


# Terra

## Terra

### Meet The Team

|                 |  |
|-----------------|--|
| Nao Belgrave    | Internal playtester, focused on final P&P design and outlining digitization & competitors.                           |
| Giovanna Nelson | Focused on the user experience design and instruction book<br><del>Playtester note-taker, sell sheet designer,</del> |
| Milo Qureshi    | and brainstorming initial event cards  |
| Gabriel Roddy   | The lazy bum                    |
| Davey Walls     | Print and play files, brainstorming game ideas, and concept art/mechanics, ideas for further expansion.              |

### One Sentence

NatureandHumanity must cooperate through conflict and disaster to restore the world.

# Terra

*Nature and Humanity must cooperate to restore the world!!*

Terra is a cooperative environmental strategy game in which two parties of players seek to restore a demolished urbanscape in their respective images: one seeks to urbanize the environment as much as possible, while the other wishes for nature to take the ruin's place.

## Genres

Cooperation, Godsim, Building, Strategy

## Components

25 Cards (World and Event)  
2 Reference Cards  
30 Time Tokens  
25 World Tokens  
Board  
90 Territory Tiles  
73 Buildings Tokens



*Nao Belgrave  
Giovanna Nelson  
Milo Qureshi  
Gabriel Roddy  
Davey Walls*



# Instruction Book

## Overview

In Terra, two agents of time hold influence over the behaviors of humans and nature. These agents will work to restore the world in their vision by taking simultaneous action. Time oversees all, and actions result in the passage of time. As the world is rebuilt, events occur outside of the control of the agents, negatively affecting the progression towards their goals. These events require the cooperation of both agents to work towards resolution. Leaving them unattended will lead to negative effects. When all events are resolved and players achieve their goals, the agents relinquish their control and allow the world to function on its own.

## Components

5x World Cards

15x Event Cards

2x Reference Cards

30x Time Tokens

25x World Tokens

1x Board

90x Territory Tiles (double-sided with Nature & Humanity)

73 Buildings Tokens

## Setting Up

- Set the empty board on a flat surface. There should be no tiles in play.
- Take the deck of event cards and randomly place the world cards within the deck. Shuffle well then set aside.
- Decide who will act as humanity or nature.
- Each team begins with 5 Time tokens.

## How to Play

1. Each team begins by receiving the max amount of time tokens you can have that turn and discussing the actions you wish to take. You are urged to spend all the tokens you have in every turn as you cannot stockpile them.

2. Once completed, teams will move to the main board and begin commencing their actions and initiating any building effects. Teams can only build on their territory unless otherwise specified by a card or building. Teams take their actions at the same time.
3. After both teams have taken their actions, one team draws an event card. Every turn, alternate between teams drawing an event card until the last card is drawn (*Teams take their first turn **without** drawing an event card*). If you are able to, resolve the card before moving onto the next turn.
4. Repeat until all event cards have been drawn. The final card drawn gives you 1 additional turn to resolve it before the game is over.

## Winning The Game

If **both** teams have built their objective buildings by the end of the game and have resolved all the event cards, the game is won.

## Cards

### Event Cards

The event cards describe changes that occur in the landscape over the course of play. These changes have tangible effects on the team that drew the card or the team the card specifies and may be resolved in order to negate these effects. Cards do not need to be resolved the turn that they are drawn, but the consequence they pose will continue to remain in effect each turn they are not resolved. A resolved event card is set aside in a “resolved” pile. When a card mentions a building being affected that is not currently present on the board, the card will come into play when that building is created.

| Name     | Affected    | Unresolved Consequence   | Resolution   |
|----------|-------------|--|--|
| Crevasse | Either team | A fissure is formed between existing human and nature territory not allowing them to share time tokens | A house and woods must be constructed adjacent to each other to form a bridge across the fissure |
| Sloth    | Either Team | Reduce the max amount of time tokens for the team that drew by 3                                       | The other team must share time tokens equivalent to the amount reduced. Can                      |

|                     |             |   |  |
|---------------------|-------------|---|--|
|                     |             |   | be resolved over multiple turns.   |
| Famine              | Humanity    | Humans lose 2 time tokens due to the hunger of the humans.  | Nature has to sacrifice a fruit tree to feed the humans  |
| Burnout             | Either      | Destroy a forge or nature's pond<br>(If no forge/pond is built, destroy next the most valuable building on) | The other team must destroy a building of equivalent token value.  |
| Weathering          | Humanity    | Render the last building you constructed unusable   | Nature must sacrifice enough trees to equal to the construction token cost of the building to repair it              |
| Ruin                | Either team | Choose an objective building with a turn based effect. Delay that effect by one turn.                       | Take no action for one turn  |
| Buildup             | Either team | Unclaimed tiles adjacent to this team's claimed tiles is rendered unobtainable                              | Unclaim 3 adjacent tiles of territory for the buildup to settle  |
| Mourning            | Humanity    | Humans' delayed effects will not progress until resolved.   | Build walls around a house and convert it into a morgue  |
| Aging Woods         | Nature      | Tree type buildings can no longer acquire territory for nature until this card is resolved                  | Increase the biodiversity by building three new vine trees<br>Construct and/or                                       |
| Pollution           | Nature      | Nature can no longer build new buildings  | convert a home into a greenhouse, allowing plants to be built in it at a reduced cost (-1)<br>A shelter and the land |
| Termite Infestation | Nature      | Termites have collapsed two trees of your choosing.   | it resides upon must   |

|               |          |  |  |
|---------------|----------|--|--|
|               |          |  | be destroyed to serve as a termitarium.  |
| Gopher Attack | Humanity | Two of your first-placed wall topple over from gophers burrowing underneath.   | Nature must construct 2 vine trees to house the gophers  |
| Dry Spell     | Nature   | Plants and animals begin to compete for water due to its apparent lack. Delay all nature based building effects by 1 turn  | Must build a pond to reduce effects  |
| Blight        | Nature   | Fruit trees planted by the nature team begin to wither and lose their functionality due to disease   | Humanity must give up 3 time tokens for a turn to develop a cure.  |
| Landmines     | Either   | <p>Pick two tiles from each team as the explosive locations.</p> <p>Failure to resolve this issue will cause the explosives to detonate, destroying any building within two tiles of their location in all directions.</p> | Bombs must be surrounded by walls/vine trees on all sides to contain the blast. If not completely contained, the explosion destroys buildings 2 tiles adjacent to it in the uncontained direction. |

