, this means that the Biology/Physiology Sector is out of play during the first round due to Bureaucracy (pg. 9).

- 8) Set the Integration Marker on the space furthest to the left of the Integration/Degradation Track; set the Degradation Marker on the space furthest to the right.



- 9) Each player starts with 15 TC on their Player Board. Place 1 TC in each solidly-outlined space so that there are 4 TC in Commitments, Contracts, and Upkeep and 3 TC in Free Time. Each player also puts 1 TC in the Bonus Assets area of the main game board.
- 10) Each player puts one TC face-down on space “15” of the Reputation Track for scoring, and another TC face-down on the Time Keeper as a Player-order Marker. For the start of the game, stack each player’s marker on the “1” space such that the first player’s marker is on top, the last player’s on bottom.

Each player starts with 15 Reputation (left).

In this 3-player game, the player order for the first turn will be Red, Blue, then Green (right).

- 11) Each player should also place 6 TC face-down in the starting spaces on the Credentials Track to act as Credential Markers for each of the six Sectors.

All players start at Credential Level 1 in each Sector, so the order of these stacks is irrelevant.



- 12) Finally, each player places their Life Energy Track cube. Each player starts with Life Energy equal to their initial turn order (i.e. the second player starts with 2 Life Energy, etc.)

Section 2: Overview

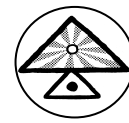
A. Goal and Game End

Have the highest individual Reputation (aka VP) when the Integration Level reaches maximum. The Integration Level must be increased as a group before the Degradation Level reaches maximum, in which case all players lose.

Reputation



Integration

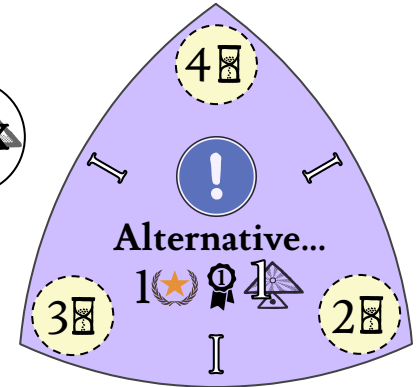


Degradation

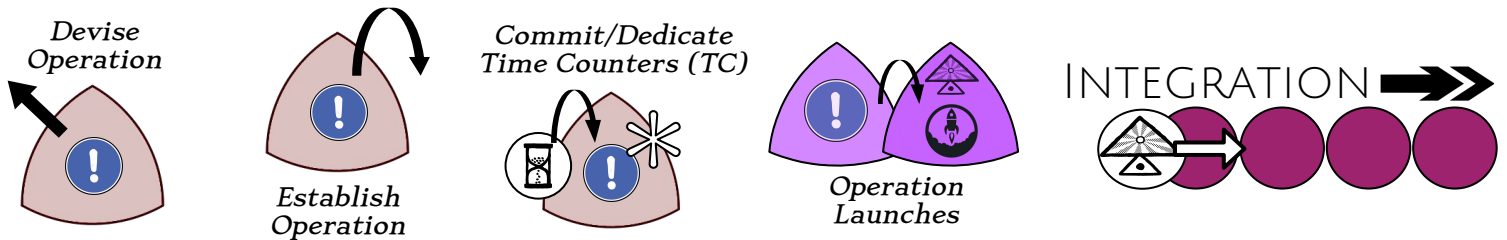


B. Steps to Success: How to Increase the Integration Level

The first requirement for victory is to raise the Integration Level to its maximum value (the space furthest to the right of the Integration/Degradation Track). This is a collective goal requiring one or more players to complete several actions in order to fill spaces on the central game board with launched Operation Tiles.



First, a plan must be devised (collect tile), then the operation must be established (place tile on the board). Each operation then requires a certain amount of time investment in order to be “launched.” This is represented by three spaces on each tile that must be filled by one or more players Time Counters (TC). When all the spaces on a tile are filled, the operation is launched (flipped over) and the Integration Level will rise.



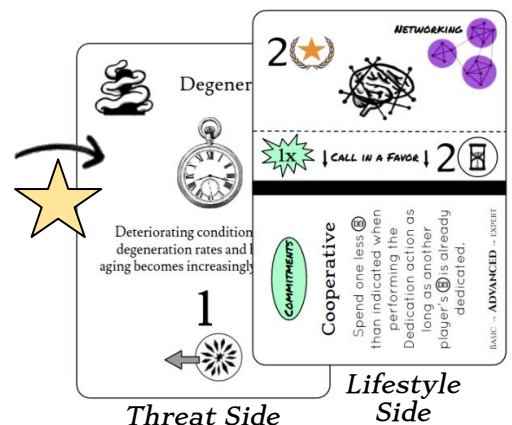
C. Challenges: How the Degradation Level Increases

The rate at which the Degradation Level increases is determined as follows: Each Lifestyle Card has one of the threats from the game board depicted on the back. If at least one player’s marker crosses the star on the Time Keeper during Phase C, then the back of the Lifestyle Card on top of the deck is revealed.

The threat-side will indicate how many spaces the Degradation Marker moves (1-3 spaces). If the threat depicted has been covered by an Operation Tile on the game board, the card is returned threat-side down. If, however, the threat depicted has not been covered by a tile, the card remains threat-side up. If the threat card later progresses all the way down the card display before players can address the threat, the card is permanently removed from the game and the Degradation Marker again moves the number of spaces depicted on the card.

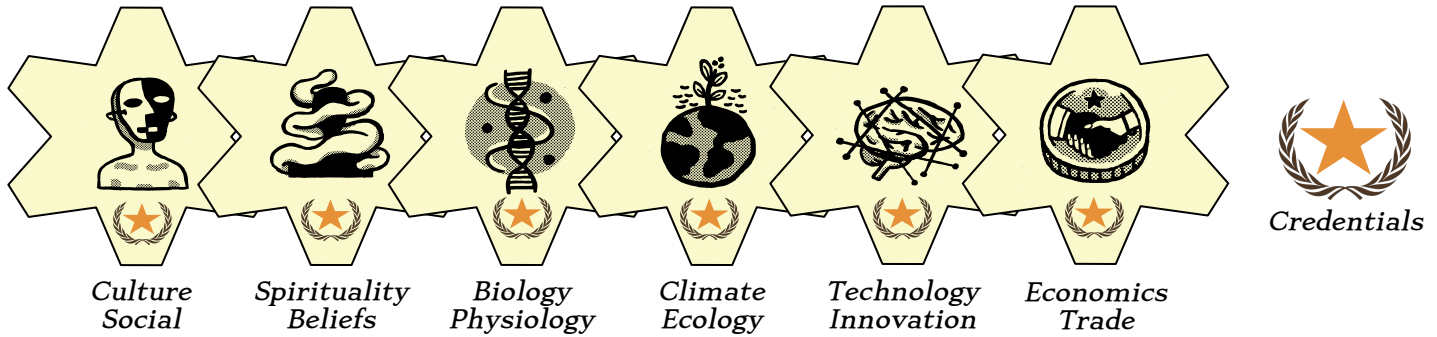
Players are therefore encouraged to address the threat in a timely manner. The key cooperative aspect of the game is thus balancing the need to work in one’s own interest against the need to work as a group depending on how fast the Degradation Level is increasing.

Lifestyle Card



D. Six Sectors: One for all, or all for one?

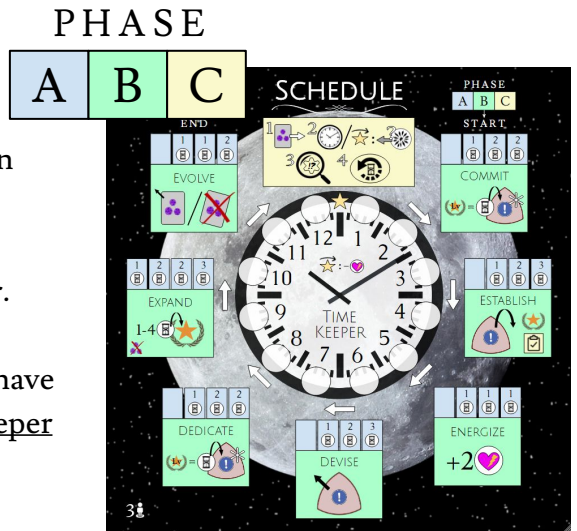
The final victor is the player with the highest Reputation *if and only if* the Integration Level reaches max. There are several ways to increase your Reputation during the game, but the bulk of these VP are awarded at the end of the game. You will earn Reputation based on your Achievement across six Sectors. Each Sector has a node on the central game board and a unique row on the Credentials Track. Throughout the game, players attempt to assign Operation Tiles to particular Sectors and seek to increase their Credentials strategically.



