

LAST STEP



EUROPEAN
SOLIDARITY
CORPS

INTRODUCTION

The population of the Earth and the most influential leaders have recognized the vital importance of protecting the environment. Only a global and effective partnership can bring humanity out of the dreaded shadow of extreme weather events and impending disasters. In 2020, the nations of the world created Unity, whose sole task is to save the Earth by eliminating pollution and repairing the damage it has done so far. Success is not guaranteed, but it is far from hopeless! Will the Earth and humanity be saved? The Board is our last chance to survive

OBJECTIVE

Last Step is a cooperative board game in which players play the decision-making members of Unity. The goal of the game is for Unity to meet at least four / three goals by 2100, before the CO₂eq scale reaches 1400 ppm, and before the global average temperature increase reaches 4.8C °. In addition, during the game, players must address other problems in the world in order to avoid the collapse of the society, as this would also end the game (see: Problem indicator, Virus Protocol auxiliary description sheet).

MEANING OF ABBREVIATIONS AND PICTOGRAMS

A/  /  - area

A(?) - area chosen by player

(number 1-7) - the identification number of the area in question is e.g.: A(4)- area number 4

↑ - increase it/ increased/ is growing

↓ - decreased/reduced/reduce it/is declining

 - Unity, The Board, the collective name of the players in the game

HM - human monility

SP - starter player

V - value



LC - legal certainty



RC - research center



AES - advanced education system



EB/ ES - educational base



GE - economic unit (this is the money in the game)



NPPI - nuclear power plant



NPPII - nuclear power plant level two



FPP - fusion power plant



- dice roll (required)



- science / scientific



- science / scientific



- activating player



- payment obligation / paying / pay

Low-Carbon - nuclear and renewable energy sources are generally considered to be low-carbon. Renewable sources include, for example, hydropower, solar energy, wind energy, geothermal energy and bioenergy.

High-Carbon - Coal, oil, natural gas and other fossils that can be used as an energy source are generally referred to as high carbon energy sources.

CO₂eq - CO₂eq is a metric measure used to compare the emissions from various greenhouse gases on the basis of their global-warming potential (GWP), by converting amounts of other gases to the equivalent amount of carbon dioxide with the same global warming potential. CO₂eqs are commonly expressed as million metric tonnes of carbon dioxide equivalents, abbreviated as MMTCo₂e. The carbon dioxide equivalent for a gas is derived by multiplying the tonnes of the gas by the associated GWP: MMTCo₂e = (million metric tonnes of a gas) * (GWP of the gas). For example, the GWP for methane is 25 and for nitrous oxide 298.

This means that emissions of 1 million metric tonnes of methane and nitrous oxide respectively is equivalent to emissions of 25 and 298 million metric tonnes of carbon dioxide.

Σ - all, in all, all in all, total, entire, whole

∇ - all, in all, all in all, total, entire, whole

TABLE SCALES

It shows the proportion of people who do not have access to the right amount / quality of food and water in each area and the High-Carbon and Low-Carbon energy ratios of the areas are shown in the table units.



On markers to indicate the current percentages for the areas. The board scales, use these. The scales of the areas are located side by side in pairs such as A(1) - (2), A(3) - (6) or in triplicate groupings such as A(4) - (5) - (7) are displayed in a common table and

⚡	🍌	🌊
50% 1	50% 55%	50% 2
40% 60%	40% 65%	45% 60%
35% 65%	30% 70%	40% 65%
30% 75%	25% 75%	35% 70%
20% 80%	20% 85%	30% 75%
15% 90%	15% 90%	25% 80%
10% 95%	10% 95%	20% 85%
5% 100%	5% 100%	15% 90%
0%	0%	10% 95%

bar, the area-specific values are distinguished by the markers shown above. The following illustration shows the scale of A (1) to (2) as an example.

Going from left to right, the scales are: the yellow-orange scale shows the energy ratio, the green-red the % of those who do not get the right amount / quality of food, and the blue the ratio of those who do not get the right amount / quality of water. In the illustrative example above, each table scale has area scale markers A (1) and A(2) that are at the current values of the areas.