### World Cards

World cards describe permanent changes to the landscape that teams will have to overcome. They are unresolvable as they alter how the map functions. Upon drawing a world card, each team's maximum Time allocation is increased by **one** Time token for the whole game.

### Actions

Each team has multiple actions they can take during the turn. Acquiring territory tiles, building structures, and managing previously built structures are the main actions you can take. Territory tiles cost 4 time tokens for nature and 2 time tokens for humanity. The cost for

buildings and managing structures are specified on the building pamphlets for teams and event cards. Additionally, you can assist the other team by giving some of your time tokens to them. You can only give a max of 3 time tokens per turn.

## Buildings

There are 3 types of buildings: Support Buildings, Objective Buildings, and Combined Objective Buildings. Buildings can be destroyed for 1 time token after they are fully constructed. You can also partially build buildings by placing down some of the time tokens required on the tile you want the building to occupy. Some buildings are “upgraded” into new buildings by the adjacency of nearby buildings (ex. A shelter becomes a house when four walls are built on the same tile as it). When this occurs, the initial building no longer provides their previous effects and does not count toward the max amount of that building.

## Nature Building List

| Name        | Type    | Description   | Cost                            | Max Amt | Effect  |
|-------------|---------|---|---------------------------------|---------|---|
| Trees       | Support | A broad-leafed tree that shades the ground.   | 1                               | N/A     | Can spread its roots to flip one adjacent tile of the players choice at the beginning of their turn                                     |
| Woods       | Support | A dense accumulation of flora, providing a habitat for animals and vegetation alike.              | 3 trees built on the same space | 3       | Can spread its roots to flip two adjacent tiles of the players choice up to 2 spaces away from the woods at the beginning of their turn |
| Animal Herd | Support | These animals are part of a flourishing ecosystem, and help to provide a delicate balance between | 4                               | 2       | For each herd you own, the cost of acquiring territory manually is reduced  |

|            |           |  |  |     |  |
|------------|-----------|--|--|-----|--|
|            |           | flora and fauna.   |  |     | by one.  |
| Vines      | Support t | Reinforces trees with a symbiotic relationship. Vines will kill off adjacent weeds, allowing the tree to flourish. | 1, Can be placed on as many trees adjacent to the tree the vine was originally placed on.              | N/A | Converts trees into a vine tree allowing it to slowly acquire adjacent tiles by 1 stage at the beginning of each turn.<br>Can be used to block directional event cards.                  |
| Fruit Tree | Support   | A tree that produces a delicious fruit   | 2  | n/a | Reduce the cost of acquiring 2 adjacent tiles of the player's choice by 1.<br>Reduce cost of adjacent animal herds by 1  |
| Pond       | Support t | A small body of water that revitalizes the greenery around it.   | 5  | 3   | Reduces the token cost of buildings constructed directly adjacent to it by one.<br>A canopy protects   |
| Forest     | Objective | A dense thicket of trees hosting animal life and several streams.  | Combine one of each tree type building into one forest. Tree buildings must be adjacent to each other. | 2   | adjacent buildings from world effects, All adjacent unclaimed tiles become nature territory. Progresses partially built buildings by 1 stage. Reduce the cost of all nature buildings by |
| Lake       | Objective | A large body of water that serves as a watering hole and a gather space fo all of the surrounding nature           | Combine all three ponds into one space   | 1   | one and adjacent buildings by 2. Allows adjacent buildings to perform their effects twice per turn   |

## Humanity Building List

| Name    | Type      | Description   | Cost  | Max Amt | Effect  |
|---------|-----------|---|---|---------|---|
| Shelter | Support   | A rudimentary home allowing refugees a place to stay  | 1   | n/a     | You gain an additional time token for one turn every three turns after placing.   |
| Library | Support   | A public aggregate of knowledge   | 2   | 3       | At the beginning of a turn, choose one adjacent building to subtract one turn of wait time for a delayed effect.<br>Can be built on hexagons with                           |
| Walls   | Support   | A simple barrier that provides extra safety to those behind it                                | 1   | n/a     | preexisting structures and block directional events. If a building is surrounded completely by walls, it is immune to any event card's effect.<br>Every 4 turns, humans can |
| Houses  | Support   | A place that brings comfort to these harsh lands, a place humans can truly call home.         | 4 Walls built on the same tile as a shelter | n/a     | acquire 2 tiles of territory for the cost of 1  |
| Forge   | Support   | Allows for the production of advanced tools and products, allowing the humans to work faster. | 5   | 1       | Reduce adjacent human buildings time token cost by 1, decrease maximum turns of wait time for delayed effect for adjacent buildings by one turn.                            |
| Town    | Objective | A bustling center of culture where many   | Combine 2 houses and                        | 2       | Gain 1 max time token permanently. Reduce the cost of   |

|             |           |   |   |   |  |
|-------------|-----------|---|---|---|--|
|             |           | humans reside.  | a library adjacent to a forge into one building |   | all human buildings by 1.  |
| Power Plant | Objective | A coal-based power plant that hastens the production rate of humans, allowing them to work even faster. | Surround an adjacent house and forge by walls   | 2 | The amount of turns for delayed effects to take place is permanently reduced by two for adjacent buildings. Progresses adjacent partially built buildings by one token per turn. |