E. Game Flow and Round Structure

The flow of the game is structured in rounds with three phases:

- ★ Phase A involves selecting your actions by placing your Action Markers on the Schedule in the current player order.
- ★ In Phase B, actions are resolved one by one in clockwise order.
- ★ Phase C refreshes the game for the next round; the time you have spent will advance your Player-order Marker on the Time Keeper and help determine the player order for the next round.



F. Player Board and Resources

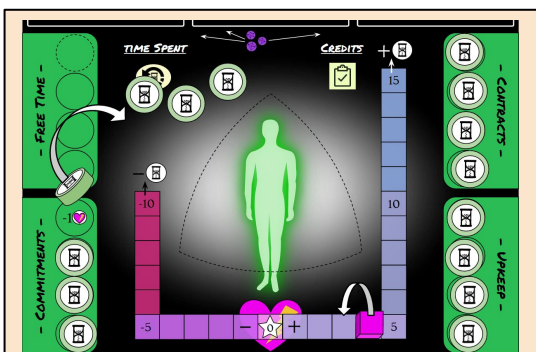
Your Player Board represents you, your lifestyle, and the resources you have for the game.

Your main resource is your time which is represented by your TC. Your TC are allocated to four different time blocks: Upkeep, Contracts, Commitments, and Free Time. The first three

Life Energy



time blocks help maintain your Life Energy while Free Time holds remainder of your available TC to spend on actions in the game.



When you spend TC, they are moved from your time blocks to the Time Spent area on your board and remain there for the rest of the game round. TC in Time Spent will be restored in Phase C; in this way, your TC are cycled to simulate the passage of time.

You may spend TC from any combination of time blocks that you want when performing actions, but Free Time is the only block that doesn't decrease your Life Energy.





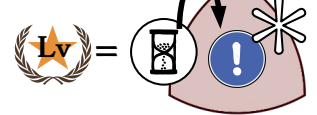
Notice that in the Free Time block there are no penalties underneath the TC spaces. The other three time blocks all have Life Energy penalties; every time a penalty is revealed, you must lose Life Energy. You never gain Life Energy when covering a penalty, though you may prevent further loss of energy by doing so (pg. 17). It is therefore always better to spend TC from Free Time to avoid draining your energy. Maintaining your Life Energy affects the total number of TC you have during the game (pg. 12-13) and can positively or negatively affect your Reputation during a Reckoning (pg. 13).

G. Credentials and Time Value

Your TC have a value of “1” for most actions in the game. When dedicating or committing TC to Operation Tiles, however, the value of your TC changes depending on the location of the operation and your Credential Level in the associated Sector.

Increasing your Credentials is therefore important during the game as well as for end-game scoring.

Commit/Dedicate
Action



Red has a Credential Level of 3 in the Culture/Social Sector (left). Each TC spent towards launching the operation to the right therefore has a value of 3.

Red would need to spend only 1 TC to take the 3-cost space at the top, or 2 TC to take the 5-cost spot in the lower right.

At Credential Level 1, these spaces would cost the number of TC printed on the tile.



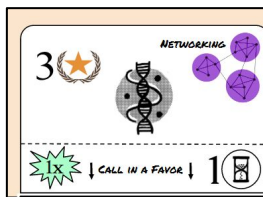
All players begin at Credential Level 1 in all Sectors. Thus, you can always participate in completing operations by paying the full TC cost. It is much more efficient to increase your Credential Levels in order to avoid spending more TC and subsequently losing more Life Energy.

H. Lifestyle Cards and Networking

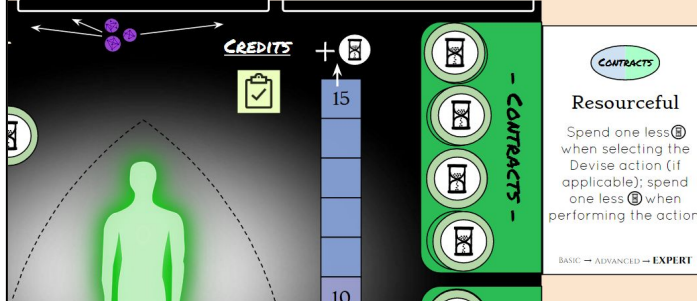
Lifestyle Cards can enhance actions, give an energy bonus, or grant a Networking Connection. The top half of each card represents a Credential/single-use (1x) TC bonus from making a Networking Connection. The bottom half of each card represents an ability that attaches to one of the four time blocks on your Player Board.

Networking Connections are stored under the top of your board; you can have a maximum of three connections at a time.

Lifestyle abilities are rotated sideways as appropriate for the associated time block on the sides of your Player Board; you can have up to four abilities.



Green has collected two Lifestyle Cards. One is a Networking Connection which increases Green's Biology/Physiology Credential by 3. Notice that Green has not yet “called in a favor” to get the 1x bonus of 1 TC.

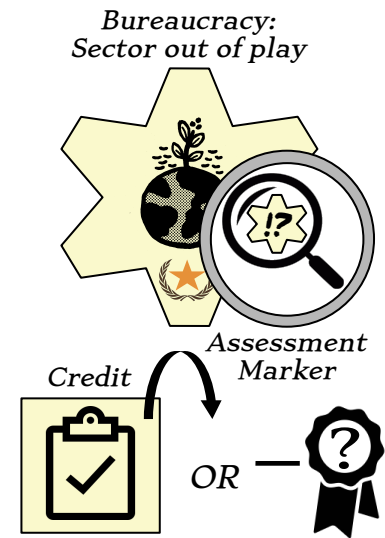


Green played the other card as an expert Contracts ability. This ability saves Green time when selecting and performing the Devise action.

I. Bureaucracy and Assessment

EASE is an elite, ambitious organization but it is not without its faults. Each round, Bureaucracy prevents progress in one of the six Sectors as it comes under Assessment. During Phases A and B, Operation Tiles and TC may not be played to the Sector under assessment. This red-tape can be especially meddlesome when trying to establish and launch higher-level operations.

Furthermore in Phase C, the player with the highest Credentials in the Sector must turn in a Credit or lose Reputation equal to their Credential Level. For example, if Blue is the leader in Climate/Ecology at Credential Lv 3 and that Sector is under assessment, Blue must turn in a Credit or lose 3 Reputation during Phase C. Each Sector will come under Assessment in clockwise order, one at a time during each game round.



Section 3: Round Phases and Actions

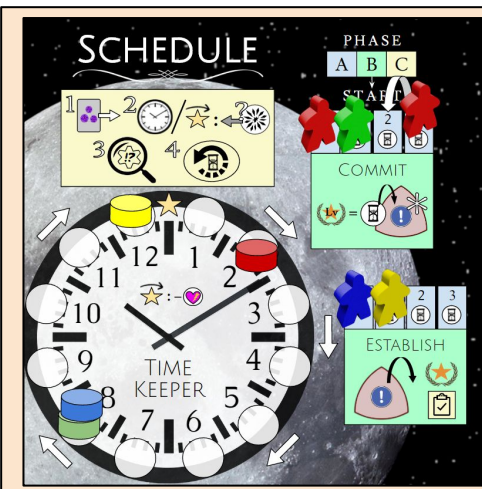
A. Phase A: Scheduling Actions

EASE coordinators must plan their time very carefully. This means scheduling your time in advance in a way that maximizes your efforts whilst accommodating the plans of other EASE members. Every minute counts in such an important role, and your needs as a coordinator must be reconciled against the needs of the others.

During the first phase in each round, players select their actions one at a time in the player order indicated on the Time Keeper. Each player has two Action Markers and must select two actions. Each player in turn selects their first action, and then again each player in turn selects their second action.

When selecting an action, place your Action Marker on the unoccupied space furthest to the left of the action box. To occupy the space, you must be able to pay the TC cost indicated. You may not optionally pay more to take one of the spaces further to the right.

In Phase B, the first player to perform each action will be the last player that selected the action in Phase A. Jockeying for player order and deciding when to schedule actions is thus a strategic necessity throughout the game. After all players have scheduled both actions during Phase A, play proceeds to Phase B for action resolution.



For this round, player-order is: Red, Blue, Green, Yellow (recall that the topmost player goes first if sharing a space with another player).

Starting Phase A, Red first selects the Commit action. Blue then selects the Establish action, followed by Green who also selects the Commit action and then Yellow who selects the Establish action. Note that Green and Yellow had to immediately spend 1 TC in order to select their actions.