ENERGY RATIO TABLE UNITS

The energy tables for the areas show the High-Carbon and Low-Carbon emission ratios, required to produce, store and transmit the energy used in that area. Percentage (%) of energy table value = the High-Carbon ratio of the area. Area Low-Carbon Ratio = 100% minus area's High-Carbon%.

SETUP

1. Place the I, II, and III disaster decks according to the back cover graphics on the right side of the game board.
2. Place decks 0, 1, and 2 and Action Cards on the left side of the board next to the board.
3. Place the Area Deck over Disaster Deck III.

4. Set aside a deck of the Objective Cards in an easily accessible place.

5. Shuffle all the decks of cards.

6. Place the marker corresponding to the scale at the bottom of the main scales (Time Scale, CO₂eq scale, Celsius scale) as shown.



Time scale marker



CO₂eq scale marker



Celsius scale marker

7. Place the markers on the upper bars (HM bar, Water Scarcity bar, Food scarcity bar) at the beginning of the bars.





→ HM mobility bar marker



→ Water Scarcity bar marker

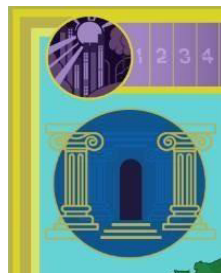


→ Food Scarcity bar marker

8. Place the table scale markers for the areas according to the initial values using the illustration example of the Table Scale item above. (See Initial values and armed conflict auxiliary description sheet.)

9. Place the problem markers in the appropriate location as described in the Problem indicator virus protocol auxiliary sheet and using the illustrative example in the Table Scale item that you need to place based on the initial values.

10. Place the RC tokens in line with the financial center of the board next to the left vertical edge of the game board.

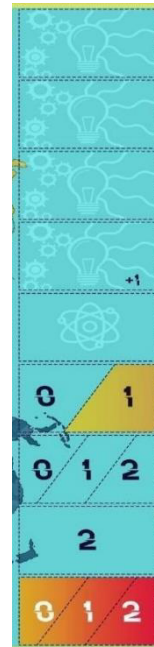


11. Place the EB and AES tokens on the areas that have the EB and AES according to the Initial values and armed conflict auxiliary description sheet, and place the remaining EB and AES tokens and the additional LC, NPPI, NPPII, FPP tokens next to RC tokens.

CARD SPACES ON THE BOARD

Going from top to bottom, the card locations shown in the figure are as follows:

- ◆ 1-4th space for objective cards,
- ◆ 5th a collection point for already researched research cards
- ◆ 6-9th the locations of the action cards to be played. The numbers on these spaces determine the level of action cards that can be placed on them.



- ◆ In card space 6, the option to place a level 1 action card is active for 3-4 players, while it is not active for 5-7 players, in which case only action card level 0 can be placed on it.
- ◆ 7-8th card space is active for all player numbers.
- ◆ Space 9 can take effect on 5-7 players with a specific action card. Cannot be used for 3-4 players.

PROBLEM INDICATORS

(See Problem indicator virus protocol auxiliary sheet.)

TOP BARS

Human mobility bar (See Rulebook Set up's illustration in point 7.)

A 14 part bar on which the SP must roll a dice in each round and move the value of the bar according to the value thrown. For example, the current value of the bar is 3, the value thrown is 4, then the lane must be set to 7. When the bar reaches or exceeds the value of 14, it resets and exerts its effect in the area corresponding to the area sheet placed next to it.

Impact: The area marked with the inverted card should be compared with other areas from a current economic point of view. The values of the indicators for education and legal certainty in the areas (ES, AES, RC, LC) must be added together (each value is 1) and the values of the power plants in the area must be added together - NPPI value 1, NPPII value 2, FPP worths 3. If the area attached to the bar in relation to the area indicated by the card:

1.more areas have a higher total value than fewer ones, an HM problem indicator must be placed,

2.fewer areas have a higher total value than fewer ones, an HM problem indicator must be placed,

3. the total value of the same number of areas is higher than less, in which case no HM problem indicator is required.