### Combined Objective Buildings

| Name           | Description   | Condition/Cost   |
|----------------|---|--|
| Farm           | A homely farm filled with crops and livestock.  | A house, shelter, fruit tree, and an animal herd constructed adjacent to each other. |
| Nature Reserve | A place where humans can go to respect and observe thriving nature.   | Pond, woods, and a house surrounded by walls constructed adjacent to each other      |
| Hydroplant     | An eco-friendly alternative to the coal-fired power plant. The dam it constructs increases access to water for humanity and nature. | Lake and power plant adjacent to each other  |

# Playtest Reflection

## Initial Playtesting

### Outside Feedback

Our only outside feedback received was from the initial elevator pitch and signage in our ideation phase, as well as taking some advice from our professor. One of the first and most crucial parts of critique was having a method of random event generation, and one person suggested it be in the form of drawing cards. We were averse to using dice, so implementing cards as a core feature fit perfectly within our design choices.

As well, we consulted our professor during his office hours for further guidance. He advised us to play other games with similar premises or mechanics, such as Pandemic Rising, Reversi/Othello, and the Civilization Series.

### How We Applied It

Many collaborative games involve some sort of common goal that all players must work towards to win the game, and we quickly realized that our game did not have a strong win condition nor incentive for the players to work together, outside of the rules dictating this.

During our initial testing of the card and tile flipping mechanic, we found there was a lack of structure to what the players can actually do. We also found that how the cards work and how they affected players was ambiguous. As this was brought to our attention, we revamped the card deck to make a more fleshed out idea. We introduced world cards and event cards. The world cards affect both teams, while the event cards affect one team. If a card is left unresolved, players receive a consequence. They also dictate whether players can win the game.

For player actions, we developed a need to build objects by making it part of the win condition. This incentivizes players to make buildings not only for their benefit, but also as a goal to work towards winning. It also allows the game to have multiple objectives/win conditions which makes for a more interesting game.

# Final Playtesting

## Internal Playtesting

During our internal playtesting at a more finished state, we found that we had created mechanics for a lot of hypothetical scenarios that either did not occur or weren't as troublesome resolving as we assumed would be for the players. Examples include: players choosing to build on the same tile, both teams claiming the same tile as their territory, and flipping tiles. We ended up removing these mechanics for simplicity. What we faced the most issue with were the cards created. The cards that applied effects outside of the game's world (ex. removing cards from the deck, getting rid of players' time tokens) felt like last-minute choices to the gameplay. With the other cards being more tethered to the world, the aforementioned cards felt lacking in substance. To address our cards issue, we rewrote many of the cards with a focus on the world cards. The last major issue we faced was the descriptions of directions on events. It led to many debates about the direction in question and how much of its surrounding it affected. A simple solution we found for this was to label our hex map with a grid system of 'ABC' '123'. This system is displayed on the board for players.

## Playtest Notes

12/15 Internal Playtest

### Limitations of this playtest:

- Didn't have a proper sized board, tiles were incredibly small and buildings were drawn onto blank tiles
- In black & white
- Time tokens were represented by yellow post it notes.
- No easy way to reference the rules

Notes:

CSharp

- `set` up `for event` deck goes well
- not sure `if` the game `is` meant to be played `in` only two players, or more. The game `is` meant to be scalable but (to me, at least) it seemed we shifted focus to develop `for` two people only.
- world card `on` first turn.. whoops not supposed to take world card `on` first turn... card `is` shuffled back `into` deck.
- what does it cost to build a tile? nature idea?
- `get` one free tile `on` your first turn.

Nature's cost to acquire a tile is 3 tokens, and humanity's cost is 1 on their first turn. Each team starts with one free tile - N. builds a tree - H. builds a house - N. builds a vine on top of the tree just ignore the goals bro -> since our supplementary objectives have become our goals - storm card, wording may be off. - word the time token cap better. - partially built buildings - confusion between resolution and consequence - don't see how termite infestation (first event card) gets resolved. - balance between nature & humanity seems a little off, the cost of animal herds should be reduced. be able to build alongside plants, or reduce tile count - what about reducing the initial cost of tiles - get rid of the catalyst card. - evil virus has been drawn - sparknotes for actions/buildings world card: virus - should we be able to demolish buildings? - is losing buildings the same as being destroyed...? - in my opinion, we need less world cards. but also we need to try playing with more cards - can the virus spread across teams - we arguing over tiles - "to the right" directions are confusing. Orientation of players made the directions confusing - "do you even have buildings anymore" define resolution order, do event cards occur before building effects? - forgot about objectives what's going right: - time tokens - expansion of territory

- whats the point of pollinators?
- remove upgrades?
- what about adding fruit, to feed humans for famine?

- having fundrawing
- what `if` it doesn't apply (weathering card `for` this example)

REWORK/REMOVE: weathering

cards that have been applied to mechanics outside of the world have felt flat. and feel last minute.

- "forget the upgrades"
- one team wants something (farm) the other doesn't (want stown). yay tensions rise between team `this is` so cool!!!
- tiles are defgonnabe bigger
- wordings should be better `for` time tokens.

wait the `event` cards. eventually they started playing them `for` both teams instead of `for` whoever drew them.

Should players be able to give each other time tokens?

more ways to help each other.

- "felt pressured to use all my tokens."
- getting grid of conflicting actions on tiles.

- field guide? labeling grid. like ABC and 123
- there was no "tile flipping of other people's side." we don't need flippable tiles but tiles are going to still be `double` sided `for` cheaper production

- cards that effect things directly outside of the world (ex. the deck and sacrificing time tokens) should be reworked.