Proceeding with the second turn of scheduling, Red again selects the Commit action this time spending 2 TC (left). This way, Red will still get to perform the Commit action first in Phase B (unless, of course one of the other players pays 2 TC to take the final open space for the Commit action).

Phase A would then conclude with Blue, Green, and then Yellow selecting their second actions.

B. Phase B: Performing Actions

Those who schedule a given task later have spent more time considering their plan, therefore the effects of their efforts are realized first. Springing into action earlier may save one time, but the effects of hasty efforts take longer to come to fruition.

In Phase B actions are resolved in clockwise order starting with the Commit action and concluding with the Evolve action. As previously discussed, each player will perform their actions one at a time from *right to left* for each action box. To perform an action, you remove your marker and may choose to spend any necessary TC to complete the action. Completing each action *is not mandatory*—you may simply retrieve your marker on your turn and opt out of performing the action.

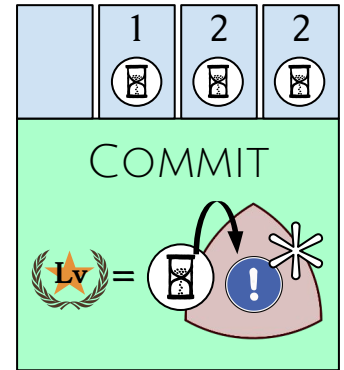
In the example on the previous page, Phase B would begin as follows: Red would first choose whether or not to perform the Commit action, followed by Green who would make the same choice. After, Red would decide whether to perform a second Commit action. Next, Yellow and then Blue would optionally perform Establish actions.

C. Available Actions (actions for 3-Player game shown)

Commit: Spend TC to occupy an open space on an established Operation Tile.

When you commit to investing time on an operation, you agree to help guide and facilitate planning the operation as long as it takes until the operation is launched. There are several parts to this process you may fulfill, each with its own benefit.

The TC costs are displayed on each Operation Tile. You spend only the amount of TC needed depending on your Credential Level in the Sector(s) to which the Operation Tile has been established. You may never spend more TC than required.



As with all actions, TC may be spent from any time block, from a 1x TC bonus on a Networking Connection, or from a combination of both. If choosing to use a 1x TC bonus for the Commit or Dedicate action, however, you must spend at least 1 physical TC in order to occupy the intended space on the Operation Tile.

After you spend the necessary TC, you receive a Recognition Bonus according to the space on the tile you have chosen: either Reputation, Life Energy, or an increase in Credentials.

The diagram shows a game board with an Operation Tile and a Credentials Track. The Operation Tile has a star icon with 'Lv' and a '4' in a circle. The Credentials Track shows a grid of markers for different players and sectors. A red marker is shown moving from the bottom row to the top row of the Technology/Innovation Sector.

Green has occupied two spaces on the Operation Tile pictured to the left. Green earned 1 Life Energy and 1 Reputation as Recognition Bonuses for these previous actions.

Red now performs a Commit action to occupy the last open space. Because Red has Credential Level 2 in the Technology/Innovation Sector, they must spend 2 TC to occupy the space.

Of the 2 TC Red spends, one stays in Time Spent and the other is placed on the tile to show that Red has fulfilled this part of the operation. Red immediately increases their Technology/Innovation Credential by 1 as a Recognition Bonus.

On the Credentials Track, Red's marker will now move on top of Green's making Red the current leader in the Technology/Innovation Sector.

Reminder: You may not commit TC to any operation that is out of play due to Bureaucracy.



The central game node indicates a wild bonus: If you occupy an open space on a tile that aligns to this Recognition Bonus, you choose to gain either 3 Life Energy, 2 Reputation, or an increase of any Credential by 1.

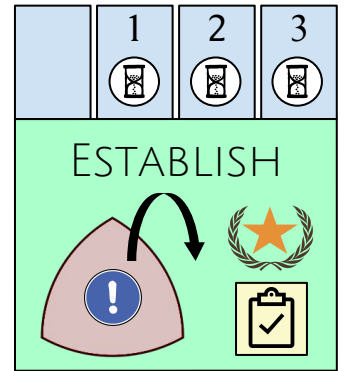
TC that you place on a tile will remain there until all three spaces on the tile have been occupied by one or more player's TC. This is the stage before an operation is launched in which all members of EASE are invited to participate in planning the operation. There is no limit to how many rounds it takes for an operation to be completed and launched, so be mindful of how much time you are investing on various operations—the more TC you invest, the less you will have to spend on actions and for maintaining your Life Energy!

If you occupy the last open space on a tile when performing your action, the operation launches immediately. TC on the tile are returned to their owners, benefits are earned, and the Integration Level increases (see pg. 20).

Establish: Spend TC to place an Operation Tile on the game board.

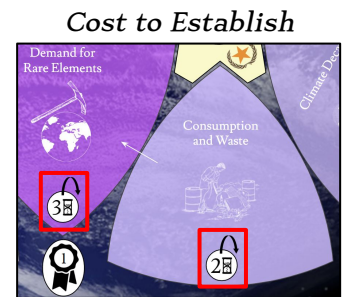
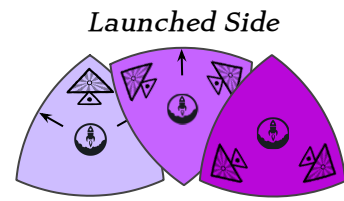
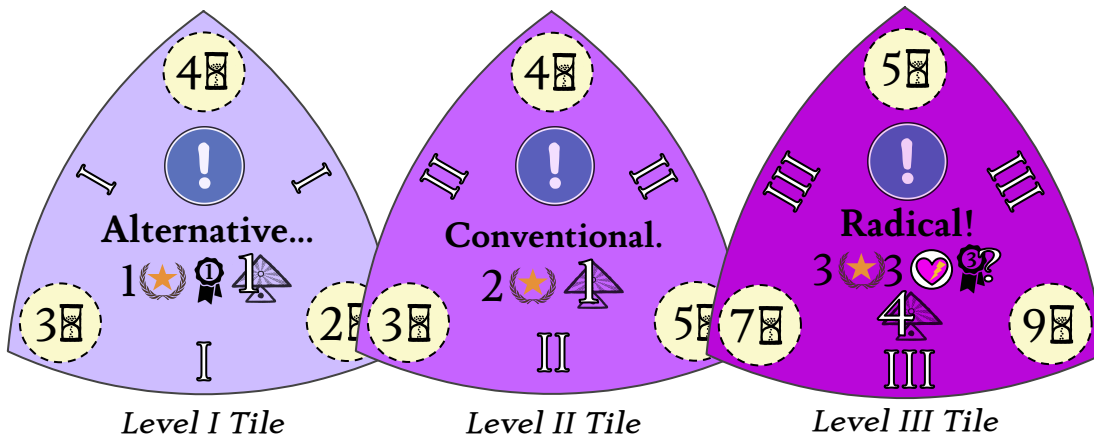
There are many threats across each Sector that must be addressed. Thankfully, each threat provides an opportunity to establish a means of alleviating strife and suffering. Establishing service operations for coordination with EASE is the heart of your work, and you therefore receive credit each time you establish a new operation. But stay ever vigilant! Base-line threats must be addressed before the higher level, more difficult threats can be dealt with and time is running thin.

The TC cost is displayed on each space for tiles on the game board (1-4 TC). This cost is always the same regardless of your Credential Level. You may only establish an Operation Tile from your Player Board (the tile must have been collected during a previous Devise action; pg. 13).



There are three levels of Operation Tiles (I, II, III) corresponding to the three levels of threat. The tiles and spaces are color-coded indicating where each type of tile can be placed: Level I Tiles may only be placed on the outer ring of spaces, Level II Tiles on the middle ring of spaces, and Level III Tiles on the inner ring of spaces.

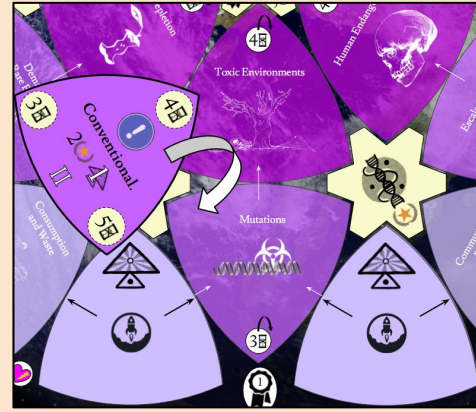
Furthermore, Level II Tiles may only be placed once both of the preceding Level I spaces are filled with Operation Tiles that have been launched. Similarly, Level III tiles may only be placed once the preceding Level II space is filled with a launched Operation Tile. This is indicated by the white arrows on each game board space as well as by the larger black arrows on the launched-side of each Operation Tile.