The HM problem indicator cannot be removed and must be placed on one of the red triangles shown in the image left

Human mobility denotes population movements between different areas in a simplified form. The HM problem indicator tokens cannot be removed

because, for the maximum duration of the game - 80 years - all the human mobility symbolized by the activated HM problem indicators tries to indicate a real problem that, based on experience to date, can only be solved in the long run, through many generations, in contrast to the problem symbolized by other problem indicators. Migration to both higher cumulative valued areas and lower cumulative valued areas is not without problems, even in the most ideal cases. Differences in material goods, access to them,

labor shortages, unemployment, cultural differences and a lack of willpower / practice almost always affect all the areas involved in human mobility processes. These are not insurmountable problems, but in less than 80 years, the areas concerned will only be able to solve them completely if they are extremely lucky.

Water scarcity and food scarcity bars

(See *Rulebook Set up's illustration in point 7.*)

The scaling of the values works in the same way as for the HM bar, but their effect is different from the effect of the HM bar.

If they need to be shifted to exactly 6 or 12, the values associated with the bars will deteriorate by 5% in the areas corresponding to the area sheets attached to the lanes, in which case neither of the two lanes will be reset. If these bars reach or exceed 14, they will be

reset to 0 and the values associated with the lanes are degraded by 10% in the areas associated with the area sheets attached to the lanes.

For all three bars, if the bars reset to 0 and have their final negative effect, a new area cards must be placed. Then, after shuffling the area deck, place the top one above that bar.

OPERATION OF THE MAIN SCALES

For all three scales

At the beginning of each round, the value of all three scales increases automatically by 1. Whichever scale reaches the top level then the game ends, in which case all players lose.

Time scale

On this scale, each field represents one round of play - one round represents 5 years in the game - and from the first round onwards, every third round shows a banknote pictogram indicating that the Board is receiving GE in that round - Initial values and armed conflict auxiliary sheet .

Banknote



pictogram

CO₂eq scale

Scale that can be turned back with action cards - as indicated on those cards.

Celsius/ temperature scale

If the Co₂eq scale changes in a case other than its circular rise, the temperature scale starts to stagnate at the first decrease - it does not increase automatically in the next cycle - then in the following rounds of automatic stepping, the temperature scale begins to approach the level of the CO₂eq scale one level at a time until it reaches the level of the temperature scale reaches the level of the CO₂eq scale, then it will move in the following circles according to the section for all three scales.

OPERATION OF DISASTER DECKS

Disaster cards should be drawn based on the current state of the temperature scale and then executed. Whichever disaster deck has already reached the temperature scale from those at the appropriate point in the disaster phase must be slapped on the top card. If the scale has already reached disaster deck II, one card must be drawn from disaster decks I and II, and if the scale has already reached disaster deck III, one card must be drawn from each of the three disaster decks. one card at a time.

Limits on the temperature scale that already result in a drawn from the disaster deck:

Disaster deck I: 1.4 C⁰

Disaster Deck II: 2.7 C⁰

Disaster Deck III: 4.1 C⁰

CIRCULAR ORDER

SP is the youngest player, then after one round the next SP will always be the person to the left of SP, SP will also receive a search card - more on this in the search card section below - which will always be passed on to the next SP in the SP change section of the round. . The first SP shuffles the objective cards, then draws the top five, distributes them to the players - one player gets a maximum of one - reads them aloud starting with SP then continues to the left of SP, and then SP places them according to the winning conditions.első KJ a legfiatalabb

0. The first SP shuffles the objective cards and then pulls them up

For 3-4 players

the top four, of which at least three will need to be met and three selected as probably the three most easily achievable goals out of the ones drawn up.

For 5-7 player

the top five, of which at least four will have to be completed and four selected as probably the four most easily achievable goals out of those drawn.

The drawn cards are dealt by the SP among the players starting from the first player to the left of the SP, a player gets one objective card, if there are more players than there objective cards, that is not a problem if not everyone gets one.

0.1. They are read aloud starting from the left of the SP.

0.2. SP reads out the helpful questions on the Unity's decision making auxiliary description sheet that can help you vote for potential landing pages.

0.3. Everyone gives the SP the objective card they have, the SP reads the objective cards they have to vote for the least easy-to-complete card, then they vote openly with a show of hands. The SP shall record the result of the vote separately for each card. In the event of a tie, SP may decide alone. SP announces the result of the vote.