# Post Mortem

## What Went Right?

The time tokens and how the sense of resource management helped to create a sense of economy and the importance in maintaining the land and being financially responsible with the tokens. The world cards also added a sense of urgency to the game and required preparation to deal with accordingly.

## What Went Wrong?

The main issues present were the resolution and/or consequence of event and world cards. The cards that focused on affecting items outside of the game's world did not add to the feel of the gameplay. No tension or other emotional impact was created from these cards.

Further, we found a common issue of feature stuffing. Likely as a symptom of our lengthy ideation phase, we found ourselves adding more specific limitations, mechanics, and rules to balance out previously established features and created an infinite feature-loop of sorts; this was not the case of "feature creep" per se, but a large assortment of rules and exceptions made gameplay cumbersome, as players had to refer to the rulebook to accomplish simple tasks. Having too many features that were entwined with each other led to the obfuscation of these features and their accompanying rules, which in turn degraded the experience of play. We attempted to mitigate this by pruning any mechanics that went unused during playtesting.

Artificially, printing out the cards and pieces was a bit difficult. Due to the first iteration of the board map and building tiles being incohesive size, the building tiles were too big to fit onto the original game board.

Regarding the team's processes, we would have greatly benefited from establishing definite timelines. Unfortunately, our team members all had busy schedules, which partly led to us delaying a bulk of the work until the last second. A pre-production timeline organized from the beginning of this project would have kept us on track to meet deadlines, keep a constant pace of progress, and not have to suffer at the last minute. Additionally, defining hard stopping points for ideation phases would have kept us from getting stuck in the prolonged brainstorming phase.

Alongside defining schedules and timelines, assigning concrete team roles would allow for further progress to be made within those sub-fields of game board design, as everyone would have a better understanding of what their tasks may be. In our current set-up, there are no designated roles, as we tried to help each other in every field as much as possible. While this approach did have its benefits, it also had its limitations. We found ourselves unable to coordinate and assign tasks outside of meetings, and there was little communication as to which team member was working on what part. This lack of communication and set roles caused a team member confusion on what they were expected to do.

## Starting Over

As is the nature of game ideating, we quickly found ourselves moving away from our initial concept of cathartic purification and into collaborative problem solving and resource management. Although these two ideas are well-rounded and competent on their own, we would like to stick to the themes we established in the first draft and expand its mechanics. A frequent issue we ran into during ideation and playtesting was that we “lost” the spirit of our first draft, and our tweaks involved recalibrating mechanics and balancing to be more true to that foundational theme of catharsis. Starting over would allow us to ideate closer to our idea of catharsis and purification and explore the avenues available to us within that theme.

## Difficulty In Digitization

The most challenging part to digitize would be communication between teams. Being a game where you're forced to rely on one another, flowing conversation is essential to the experience. Facial expressions, tone shifts, and dramatization of events are all key aspects to what makes games like ours engaging to play. Chat messaging and voice chats cannot replicate the fluidity and reactions in person conversations give.

## Digitization

### Platforms & Devices

Since Terra is dependent on collaboration and requires at least two players, a digital adaptation would be limited to local multiplayer to facilitate in-game actions and physical out-game interactions between the players. Developing for home consoles is most ideal– the Switch is a perfect console for a digital Terra– however development could expand to local multiplayer on PC, akin to split-screen or party games.

## Engine & Development

The engine most suited for digitizing this project would be Unity. As a widely-used engine with built-in deployment to several platforms, it would be the most effective and efficient engine to develop in. Apart from this, Unity has extensive development resources in the form of official tutorials and documentation, as well as user-driven tutorials, asset libraries, and discussion forums meant to streamline debugging during production.

The assets we would need in order to produce this game would include, but not be limited to:

- Building / Plant models
- A world editor / Tilemap
- UI assets
- Time Tokens

## Adapting Tension

To adjust the tension for a video game, we would need to actively show players the constant effect the unresolved cards have on the world. With a boardgame, the unresolved cards are always beside the players tauntingly. To include that impact in a video game, we would depict the physical damage being done to the world through the assets and sound. Further, a non-toggable tracker with how many Event cards are left included in the HUD that would add to the player's unease.

Furthermore, taking full advantage of the digital format, certain aspects of the game could implement some form of randomization. In the current analog format of the game, there are several events whose effects are dictated in some way by player input, for instance, the bomb event has players choose where to place their bomb locations, but this can be handled entirely by randomization in a digital engine.

## Further Development

As mentioned previously, our initial concepts were much different than the mechanics and design we explored in our final implementation. In order to weave in the ideas of catharsis and purification we would introduce a narrative and leave hints on what happened to the world prior to the game taking place. Some "thing" that happened in the past caused both humanity and nature to recess and restart. In introducing a narrative, the ideas and descriptions for event and world cards would have to be shaped around the state of the world to make the game feel more cohesive.

The next step after narrative would be art. The focus on art would be mainly choosing to focus on art direction, and then picking a style to bring the narrative to life and evoke the emotions we want to build in players before experiencing that cathartic release.

With an art style and narrative decided, we would rework existing pieces and buildings to adhere to the new styles. For example, if the world was in a post-apocalyptic state, shelters could be constructed out of the ruins of preexisting buildings. After adapting the existing pieces into the new style, we would then focus on refining and expanding upon mechanics. Ideas that we considered but did not have the time to introduce into the prototype include upgrades for buildings, buildings that have adverse effects to the other team, and expanding upon or completely reworking the time aspect of the game.