Section 3: Round Phases and Actions



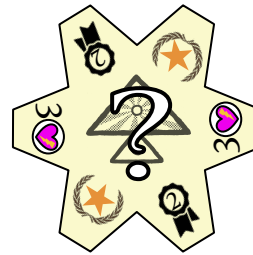
The cost to establish operations increases from Level I to Level III. Outer ring spaces (“Climate Decay”, “Genetic Defects”) must be filled before middle ring spaces (“Mutations”); middle ring spaces must be filled before inner ring spaces (“Toxic Environments”).



Now that the preceding Level I spaces have been filled with launched operations, a Level II tile may be established on the “Mutations” space. Only after this Level II Operation is launched may a Level III tile be placed on the “Toxic Environments” space.

You may place tiles in any orientation. You can therefore influence how TC costs for future Commit and Dedication actions align to Recognition Bonuses. When establishing operations, you receive an increase in your Credentials and gain a Credit. The increase in Credentials is mandatory; which Credentials increase depends on which space you established the Operation Tile. This is indicated by the Sectors on the nodes each Operation Tile touches:

- ★ Level I Tiles—Increase 1 Credential by 1.
- ★ Level II Tiles—Increase 2 Credentials by 1.
- ★ Level III Tiles—Increase 2 Credentials by 1 as well as any Credential of your choice by 1.



Central Node:
Increase a Credential of your choice when establishing a Level III Operation.

In the examples above, a tile established on the “Climate Decay” space would increase your Climate/Ecology Credential by 1, while the “Genetic Defects” space would increase your Biology/Physiology Credential by 1. A tile established in the “Mutations” space would increase both your Climate/Ecology and Biology/Physiology Credential by 1 each. Finally, a tile placed on the “Toxic Environments” space would increase these same two Credentials by 1, and you would also get to increase a Credential in any of the six Sectors by 1 (including one of the two Credentials you just increased).

Reminder: You may not establish an operation to any Sector that is out of play due to Bureaucracy.

1	1	1
ENERGIZE		
+2		

Energize: Increase Life Energy by 2.

EASE members are exemplars and must adhere to a high standard. Maintaining sufficient Life Energy is essential to your Reputation as a coordinator and to your ability to function effectively. Taking time to rest and energize is therefore key.

Increase your current Life Energy by 2. If you are at +14 Life Energy, you will only increase it by 1 (+15 is the maximum). If your Life Energy ever reaches +15, immediately retrieve the extra TC of your color from the Bonus Assets area of the game board.



Conversely if your Life Energy ever reaches -10, immediately remove 1 TC on your Player Board from the game permanently. You can only ever gain 1 TC and only ever lose 1 TC. Once you gain your Bonus Asset, you never return it even if you drop below +15 Life Energy; if you ever lose a TC due to low Life Energy you will never gain it back (but you may still collect your Bonus Asset if you have yet to do so).

Green is increasing their Life Energy to +15; they immediately gain their extra TC from Bonus Assets.

Green may add this TC to any block on their Player Board, but notice Green only has one open space in Free Time.

If Green had multiple spaces open (for example if they had TC invested on Operation Tiles), then they could have chosen any open space to place this new TC.

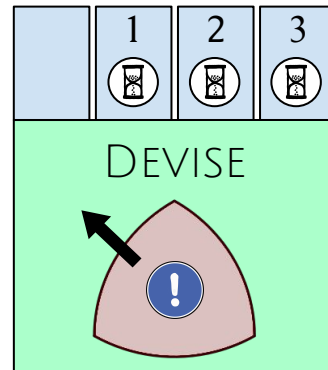
Life Energy during Reckoning: Twice during the game, you will gain or lose Reputation equal to your current Life Energy. This happens as soon as the Integration Marker reaches one of the Reckoning spaces on the Integration/Degradation Track. You could therefore lose up to 20 Reputation due to Reckoning (though you can ever go below zero Reputation). Reputation is hard earned, however, and coming back from these losses may put you at a disadvantage. The Energize action is thus a key method of maintaining your energy.

Reckoning

Devise: Spend TC to collect an Operation Tile.

Before you can ever hope to establish an operation with EASE, you must devise a plan of action. Each operation must be skillfully conceived one at a time, and each may take a different amount of time to think up.

You may collect any Operation Tile on the top of a stack in the Realm of Possibility. You must spend 1-4 TC as indicated by the cost next to each stack. As soon as you collect a tile, turn the next tile in the stack face-up to its operation side; it is now available to collect during later actions. Tiles are stored on your Player Board; you may only have one Operation Tile at a time.



Note that you may collect a higher level tile before you are able to play it on the game board. Though this can be a strategic choice, realize that you can never discard a tile (in these dire times there's no room for abandoning plans or second guessing!).

The keys next to each stack indicate the distribution of tiles from top to bottom.

Dedicate: Spend TC to occupy an available space on an established Operation Tile.

Dedicating time to overseeing operations is as important as committing earlier on. You may even get the drop on newly established operations before others have a chance to commit at a later time.

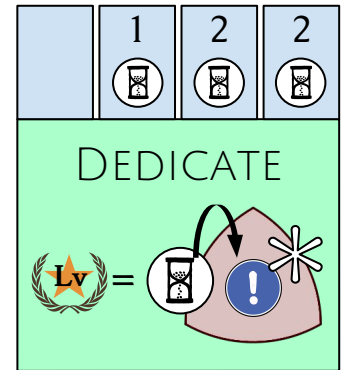
This action is identical to the Commit action other than when it is resolved during Phase B.

Reminder: You may not dedicate TC to any operation that is out of play due to Bureaucracy.

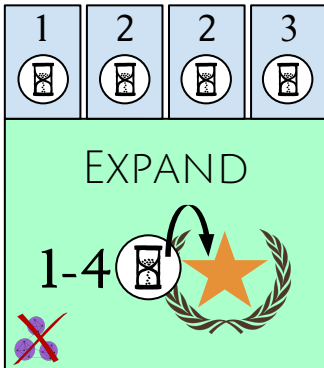


Section 3: Round Phases and Actions

Because the Establish action is resolved before the Dedicate action, more Operation Tile spaces will generally be available than when resolving the Commit action. It is also possible to set up a combo in which you establish an operation and then immediately occupy a space on that tile in the same round. The Commit action will only allow you to occupy spaces on Operation Tiles that have been established in previous rounds.



Expand: Spend TC to increase Credentials.



Your work towards launching service operations will increase your credentials across the Sectors, but sometimes this is not enough. EASE members are fully encouraged to expand their knowledge base whenever it is deemed necessary.

Spend 1-4 TC to increase your Credentials in any Sector (note that you may not spend more than 4 TC on this action). For each TC you spend, you may increase a Credential by 1; this can be applied to a single Credential or applied to multiple Credentials across different Sectors. When performing the action, simply move your Credential marker(s) up 1 space for each TC you spend.



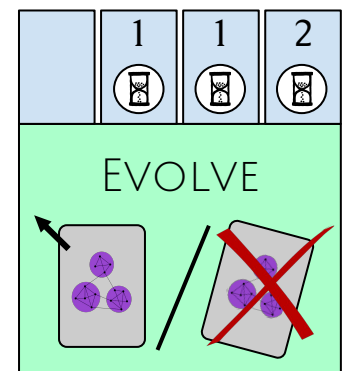
This is the only action you may not use the 1x TC bonus from Networking Connection (expanding your knowledge base takes good old-fashioned hard work!)

There are several Life Energy bonuses marked on the Credentials Track; any time one of your Credential Markers reaches one of these spaces, increase your Life Energy by 1. Additionally, there is a 5 Reputation bonus for the first player to reach Credential Lv 4 in each Sector; this Distinction Bonus can be achieved at any time before the game ends.

Evolve: Spend TC to collect a Lifestyle Card.

EASE is an enlightened organization. As such, you are fully expected to spend time evolving your lifestyle as well as pursuing some networking. Everything done to better yourself and your connections is for the good of the cause.

Spend 1-4 TC to collect a Lifestyle card. The number of TC each card costs is listed next to its slot in the Realm of Possibility. The number of cards available may vary from round to round, but at minimum a card costing 4 TC will always be available.



The card you collect may either be placed under the top of your Player Board as a Networking Connection or under the sides of your board as an ability associated with one of your four time blocks (the choice must be made immediately).

If playing the card as a Networking Connection, increase your Credential by 1, 2, or 3 in the Sector indicated. You will also now have a 1x TC bonus as indicated on the card; when you “call in a favor,” slide this portion of the card down under your board to indicate you have used the bonus. You have a maximum of three spaces for Networking Connections at any given time.