0.4. SP places the selected objective cards in the designated places on the board.

0.5. Allocation of starting cards (this is not yet part of the first round): The cards are dealt from left to right by Sp and dealt to himself/herself last.

For 3-4 players, there are 3 action cards per player, two level 0 and one level 1.

For 5-7 players, 2 action cards per player, one level 0 and one level 1.

Maximum number of cards players can hold:

For 3-4 players: 4

For 5-7 players: 3

If a player has more cards than allowed at the end of a round, he must discard enough to leave no more than the maximum number of cards in his hand.

1. Raising the year scale, CO₂eq scale and temperature

scale by one value. (This is where the round begins.)

2. For circles marked with a banknote pictogram on the annual scale, an GE amount corresponding to the Board's budget must be placed in the Board's coffers from the bank of the game, by the SP.

3. Random placement of an Area card for each of the top bars by the SP (Σ 3).

4. Dice rolls must be performed on the upper lanes one after the other, the value of the lanes must be shifted and, if necessary, the effect of the lanes must be applied, and in the event of a reset, a new area sheet must be placed according to the upper lanes point.

5. CARD DRAWING

For 3-4 players, each player can draw two cards,

For 5-7 players, each player can draw one card, except the SP can draw two.

Conditions for drawing action cards:

There is no additional condition for deck 0/1,

You can draw from deck 2 if there is an untranslated RC marker on the board (regardless of area) that must be flipped to the back by the player to draw. The inverted RC markers are reversed by the SP at the end of the round. A player can draw a level 2 action card / turn. In the event that all RC markers are turned over, it is no longer possible to draw a Level 2 action card. If someone from Action 2 draws a research card that can be explored by a separate card

regardless of its execution and the research has been done before, the player shows it, discards it, and draws another Level 2 action card instead.

SEARCH CARD

This card is always at the current SP.

For 3-4 people, the SP can always choose to look for a card from deck 0 or 1 instead of one draw, in case there is an untranslated RC marker on the game board, by flipping it from action deck 2 as well. you can search for a tab.

For 5-7 people, the SP may choose to look for a card from deck 0 or 1 instead of one draw. In the event that there is an untranslated RC token on the game board, you can also search for a card in Action 2 by flipping it over. When in a 5-7 player game, the SP decides to look for a card from deck 2, he cannot draw another card in that round.

6. Action Phase - In this phase of the round, players can choose one of the cards in their hand to be suggested to the Board for play - more on this phase in the Unity's decision making auxiliary sheet.

7. Circumvention of proposals voted by the Board and implementation of their effects.

8. Disaster Phase - Establishing and Implementing Disaster card(s).

9. **Final phase** - the placement or removal of markers by the SP according to the instructions.

10. At this point, players must discard as many cards from their

hand into the burner as the number of cards in their hand changes to the amount of cards allowed.

11. SP change.

VICTORY CONDITIONS

The victory can be achieved jointly by the members of the Board.

To win for the Board to save the Earth

For 3-4 players, all goals on at least three goals must be achieved,

For 5-7 players, all goals on at least four goals must be achieved.

Until the goals are met, no more than 15 trouble markers can gather at a time because the Earth can no longer bear that much. Turn the landing pages that the Board has already completed with their text page up in 180°.

!!ATTENTION!!

There are objective cards that, once completed, will repeatedly fail to meet the objective card conditions as the game progresses.

When a minimum of 3/4 of the objective card corresponding to the number of players is completed at a time and there are less than 16 problem indicated on the playing field, the Board wins the game.

REASONING PHASE

(See Unity's decision making auxiliary description sheet.)

VOTE

Voting may be required during the reasoning phase. Voting is always required for the option with fewer cards, which means that if, for example, 4 of the remaining suggestions can be implemented and 2 are not, then the two that the player does not want to be implemented must be voted on if the number of achievable cards is less than those that are not feasible, players must vote for the ones they want to support. In the event that the number of feasible cards is equal to the number of unfeasible cards, the number of cards to be completed shall be put to the vote.

VOTE PROCESS

Secret vote

Everyone writes on a note which card or cards they want to be realized or not, and then everyone gives the SP their vote. SP summarizes the votes aloud, the decision of the Board is decided by a simple majority. The voted suggestions are returned to the player who suggested them.