A rework to the time resource would completely change how the game was played. Instead of the game being completely turn based, turns would be more allocations of time. Each turn would require a specific amount of time to have passed before the next event occurred. Whenever time would be used, everything active on the board would progress and effects would ensue. This would allow time to still act as the main resource while making it act less like a currency. This would also improve the management aspects of the game, forcing players to think more about their past actions and what would be affected in the future. Because time acts less like a currency, it would also become a shared resource. This would emphasize the collaborative aspects of the game as players would have to work together with the other team to most efficiently plan how they should “spend” time.

## Competitors

### Pandemic: Rising Tide

The most present commonality between Pandemic and Terra is the storm card that randomly appears over the course of play. Our world cards were heavily inspired by the storm cards present in Pandemic: Rising Tide. Terra manages to take inspiration from Pandemic: Rising Tide while still changing key aspects of the content that we were inspired by. Namely, the functionality of the storm and world cards are different as storm cards only serve to increase difficulty while world cards increase difficulty but provide the player with extra resources to deal with them.

### SimCity

The city building features and layout planning present in SimCity are similar to Terra, as each move made in either game can be planned out. Buildings can also affect other buildings or

must be built as a prerequisite to the construction of other buildings. Another major point of SimCity is how the player operates as an omnipresent entity who is directly responsible for the prosperity of the city, but is not responsible for the events that may affect these buildings, which is the same as in Terra. Unlike SimCity, Terra is a multiplayer game that focuses mostly on collaborative building and contains construction effects and consequences that are not as rigidly defined as in SimCity. This more flexible implementation is friendlier to players new to management or building sims, whereas SimCity is a classic but daunting entry to the genre.

### The Wandering Village

Emphasizing a symbiotic relationship between two parties is a core worldbuilding and gameplay facet to both The Wandering Village and Terra, and both games feature humanity and nature as these two groups. The Wandering Village, as a singleplayer game, utilizes more in-depth resource management to keep the player engaged and maintaining humanity's relationship with nature is handled by a "trust" mechanic. Obviously, The Wandering Village will appeal more to players that value self-paced experiences, however, Terra differs through its use of player interaction, meaning that the relationship between players is just as important as in-game interactions between humans and nature, yielding unique experiences on each playthrough.

### Roller Coaster Tycoon

The grid based building system in Roller Coaster Tycoon is similar to Terra in that buildings can take up tiles and must be built near each other to affect one another. Like The Wandering Village, RCT is a building management game dependent on the player's imagination and self-imposed goals to remain entertaining; Terra diverges from this by introducing player interactions into the core game loop and giving the players set objectives to complete to win the game. While RCT technically has a main objective in the form of the player maximizing their capital, Terra's objectives are based on how well players communicate with each other.

### Sid Meier's Civilization Series

Civilization is a cornerstone of city-building games, utilizing territory acquisition and resource management to construct a world, which, incidentally, Terra accomplishes as well. While best known as a singleplayer game, later editions of Civilization include multiplayer functions, yet these are secondary to the primary purpose of the game and may even come across as distracting or unnecessary, in stark contrast to Terra's constructive implementation of local collaboration.



# Humanity's Buildings



You gain an additional time token for one turn every three turns after placing.



Can be built on hexagons with pre-existing structures. Can block directional events. A building surrounded completely by walls (6 on a tile), is immune event card effects.



Once every 4 turns, humans can acquire 2 tiles of territory for the cost of 1.



At the beginning of a turn, choose one directly adjacent building to subtract one turn of wait time for a delayed effect.



Reduce adjacent human buildings time token cost by 1. Decrease maximum turns of wait time for delayed effects of directly adjacent buildings by one turn.



Add 1 time token to the max number that humans hold while. Reduce the cost of all human buildings by 1.



Number of turns for delayed effects to occur is reduced by 2. Partially built progressed by 1 token per turn. Only affects directly adjacent buildings.

## References



### Time Tokens

Time tokens act as the **currency** for all actions taken in game. 3 tokens can be lent per turn. Tokens **refresh to the max** at their *beginning* of each turn. The max number of tokens can be **increased** by *buildings and world cards*.



### Building

There are 3 building types: **Support, Objective, and Combined**. They **must** be built on *claimed territory*. Teams can **split construction between turns**, shown by tokens on the tile it will occupy. Completed builds can be **destroyed** for 1 token.



### Cards

There are 2 card types: **World and Event**. A card is drawn **after** all players take their actions. Event Cards are not **required** to be resolved the turn they are drawn. Drawing a World Card increases both team's max token count by 1.



### Territory

Each team holds team specific territory where buildings can be placed. Territory is acquired relative to other territory. The cost for acquiring territory is different between teams (N: 4 H: 2). Territory can be unclaimed at no cost.

## Combined Objectives



### Farm

A house, shelter, fruit tree, and animal herd built on tiles adjacent to each other.



### Hydroplant

Lake and power plant built on tiles adjacent to each other.



### Nature Reserve

A pond, woods, and a house surrounded by walls built on tiles adjacent to each other.

## References



### Time Tokens

Time tokens act as the **currency** for all actions taken in game. 3 tokens can be lent per turn. Tokens **refresh to the max** at their *beginning* of each turn. The max number of tokens can be **increased** by *buildings and world cards*.



### Building

There are 3 building types: **Support, Objective, and Combined**. They **must** be built on *claimed territory*. Teams can **split construction between turns**, shown by tokens on the tile it will occupy. Completed builds can be **destroyed** for 1 token.



### Cards

There are 2 card types: **World and Event**. A card is drawn **after** all players take their actions. Event Cards are not **required** to be resolved the turn they are drawn. Drawing a World Card increases both team's max token count by 1.



### Territory

Each team holds team specific territory where buildings can be placed. Territory is acquired relative to other territory. The cost for acquiring territory is different between teams (N: 4 H: 2). Territory can be unclaimed at no cost.