If playing the card as an ability, rotate it sideways and slide it under your Player Board next to the time block indicated on the card. You may only have one ability in each block. Furthermore, abilities come in 3 tiers: basic, advanced, and expert. You may evolve any tier of ability you want, but higher-tiered abilities may never be replaced by lower-tiered abilities. For example, if you evolve an advanced ability under your Contracts block, you will no longer be eligible for evolving a basic ability under your Contracts block.

Each time block has a specific ability for each tier except for Free Time which only has a basic and advanced ability. This means that there are 11 different abilities available in total. The relative amount of each ability corresponds to the tier such that there are more basic abilities and less expert abilities. Also note, the label of the time block each ability belongs to is color-coded to correspond to the phase in which the ability applies.



As part of the Evolve action, you may replace a card already under your Player Board with the newly collected card. If replacing a Networking Connection, you will lose the Credential bonus provided by the discarded card. You may only replace an ability if it is a higher tier than the card being discarded. When replacing a card under your Player Board, the old card is placed with the other discards Lifestyle-side up (bear in mind that a discard may later re-enter play if the Lifestyle deck runs out).

Blue has just collected the Lifestyle Card pictured in the upper right. In order to play the card, Blue must choose to replace either a Networking Connection or their Contracts ability. If Blue replaced the Biology/Physiology Networking Connection, the 1x TC bonus would be wasted. A better choice would be to replace the Technology/Innovation connection. In this case, Blue would decrease their Technology/Innovation Credential by 1 and Increase their Climate/Ecology Credential by 3.

Alternatively, Blue could replace their "Integrative" ability with the "Resourceful" ability; this is allowed because the new ability is a higher tier than the former. If the new card had been a basic Contracts ability, Blue would not be able to replace their "Integrative" ability.

Handling Lifestyle Cards: Threats that may be triggered are displayed on the back of each Lifestyle card. Try as best as possible not to reveal the threat-side when inspecting or handling the Lifestyle cards. Just because a card is discarded doesn't mean it won't come back into play!

D. Phase C: Refresh

As for all people serving with EASE, coordinators will interact through cycles of activity. After a cycle of scheduling and getting some work done there will be time for you to reset and ready yourself for the next cycle. While you'll be able to approach the next cycle refreshed, the threats facing Earth never rest so be ready!

After all actions have been resolved, the game is refreshed for the next round in a series of steps during which the game will end in defeat if the Degradation Level reaches max.

1) Refresh Lifestyle Cards.

There are four slots for Lifestyle Cards in the Realm of Possibility; the top slot is always occupied by the Lifestyle Card deck. Each round, the card display is restocked and cards progress down the display according to the player count following these rules, in order:

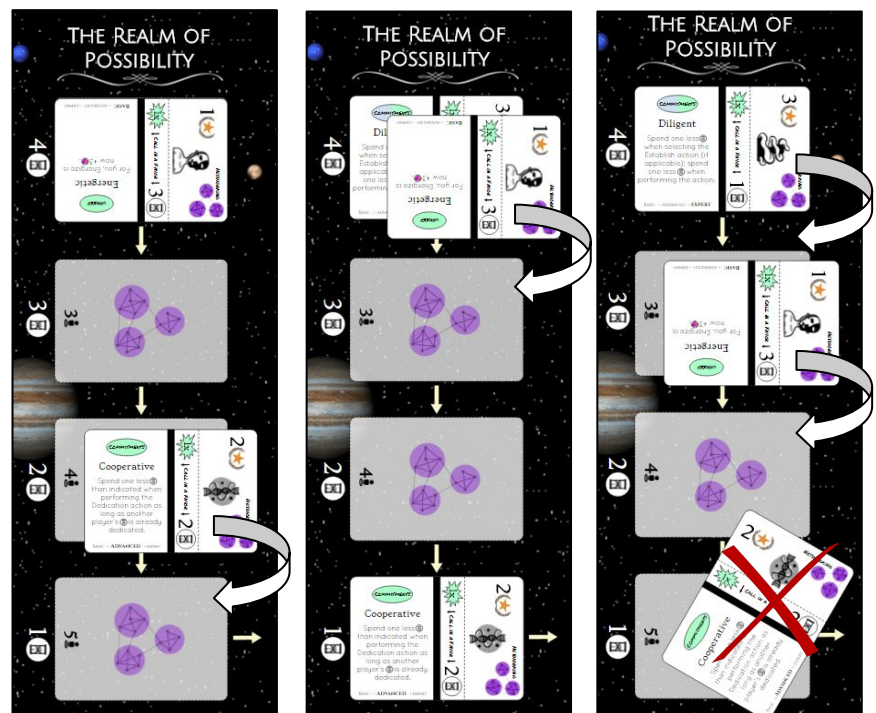
- ★ All cards showing on the display slide down one slot following the arrows between the slots.
- ★ If a card is on the lowest, 1 TC-cost slot, remove it to a discard pile (discards are Lifestyle-side up).
- ★ From bottom to top, fill any empty slots with player-count icons up to the number of players in the game with cards off of the Lifestyle deck.
- ★ If the deck runs out, shuffle the discard pile and restock from a fresh deck.

Consider this 3-Player example: It is the first step of Phase C and there is a card on the 2 TC slot (left). You first slide this card down to the 1 TC slot.

You then fill the top card of the deck (4 TC slot) into the 3 TC slot (middle). Because this is a 3-Player game, the 2 TC slot will remain empty.

Continuing the example into the following round, no cards were collected and it is again time to refresh cards in Phase C.

You first discard the card in the 1 TC slot, and then slide the card in the 3 TC slot down to the 2 TC slot (right). Finally, you fill the card on top of the deck into the now vacant 3 TC slot.

2) Advance Player-order Markers on the Time Keeper.

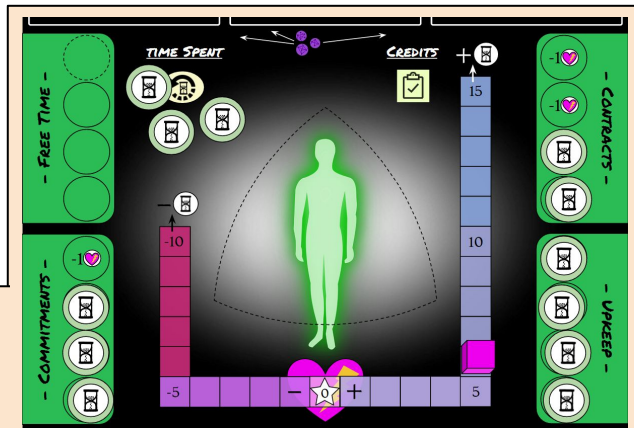
The amount of time you spend each cycle positions your progress relative to other members. You may spend a great deal of your time on work with EASE in a cycle, but remember that running on low energy will catch up with you.

Advance Player-order Markers one at a time in the current player order. The easiest way to track this is to advance the markers to their new positions, but to place them just outside the spaces on the Time Keeper. Then once all markers have been advanced, you can move the markers in to rest on their new spaces. For two markers that share the same space, player order is from top to bottom. Thus, be sure you advance each marker in order so that the player order for the next round is accurate.