Tie

In the event of a tie, SP rolls a dice once:

1. If two cards receive the same number of votes, SP will announce before the roll how it assigns the rollable values to the draw options: 1-2-3 one option, 4-5-6 another option. The value thrown indicates which card can be executed.

2. If there are the same number of votes on three cards, the SP will announce before the roll how it assigns the rollable values to the draw options: 1-2 one, 3-4 other, 5-6 third. The value thrown indicates which card can be executed.

BURNER

All cards used in the game that have an effect performed - action cards removed from the spaces, disaster cards executed - are placed in the burner. The action cards in the burner must be collected separately according to their level, because in the event that an entire deck of action is drawn, that deck must be re-created from the appropriate level of action cards in the burner.

The research cards are not sent to the burner after use, except in the case of discarding, but must be collected separately in the designated card space so that players can keep track of how much and what research has already taken place. English

If a proposal that has already been voted on cannot be placed, it will automatically be placed in the burner.

ACTION CARDS ACTIVATION AND OPERATION

Action cards can be placed on action spaces marked according to their level:

0 → only level 0 action cards can be placed here

0/1/2 → any level of action card can be placed on it

2 → only level 2 action cards can be placed here

1 → only level 1 action cards can be placed here

For 5-7 players, an action card opens the fourth action slot, the level of which is determined by the person proposing the card. The level of the open page space is marked by placing the reverse version of any marker outside the RC to the number indicating the level of the selected card space. The new card space will be available for use in the next two rounds as a result of the action card that created it, but each current LC already on the board will add two more round availability. An open counter token must also be placed on the open card space to see how long this card space can be used, at the end of each round the SP removes a round counter marker from here

OPERATION OF THE TOKENS

Infrastructural tokens - they can be placed or built with the help of action cards, according to the written conditions specified on the specific action card. These tokens are the following: ES/EB, AES, RC, LC, NPPI, NPPII, FPP.

EB/ES condition - payment of the cost indicated on the card.

AES conditions - EB/ES has been built already on the chosen area , + payment of the cost indicated on the card.

RC conditions - EB/ES and AES has been built already on the chosen area , - payment of the cost indicated on the RC tokens. These tokens should be arranged in reverse order of their magnitude. They can be used from the cheapest to the most expensive during their construction, so building the first RC is the cheapest and the last the most expensive.

LC conditions - EB/ES and AES has been built already on the chosen area + the symbolic dice roll's value reach the decided value which should be reached.

NPP I conditions - EB/ES and AES has been built already on the chosen area + payment of the cost indicated on the card.

NPP II conditions - EB/ES and AES has been built already on the chosen area + payment of the cost indicated on the card.

FPP conditions - EB/ES and AES has been built already on the chosen area and the research which is needed to this technology has been done already(the level 2 action card which is connected to this research has been activated and executed2), + payment of the cost indicated on the card.

The execution of the research and the construction of the power plant are on different cards.

Round counter tokens - on action cards, the description of which

includes the need to be in the action card space for several rounds, a number of round counter markers corresponding to the round number indicated on the card shall be placed on it, one of which shall be removed by the SP at the end of each round. The action card from which the last lap counter is removed is immediately placed in the burner.

Paid token - shall be placed as a reminder to action cards that are up several rounds on one of the action spaces and have been a ~~GE~~ expense already paid by the Board.

Problem indicators and danger indicator - (See Problem indicator virus protocol auxiliary sheet.)

GE token - economic unit - money - in which the number indicates the economic value. Every three rounds, the Board will receive the amount written on the Initial values and armed conflict auxiliary sheet, provided it is not affected by a card effect, such as an economic crisis or a recovery.

Debt token - in the event that the Board is required to pay a card effect, but not even all of the ~~GEs~~ in the Board's financial center are sufficient to meet the payment obligation, all ~~GEs~~ from the Board's financial center shall be paid into the game's bank and as many debt tokens shall be placed in the Board's financial center, which ~~GE~~ was unable to pay when the payment obligation arose. When the Board receives income, it must immediately repay all its debts as much as it can.

Bank of the game - a collection point for GEs that players are not currently using during the

game. The costs incurred by the Board in the game will be paid here when paid.

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