## Combined Objectives



### Farm

A house, shelter, fruit tree, and animal herd built on tiles adjacent to each other.



### Hydroplant

Lake and power plant built on tiles adjacent to each other.



### Nature Reserve

A pond, woods, and a house surrounded by walls built on tiles adjacent to each other.



# Nature's Buildings



Can spread its roots and flip 1 directly adjacent tile of the players choice at the beginning of their turn.



Can spread its roots to flip 2 directly adjacent tiles of the players choice up to 2 spaces away at the beginning of their turn.



Reduce the cost of acquiring 2 adjacent tiles of the player's choice by 1.  
Reduce cost of adjacent animal herds by 1.



Converts trees into a vine tree allowing it to slowly acquire adjacent tiles by 1 stage at the beginning of each turn.  
Can be used to block directional event cards.



For each herd you own, the cost of acquiring territory manually is reduced by one time token.

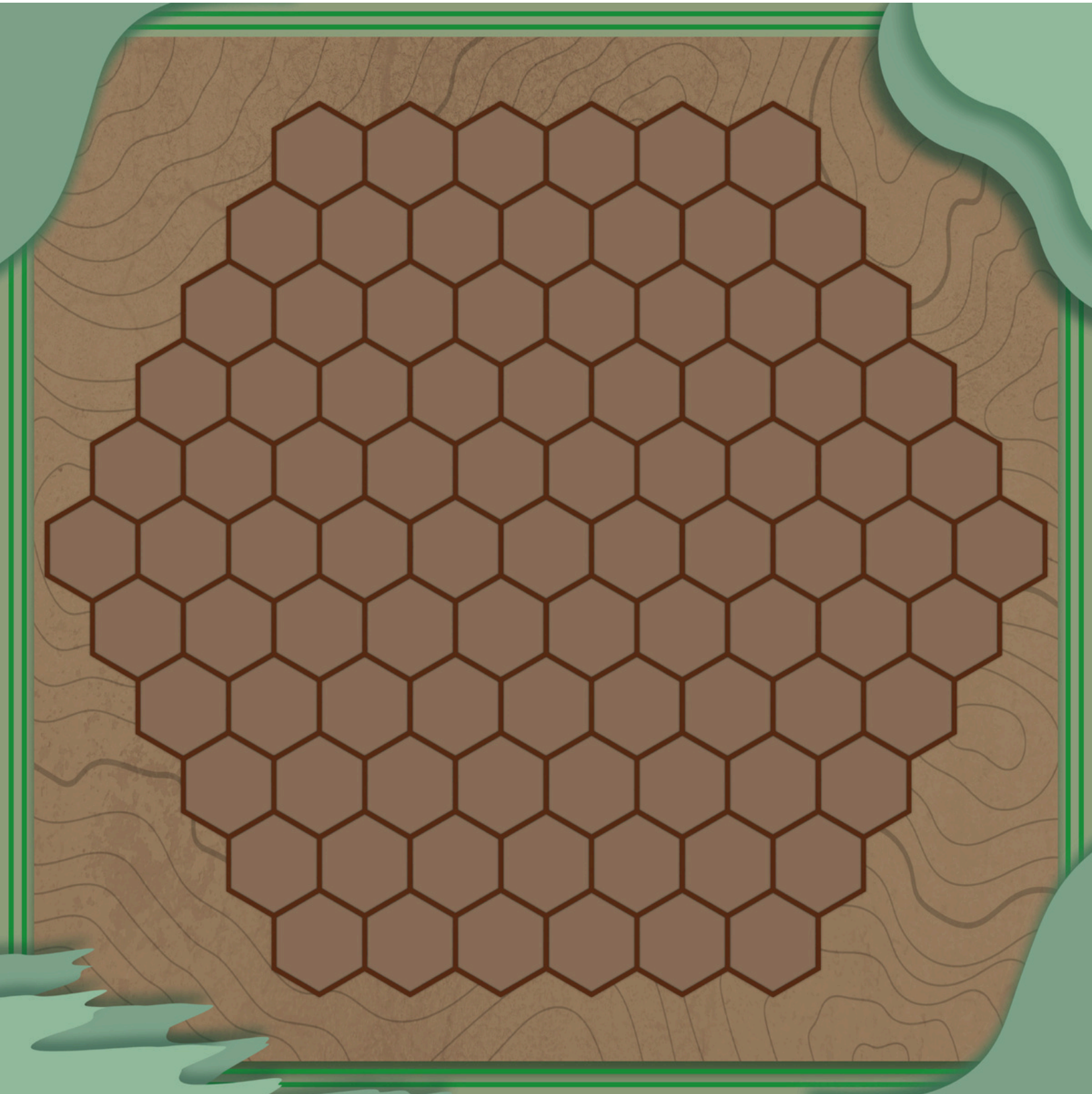


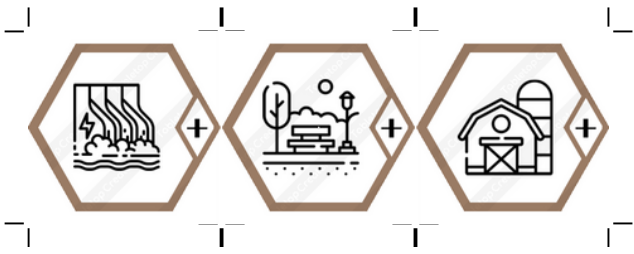
Reduces the token cost of buildings constructed directly adjacent to it by one.