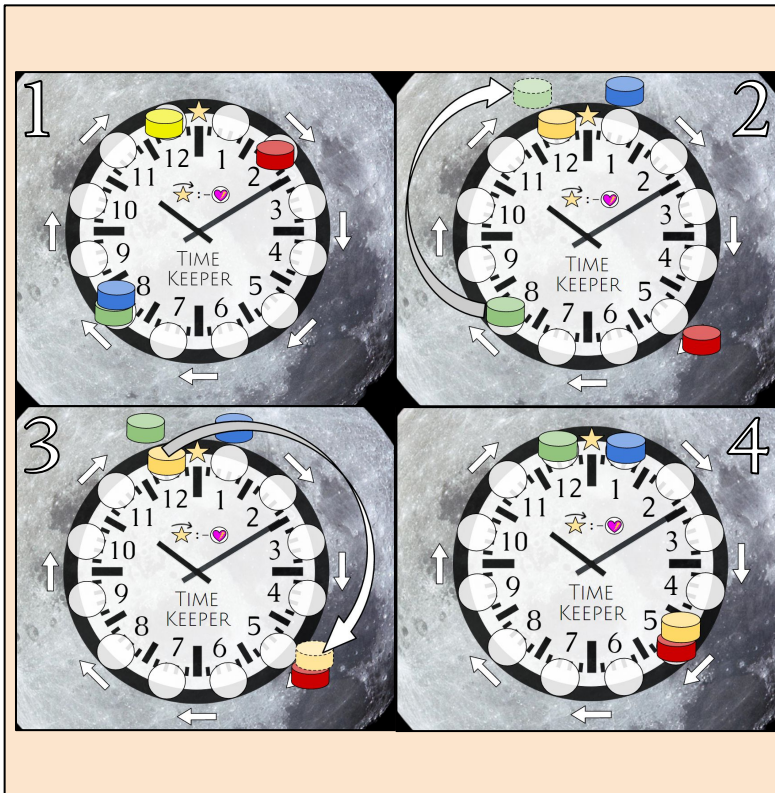
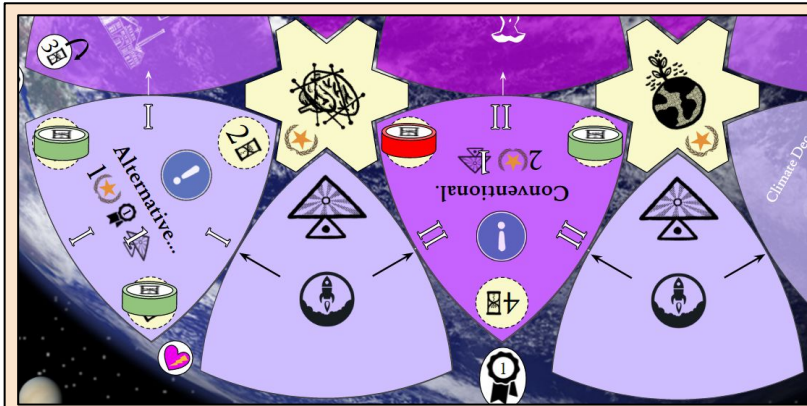
Your marker advances a number of spaces equal to the sum of all your TC in Time Spent plus all your TC occupying spaces on Operation Tiles; each TC on an Operation Tile counts as “1” regardless of how much you spent to occupy the space.

When your marker passes over the star on the Time Keeper (advancing past the “12” space to the “1” space), you immediately lose Life Energy equal to the sum of all penalties revealed on your Player Board.



Green is advancing their Player-order marker on the Time Keeper. Green will advance 6 spaces; 3 for the TC in Time Spent (above), and 3 for the TC on the Operation Tiles pictured to the left.

If Green were to cross the star on the Time Keeper, they would immediately lose 3 Life Energy because of the penalties currently showing on their Player Board.



(1) It is time to advance the Player-order Markers in Phase C. Red has 2 TC in Time Spent and 1 TC on an Operation Tile, so they first advance a total of 3 spaces on the Time Keeper. Blue has 3 TC in Time Spent and 2 TC on tiles, so they next advance a total of 5 spaces on the Time Keeper. Because Blue crosses the star, they will lose Life Energy for any penalties showing on their Player Board.

(2) Green now advances a total of 4 spaces on the Time Keeper; to avoid confusion, they make sure their marker is placed to the side of the track until all players have advanced.

(3) Finally, Yellow advances. They have only 1 TC in Time Spent, but 4 TC on Operation Tiles. Yellow therefore advances 5 spaces to come to rest on top of Red’s marker. Yellow also loses Life Energy for any penalties revealed on their Player Board.

(4) All players have advanced, so the markers are moved inward to rest on the track. Player order for the next round will be: Blue, Yellow, Red, Green.

If any player’s marker crosses the star on the Time Keeper, a threat will be revealed from the top of the Lifestyle deck and the Degradation Level will increase by the amount indicated on the card (1-3 spaces). Only one threat is ever revealed during a round even if multiple markers cross the star. Each threat-card corresponds to a space on the main game board. If the space corresponding to the threat depicted on the card is covered by an Operation Tile, the card is returned Lifestyle-side up to the top of the deck.



Section 3: Round Phases and Actions

If the threat depicted on the card is not covered by an Operation Tile on the game board, the card is returned threat-side up to the top of the Lifestyle card deck. This card then remains in the display taking up one of the card slots (the card will progress down the display following all normal rules for Lifestyle Cards).

Once the threat card reaches the lowest slot and is ready to be discarded, two outcomes are possible: (1) If the corresponding threat space is still not covered on the main game board, the Degradation Level again increases by the amount indicated on the card. Rather than going in the discards, this card is then permanently removed from the game. (2) If the threat space has been covered by an Operation Tile, the card is discarded Lifestyle-side up as normal.

Several rounds ago, the “Proliferation” threat was revealed to increase the Degradation Level by 2 spaces. Even still, the group hasn’t been able to establish an operation on the “Proliferation” threat space, and now the card has reached the bottom slot of the display.

The card will now be permanently removed from the game, and the Degradation Level again increases by 2. Better work together to address the threat next time, team!

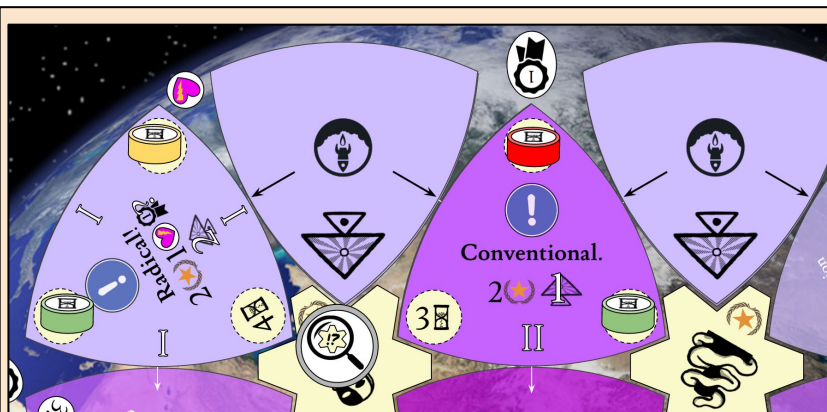


3) Asses the Sector under Bureaucracy.

The work at EASE is critical to the future of Spaceship Earth. Therefore, coordinators are carefully scrutinized as each Sector is assessed for progress. Members with the highest expertise should have proof of their dedication and accomplishments even if operations must be stalled during this review period.

Asses the Sector that has been out of play this round. The player with the highest Credentials in the Sector must turn in a Credit or lose Reputation equal to their Credential Level. You may opt out of turning in the Credit and choose to lose Reputation on purpose. After the assessment, move the marker to the next node clockwise; this new Sector will be out of play during the next round.

Credits are only gained when establishing operations, so they must be used wisely.



It's time to asses the Culture/Social Sector which has been under Bureaucracy this round. Note that players were not able to commit or dedicate TC to claim the open spaces on either of the active Operation Tiles to the left, nor were players allowed to establish any operation that would touch the Culture/Social node on the game board.

Green is the leader with a Credential Level of 3. Green doesn't want to lose 3 Reputation, but they don't have a Credit so they are forced to.

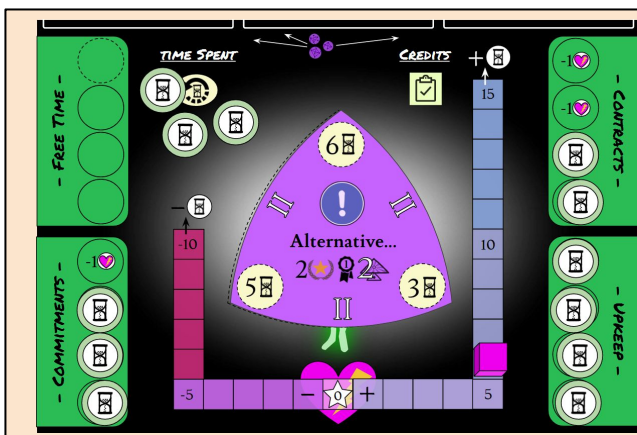
Now that Green has adjusted their Reputation, Assessment is complete. The marker will move to the Spirituality/Beliefs node and that Sector will be out of play for the next round. Note, this means that players will still not be able to claim the last open space on the Conventional Level II tile.

4) Refresh TC in Time Spent.

After the brief respite between work cycles, your time resources are fully stocked to begin work anew. Operations still in progress will of course require your continued time investment for oversight. Beyond this, you manage your time each cycle in any way you see fit.

In the final step during Phase C you refresh your TC in Time Spent. You have the option to restore these TC to any time block on your Player Board, but only if there is room in the time block. If you cover a penalty in one of the blocks, you *do not* increase your Life Energy. Furthermore if you decide to cover a penalty and later spend that TC, you will again suffer the immediate loss of Life Energy.

