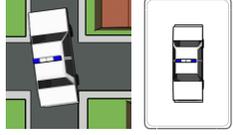
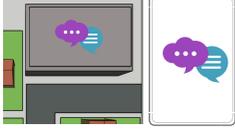


Community & Police Cards

Police cars and community buildings can help or hinder the social movement. Pick up a corresponding card whenever you pass by them. Read the card before continuing any movement.

Add community cards to the bottom of the pile once you have completed the action.



The police will be tougher on groups. You do not need to pick up a police card on your home tile.

Losing Health

Coming into contact with the police can cause damage. If you lose all your health tokens, you are out of the game. You can regain health if you draw the Private Clinic community card.

4-6
Players

Solidarity

Thomas Fish & Isabelle Introna

Say hello to the suburban utopia of 2040s Britain, where our cities are built on the values of progress, tidiness and success!

We've cut down on the messy things of the past like buses, libraries and town centres. Instead, you can do everything from your very own home! Everyone who works hard enough has their own large house and perfectly green lawn. Our advanced technological homes will keep you safe from nature's hot or wet days. And don't worry, if you get confused and go for a wander, the police are always there to keep you safe from nature's hot or wet days.

Welcome to the future!

Goal: Gain enough influence to overthrow the system before climate disasters or the police stop you.

Optional Rule: Individual Against The Movement

Influence tokens are held individually and cannot be seen by any other player. Players can bluff about the amount of influence they hold. Each player chooses either the collective or individual aim.

Collective Aim: Each player must hold no more than 3 influence tokens to contribute to the protest. Tokens should be exchanged at community buildings. All tokens will be added to a collective pot when the square is reached.

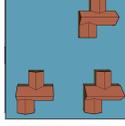
Individual Aim: Collect as many tokens as possible.

After the protest, each player's surplus over 3 tokens must be subtracted from the collective pot. The individual with the highest number of tokens wins if they have more than the collective pot.

Disasters

Rolling a double causes disasters to trigger. If you trigger a disaster, flip over the tile you are on. If you are at 'The Square', flip an adjacent tile. This cannot be reversed. Once the tile has been flipped use the dice roll to move.

Flooding Once players move off this tile, they can no longer travel through it.



Police Riot While on this tile, you must roll both dice and take the number from your health.

Heatwave Take 3 health points. If there is a community building on this tile, it is no longer in use.



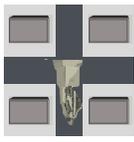
After the Protest

If players make it to 'The Square', total up your influence tokens. Open the booklet which corresponds to your total.

The more influence you have, the better chance you'll have of overthrowing the system. The longer you wait before protesting, the more likely police or climate disasters will get in your way.

Once a player reaches 'The Square', they no longer need to move but must still roll as they can trigger disasters.

Once you have collected as much influence as possible, all players must make it to 'The Square' to protest before the time meter runs out. 'The Square' must be discovered in the map tile first.

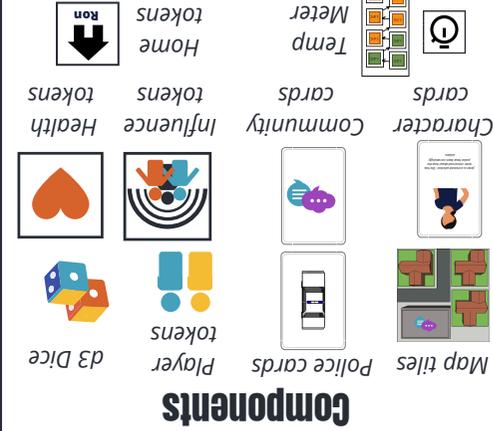


Gain influence (2 tokens) by joining forces with other players at community buildings. Some players have additional strengths. Check the back of character cards for details.

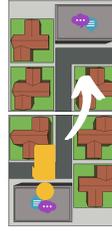


1. Place the map tiles, police cards and community cards into separate piles. Set the Temp Meter based on the number of players: 4 players = 1.3°C, 5 players = 1.4°C, 6 players = 1.5°C.
2. Each player is given 4 health tokens and randomly dealt a character card.

Set Up



Roll two dice to move over the map tiles. You must use all your movement. E.g. if you roll 2, you must move two tiles. You can move in any direction. Roads must match up to move across tiles.



The Basics

3. Starting with the youngest player, each player takes it in turn to draw the top map tile and places the tile on the table. Place the player token and home token on this tile. This is their home tile. Home tiles can be next to each other or on different areas of the table.



To move into an undiscovered part of the city, draw the top map tile and place it next to an unfinished road on your tile. Tiles can be rotated in any direction when being placed. After each round, increase the time meter.