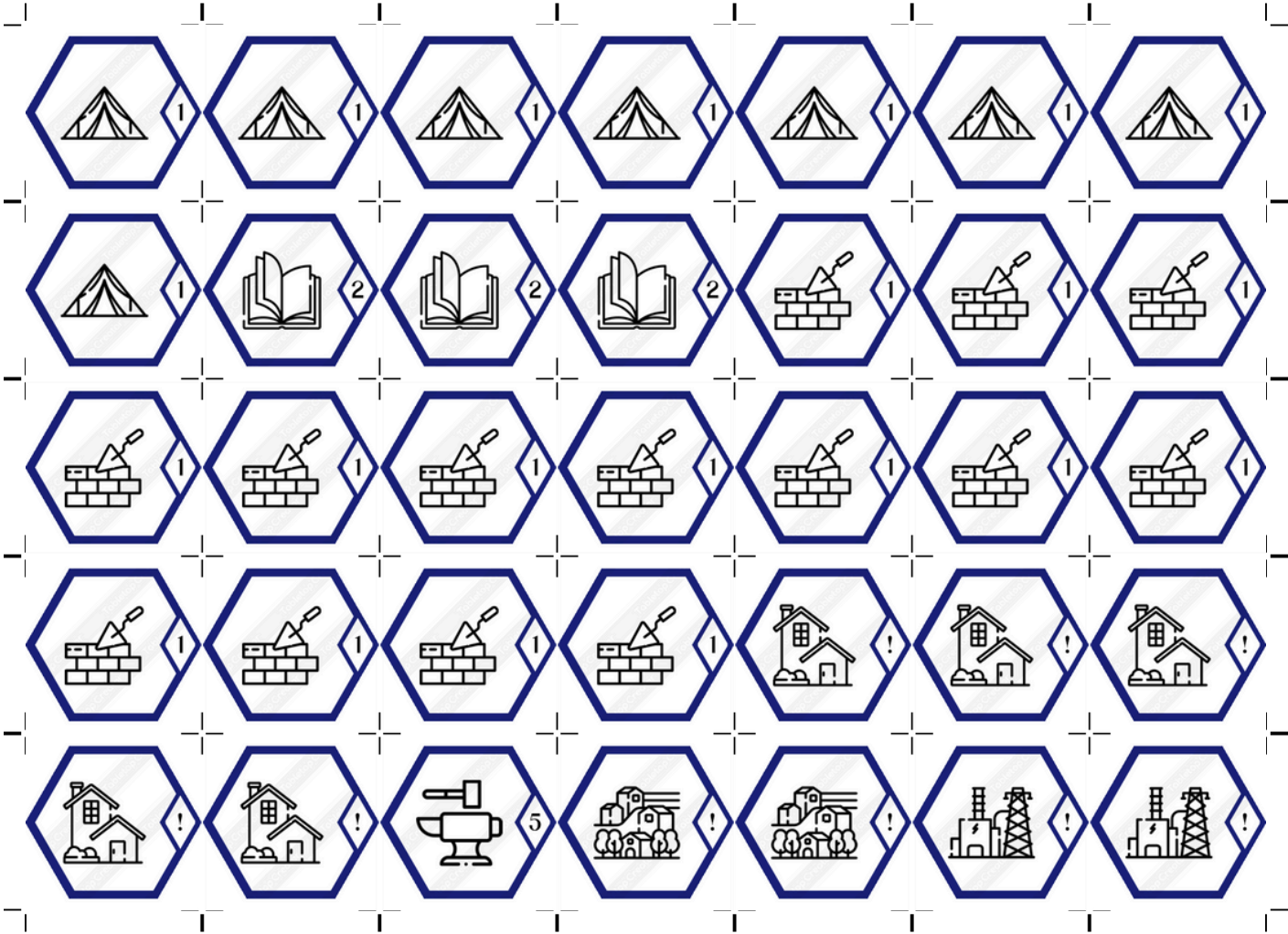


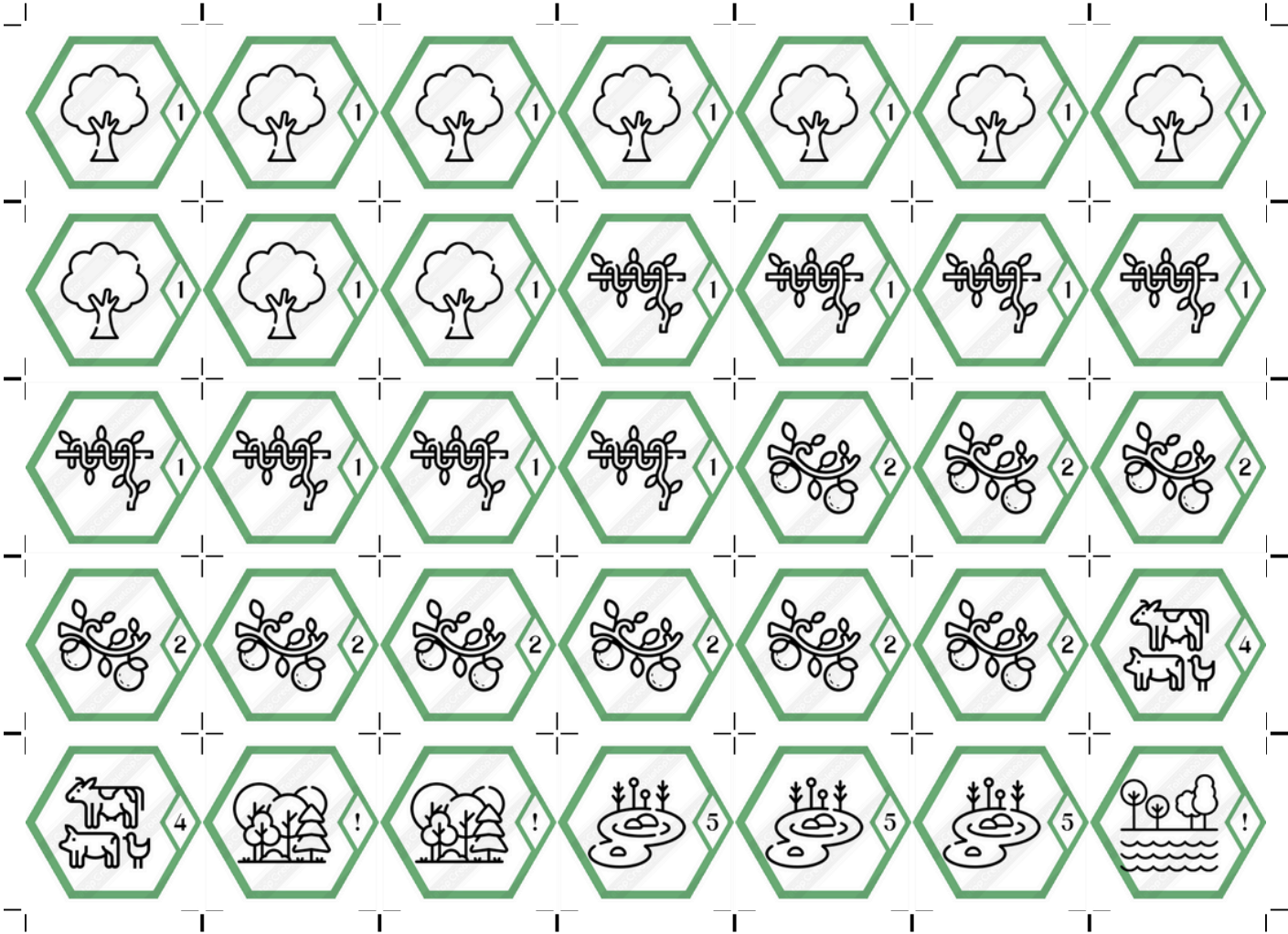
A canopy protects adjacent buildings from world effects. All directly adjacent unclaimed tiles become nature territory. Progresses partially built buildings by 1 stage.