Be considerate when refreshing your TC in Phase C; depending on your position on the Time Keeper, it may be better to leave a penalty revealed in order to have more TC in Free Time.



Green is now deciding how to refresh their TC for the next round. Green could cover up the penalties showing in Contracts and Commitments, but then they would have no TC in Free Time for the next round.

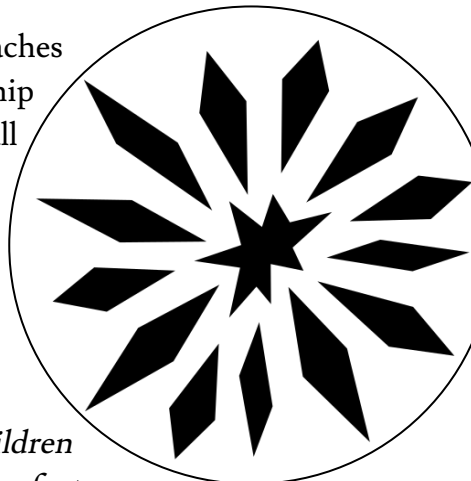
Furthermore Green is only on space "2" on the Time Keeper, so they are not likely to get hit with the penalty for crossing the star during the next round. A better choice would be to refresh all 3 TC to Free Time in order to avoid any further penalties during the next round.

E. Game End Status: Degradation Level

If the degradation of the planet is too great before EASE can help mitigate the threats, we enter an unknown path stumbling back through history as planetary systems fail. Climate destruction, social fragmentation, and massive loss of life are all probabilities in this bleak future on Spaceship Earth.

The game will continue, players repeating Phases A, B, and C until either the Degradation Level or Integration Level reaches maximum. Whereas the Integration Level will reach maximum upon the launch of an Operation Tile (pg. 21), the Degradation Level will potentially reach maximum at two points during Phase C: either when a threat-card is revealed or when a threat card is discarded from the lowest card slot.

If the Degradation Level reaches max, the stability of Spaceship Earth is compromised and all players lose. Read through any threat cards that were removed from the game to discover the story of your demise.

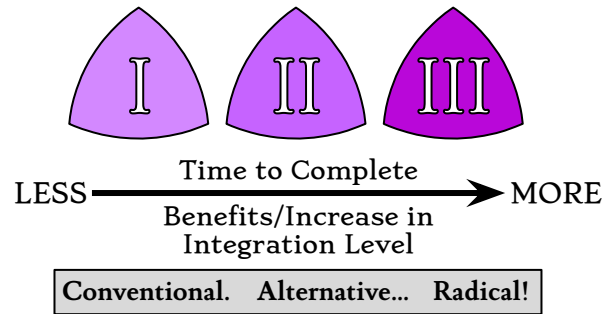


Our hopes go out to the Children of Earth for a future of better fortune.



A. Operations Types

There are many means of addressing the threats and it takes a skilled coordinator to draft the perfect plan. Sometimes a conventional approach will be enough to get the job done; others, an alternative approach may be needed. The most radical schemes offer the greatest potential, but these operations take longer to plan and may be viewed as too risky at times of imminent threat.



Recall from “Establish” (pg. 11) that there are three levels of operations. There are also three types of operation at each of the levels: Conventional, Alternative, and Radical. These range in the amount of TC needed to complete and the potential benefits/increase in Integration Level upon completion.

The three types of operations across all three levels: The number of each type in the game is indicated on the upper right for each.

☆ Each player begins the game with a Level I Conventional Operation on their Player Board, so the total number of Conventional Level I Operations varies each game depending on the player count.

There are more Level I tiles available than are needed for the game, so there will be a different set in each game. This could influence the difficulty of the game as less Radical or Alternative Level I tiles would make it slightly more difficult to raise the Integration Level over the course of the game.

<p>I x3 Radical!</p> <p>2 (star) 1 (heart) 1 (ribbon?) 2 (triangle)</p>	<p>I x5 Alternative...</p> <p>1 (star) 1 (ribbon) 1 (triangle) 1 (triangle)</p>	<p>I x4[☆] Conventional.</p> <p>1 (star) 0 (triangle)</p>
<p>II x2 Conventional.</p> <p>2 (star) 1 (triangle)</p>	<p>II x2 Radical!</p> <p>2 (star) 2 (heart) 2 (ribbon?) 3 (triangle)</p>	<p>II x2 Alternative...</p> <p>2 (star) 1 (ribbon) 2 (triangle)</p>
<p>III x1 Conventional.</p> <p>3 (star) 2 (triangle)</p>	<p>III x2 Alternative...</p> <p>3 (star) 2 (ribbon) 3 (triangle)</p>	<p>III x3 Radical!</p> <p>3 (star) 3 (heart) 3 (ribbon?) 4 (triangle)</p>

B. Launching Completed Operations

Each time an operation launches, vast networks of people mobilize creating a butterfly effect of alleviation on the planet. The integration of systems and the unity of people grows stronger as the danger of threats diminishes. Coordinators who participated in the launch of these operations will enjoy the fruits of their labor.

As described in “Commit” (pg. 10), you gain an immediate benefit when occupying a space on an Operation Tile. You will also gain benefits when the operation launches depending on the level, location, and type of operation. If during a Commit or Dedicate action you fill the last open space on a tile, the operation launches immediately.

Each player that has occupied at least one space on the tile will earn the benefits depicted on the center of the tile. You do not earn benefits multiple times for occupying more than one space (however this is a means to completing operations more quickly).



Credentials earned as a benefit when operations launch follow the same rules as for the Establish action (pg. 12), except for Level I Radical Operations; these earn you an increase in one Credential by 2. Alternative operations always grant an increase in Reputation; Radical operations grant an increase in Reputation as well, but only if there are *no threat cards* in any slot on the card display in the Realm of Possibility. The Credentials and Life Energy benefits are earned regardless.

After all benefits are earned, raise the Integration Level by the amount indicated on the Operation Tile. If this causes the Integration Marker to pass one of the Reckoning spaces on the track, immediately adjust Reputation (pg. 13). All TC on the tile are then returned to their owners to be placed in the Time Spent area of their Player Boards, and the tile is flipped over to show that the operation has launched.

The launched-side of each tile has one or more Integration icons. Align these so that they point to the Sector nodes—this ensures the black arrows align to indicate that higher-level spaces are unlocked. Note that Level I tiles will have a superfluous arrow; this arrow exists to allow for the tile being placed in different spaces.

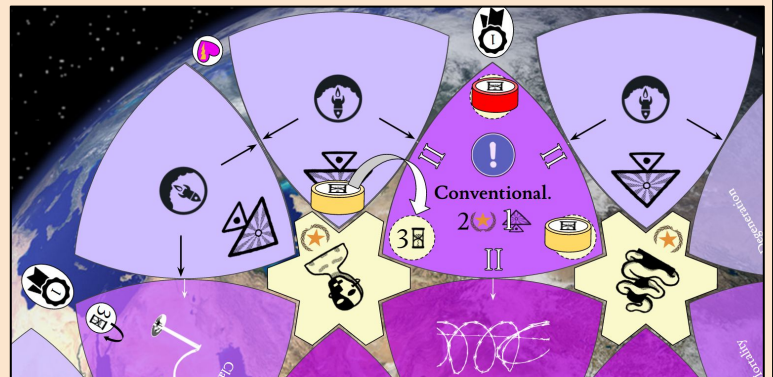
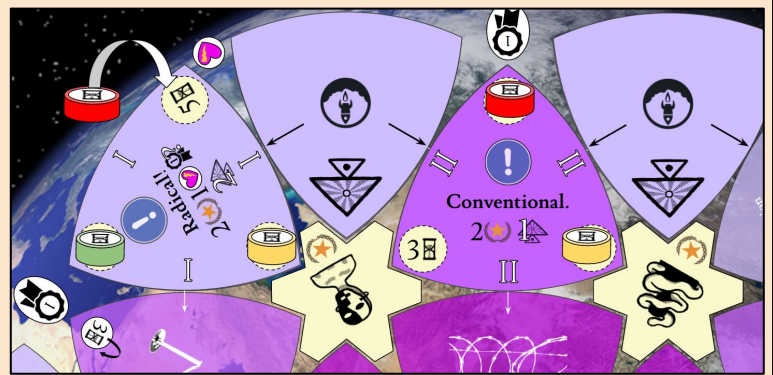
Red is performing a Commit action and decides to claim the last space on the Radical operation on the left (top). Red gains 1 Life Energy immediately, and then the operation will launch.