Reduce the cost of all nature buildings by one and adjacent buildings by 2. Allows adjacent buildings to perform their effects twice per turn.











## Eruption

For the next 2 turns, lava will spread from the center of the board, destroying buildings and unclaiming tiles. 1 turn after completing its spread the lava hardens, reclaiming the territory and making it shared between both teams.



## Hurricane

Until the next world card is drawn or the game ends, the perimeter of the map is unobtainable and buildings built on them lose their functionality.



## Lunar Wobble

Until the next world card is drawn or the game ends, all building effects take an extra turn to occur and territory costs one additional token. Afterwards, the next two event cards are laid face up and players can decide which ones they will perform.



## Tectonic Shift

Seven tiles in a hexagonal arrangement from each team swap ownership. These tiles can no longer be acquired or unclaimed, but new buildings may be constructed on them.



## Plage

One building from each team becomes infected and spreads to one adjacent building each turn. Buildings adjacent to infected buildings cannot be destroyed. The virus dies off if there is no building to spread to. After three turns, the virus dies off naturally.



## Aging Woods

### Effect

Tree type buildings can no longer acquire territory for nature until this card is resolved.

### Resolve

Increase the local biodiversity by building three new vine trees.



## Pollution

### Effect

Nature can no longer build new buildings.

### Resolve

Construct and/or convert a home into a greenhouse, allowing plants to be built in it at a reduced cost (-1).



## Termite Infestation

### Effect

Termites have collapsed two trees of your choosing.

### Resolve

A shelter and the land it resides upon must be destroyed to serve as a termitarium.



## Dry Spell

### Effect

Plants and animals begin to compete for water due to its scarcity. Delay all nature based building effects by 1 turn.

### Resolve

Construct a pond to counter these effects.



## Blight

### Effect

Fruit trees planted by the nature team begin to wither from disease and lose their functionality.

### Resolve

Humanity must give up 3 time tokens for a turn to develop a cure.



## Famine

### Effect

Humans lose 2 time tokens due to mass hunger.

### Resolve

Nature has to sacrifice a fruit tree to feed the humans.



## Weathering

### Effect

Render the last building you constructed as unusable.

### Resolve

Nature must sacrifice trees to equal to the construction token cost of the building to repair it.



## Mourning

### Effect

Humans' delayed effects will not progress until resolved.

### Resolve

Build walls around a house and convert it into a morgue.



## Gopher Attack

### Effect

Two of your first-placed walls topple over from gophers burrowing underneath.

### Resolve

Nature must construct 2 vine trees to house the gophers.



## Crevasse

### Effect

A fissure is formed between existing human and nature territory not allowing them to share time tokens.

### Resolve

A house and woods must be constructed adjacent to each other to form a bridge across the fissure.



## Sloth

### Effect

Reduce the max amount of time tokens for the team that drew this card by 3.

### Resolve

The other team must share time tokens equivalent to the amount reduced. Can be resolved over multiple turns.



## Burnout

### Effect

Destroy a forge or pond. If no forge/pond is built, destroy the next most valuable building by cost.

### Resolve

The other team must destroy a building of equivalent token value.



## Ruin

### Effect

Choose an objective building with a turn based effect. Delay that effect by one turn.

### Resolve

Take no actions for one turn.



## Buildup

### Effect

Unclaimed tiles adjacent to this team's claimed tiles are rendered unobtainable.

### Resolve

Unclaim 3 adjacent tiles of territory for the buildup to settle.



## Landmines

### Effect

Pick two tiles from each team as the explosive locations. Failure to resolve this issue will cause the explosives to detonate, destroying any building within two tiles of their location in all directions.

### Resolve

Bombs must be surrounded by walls/vine trees on all sides to contain the blast. If not completely contained, the explosion destroys buildings 2 tiles adjacent to it in the uncontained direction.