Red, Green, and Yellow all gain 1 Life Energy and increase their Culture/Social Credential by 2. There are currently no threat cards in the display, so these players also gain 1 Reputation each.

Finally, the Integration Level increases; Red moves the Integration Marker up the track 2 spaces. The TC on the tile are returned to each player and placed in the Time Spent area on their boards.

Later in the round, Yellow decides to take the last open space on the Conventional Level II tile to the right (bottom). Yellow won't earn twice the benefit for taking a second space, but they will gain the immediate bonus of increasing their Culture/Social Credential by 1 and cause the operation to launch.

Red and Yellow both increase their Culture/Social and Spirituality/Beliefs Credential by 1 each. Yellow then moves the Integration Marker 1 space higher on the track which causes a Reckoning. All players adjust their Reputation based on their current Life Energy.



C. Game End Status: Integration Level

As the integration on Spaceship Earth rises, a tipping point will occur. This “singularity” is the moment of great transition; a wave of consciousness bursts forth across the globe as all humans unite in solidarity realizing their inheritance. History will call it the birth of “The Planetary Phase of Civilization.”

If the Integration Marker reaches maximum, EASE has successfully alleviated the threats and helped to propel Earth into a Planetary Phase of civilization! The game ends immediately and players proceed to final scoring to determine the ultimate victor.

At this point, all players should take a moment to feel good about the group’s success. After all, there’s no I in team. Of course, there’s nothing wrong with a little bit of healthy competition either...

Section 5: Final Scoring

Though the premise of EASE is unified effort, the coordinators who helped achieve the Planetary Phase will undoubtedly be commemorated. Many have contributed, but a sterling reputation speaks for itself.

At the end of a successful campaign, all players add to their Reputation their final Achievement which is calculated as follows—for each Sector:

$$\begin{array}{ccccccc}
 \text{Credential Level} & & \times & & \text{No. of Launched Operations} & & = & & \text{Reputation} \\
 \begin{array}{c} \text{Lv} \\ \text{(0 to 4)} \end{array} & & \mathbf{X} & & \begin{array}{c} \text{(0 to 6)} \end{array} & & = & & \begin{array}{c} \text{(0 to 24)} \end{array}
 \end{array}$$

Add this bonus from each Sector to your Reputation to determine your final score. The player with the highest Reputation wins. They are the most decorated member of EASE and will be commemorated for generations to come—after all, EASE helped pave the way for the Planetary Phase of civilization on Spaceship Earth!

Highest Life Energy is the first tiebreaker; if still tied, ending player order is the final tiebreaker.

Consider this abbreviated example. For the Spirituality/Beliefs Sector, Red will score 12 Reputation and Green will score 8 Reputation.

For the Biology/Physiology Sector, Red will Score 3 Reputation and Green will Score 6 Reputation.

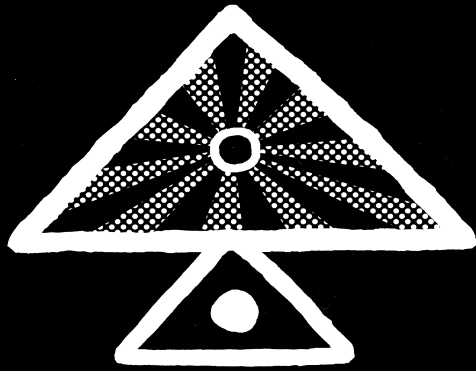
This is a total score of 15 for Red and 14 for Green. In a full game, Green and Red would also add their scores from the other four Sectors to the Reputation they had before the end of the game.

Reaching Credential Lv 4 in a Sector can be a huge gain, but it's not as effective if only two operations have been launched in that Sector. Players must balance their goals to try and obtain the maximum Achievement possible at the end of the game.

Keeping score: The Reputation Track only goes up to 49. If you reach this score, you should use a spare TC from out of the game, face-down, to track your score starting on the "0" space as 50. Your initial score marker can be left right next to the "49" space to serve as a reminder that your score is now over 50. If you happen to score over 100, repeat this process such that there would be 2 TC face-down at the top of the track to indicate that your score is over 100.

Credits: Game Design and Graphics by Joe Sturgis. Original "Sector" artwork by Wesley Hamilton of Wesley Hamilton Illustration. All other artwork is borrowed solely for non-profit, prototyping purposes. Lead Assistant: Joel Blake. Lead Playtesters: Jason Clor and Evan Halbert. Special Thanks to: Kate Soule, Bryce Gott, Ryan Mauk, Ryan Spangler, and Ric Battaglia. Thanks to all my supportive family and friends. The term "Spaceship Earth" is adopted from the venerable Buckminster Fuller: visionary, innovator, and leader in service to humanity. The term captures the importance of our world to our existence, and denotes that Earth is the most complex, carefully designed life-support system we have yet encountered. *Our Benefactors attend us with a benevolent eye.*

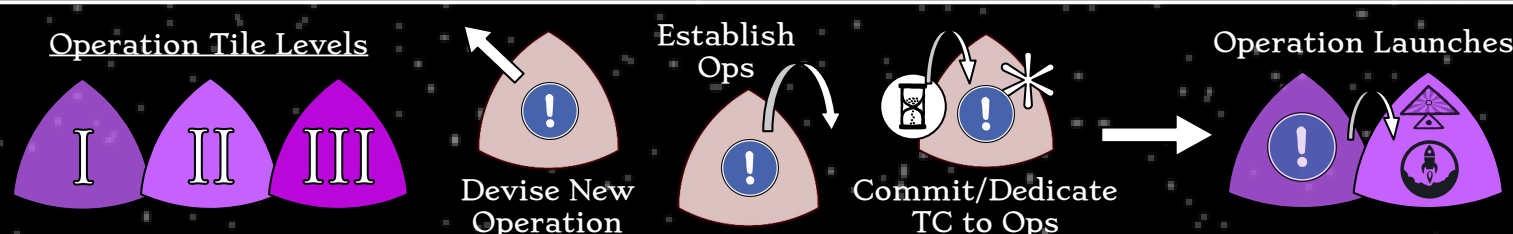
"WHAT SENSES DO WE LACK THAT WE CANNOT SEE OR HEAR ANOTHER WORLD ALL AROUND US?"
-from the O.C. Bible, Frank Herbert's Dune



KEEP CALM
AND
EASE ON



<u>Game Phase Sequence</u>	<u>Integration</u>	<u>Degradation</u>	<u>Operation</u>	<u>Credentials</u>	<u>Reputation</u>
PHASE A B C			 (Active)	 (Gain)	 (Gain)
<u>Time Counter (TC)</u>	<u>Permanent TC Changes</u>		 Cost to Establish	<u>Life Energy</u>	<u>Penalty</u>
 (Cost/Spend)	+	-		 (Gain)	 (Lose)
	Gain TC from Bonus Assets	Lose TC from Player Board			



Collect Lifestyle Card
(Optionally Discard)

Networking Connection

1x TC Bonus not allowed

Connection Bonus

CALL IN A FAVOR

Lose Life Energy for revealed penalties

Increase Credentials for each TC spent

Wild Bonus: Establish, Commit, and Dedicate

Level Dependent

TC value = Credential Lv

Bureaucracy

Sector out of play this round

Credit

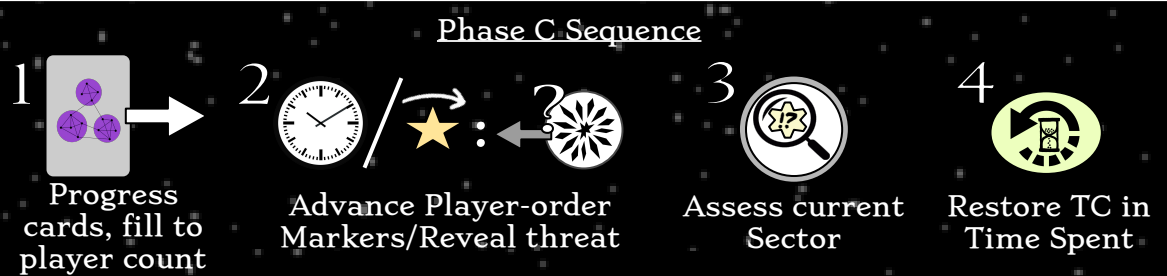
Turn in during Assessment

Increase Integration Level

Reckoning

Lose or gain Reputation equal to Life Energy

Possible bonus for Radical Ops



SECTORS

- Culture Social
- Spirituality Beliefs
- Biology Physiology
- Climate Ecology
- Technology Innovation
- Economics Trade

End of Game Achievement Scoring

X

=

For each Sector:
Credential Lv × Launched Ops = Reputation bonus