

INTRODUCTION

Welcome to the Age of Renewables!

Your role is to lead the transformation of our energy mix towards a green energy future using the available resources of our planet in a smart and sustainable way. Your goal is to harvest as many forms of renewable energy sources (wind, solar, hydro, wave, tidal, biomass and geothermal energy) creating projects to cover our current energy needs and at the same time protect the environment.

AGE OF RENEWABLES

DESIGN. BUILD. OPERATE.

PLAYERS: 2-4

CONTENTS

The game consists of 108 cards which are distributed to:

- 2 Special cards
- 17 Source cards
- 17 Location cards
- 17 Technology cards
- 4 Battery cards
- 17 Engineer cards
- 17 Contractor cards
- 17 Operator cards

GAME GOAL Your goal is to create renewable energy projects. You can do this by creating sets of up to 6 cards per project. A complete set of 6 cards creates a full project and you get 10 points. The more sets of cards you create the more points you collect. The player who achieves the highest score is victorious becoming the green energy champion!

GAME SET UP

The game can be played by:

- 2 players which is a competition against each other
- 3 players which leads to collaboration of 2 against the player who gets BOOSTER 1*
- 4 players which is a collaboration of 2 partners sitting opposite of each other against their opponents.

The deal:

1. A dealer is chosen randomly and changes at counter clockwise turn if you play more than one round.
2. Cards are shuffled and the player on the right of the dealer cuts the deck.
3. 11 cards are distributed face down to each player (one at a time at counter clockwise turn) and after the deal, the next card is placed face up on the table to start the DISCARD PILE.
4. The remainder of the deck is placed face down beside it to form the STOCK.
5. From the stock the dealer or another player creates 2 piles face down and puts them on the side to form the 2 BOOSTERS, placed one on top the other on vertical angle. If the game is played by:
 - 3 players, BOOSTER 1* (the one sitting on top) is 18 cards and BOOSTER 2 is 11 cards,
 - 2 or 4 players, BOOSTER 1 is 11 cards and BOOSTER 2 is 11 cards too.
6. The players look at and sort their cards. The game is ready to begin! The game is played counter clockwise starting from the player on the right of the dealer.

ILLUSTRATION WITH 4 PLAYERS



Find more info and tips at www.age-of-renewables.com

CREATE PROJECTS!

How do you create a project? You need to assemble the ECO team, a team of specialists who will support your project from start to finish:

- Engineer to design it
- Contractor to build it and
- Operator to run it

So you have assembled the ECO team but where are you going to set up your project?

You will also need:

- A location to build it
- A source to provide you with clean energy and
- A technology to transform the clean energy into electricity

Every set of cards you create is a new project which gives you points. No card order is required.

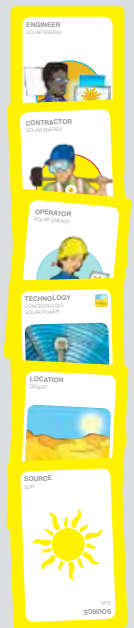
HOW TO CREATE SETS OF CARDS

You need to have at least 3 cards of the same colour group to create a set of cards (SET). Each SET has minimum 3 cards and maximum 6 cards.

To create a SET, all cards should be different following the principle of:

- one source
- one location
- one technology
- one engineer
- one contractor
- one operator

You cannot have for instance two technologies of same colour and create a SET. The game allows to create up to 17 full SETs. If you create a full SET (6 cards) you get 10 points. See example of full SET. →



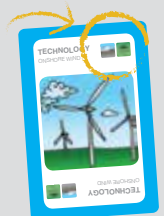
SPECIAL CARDS



MR NIMBY (Not in My Back Yard) and MR PIONEER (Tesla) are special cards helping you get extra points or subtract points from your opponents. See more on LAYING DOWN CARDS section.

NOTE!

There are some technologies with small icons on top right and bottom left. These technologies match only with the locations showed at the small icon. For example, offshore wind matches only with sea location. For onshore wind where there are two small icons, you are free to select which location it can match with (either plains or mountains).



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THE BATTERY CARD

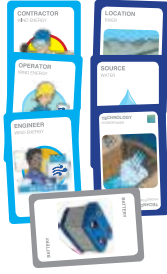


The battery card cannot be used directly to create a SET. The battery card is used to connect 2 laid SETS.

Thus, you can connect:

- 2 SETs with 1 battery card
- 3 SETs with 2 battery cards
- 4 SETs with 3 battery cards
- 5 SETs with 4 battery cards

See example of how to lay down a battery card.



NOTE!

If you have a card of 2 or 3 colours, then you select the colour you want it to be and you stick to this colour for your meld! See right and wrong way example.



YOUR TURN

You sort out the cards of same colour group and see if you have at least 3 cards of the same group to create a SET.

At your turn you have two options:

- Draw a card from the stock or
- Draw all cards from the discard pile

Your strategy will depend on what cards you are missing to create SETs against what your opponent(s) need(s).

Then you:

1. choose to either lay down cards or not
2. place one card face up at the discard pile and your turn is over. You cannot lay down cards until it is your turn again.

BOOSTER

You can take the BOOSTER once you have used all your cards and you or your partner have not taken a BOOSTER before (in such case then the game is over). When you get the BOOSTER:

- If you have already laid down your last card at the discard pile, then your turn is over. You will play the BOOSTER at your next turn.
- If you have not laid down your last card at the discard pile, then you play the BOOSTER until you place one card at the discard pile. NOTE: If you have already drawn cards from stock or the discard pile prior to taking the BOOSTER you cannot draw cards from stock or the discard pile again.

LAYING DOWN CARDS

Your options:

- You can lay down a SET of minimum 3 cards face up.
- If there is already a SET laid down, you can add more cards until a SET is full (6 cards)
- If there are at least two SETs laid down, you can connect them with a battery card.
- You can place MR PIONEER card upon your or your partner's laid SET to get double points.
- You can place MR NIMBY on the opponents' laid SET to dismiss that SET. The opponent cannot lay down more cards on that SET apart from MR PIONEER card to let that SET free again to be used. If a battery is laid at that affected SET it should be moved to another laid SET by the battery holder who placed it there at the first place.

COLLABORATION FOR 3+ PLAYERS

If the game is played by:

- 3 players, then at the point where one player gets BOOSTER 1, the 2 remaining players become partners and play against BOOSTER 1 holder as a team and share points.
- The laid SETs of the partners are placed side by side but are kept separate – they do not merge.
- From that point on, one partner can lay down cards to the laid SET of the other partner (see example below).
- 4 players, then partners collaborate to fill up their laid SETs as per example below. Points are tallied per team.

Example of collaboration: If partner 1 has laid a SET of 3 cards, partner 2 can lay down more cards on that SET to get extra points and vice versa.

GAME OVER

Each round ends once a player or partner places their last card on the discard pile. The player who places the last card, or their partner, should have already drawn one BOOSTER. If BOOSTER 2 is still available you do not play it, the hand is over.

DONT'S

1. You cannot exchange cards.
2. Once a SET is laid down the player cannot pick back up any card of that SET or move any laid card to another laid SET.
3. You cannot finish the game without laying your last card on the discard pile.
4. You cannot show or talk about your cards to other players or partners.

POINTS

Points are tallied per round and you can start over again. Battery points are not affected by Special cards. Counting:

- +5 points when you drop the last card at the discard pile and the game is over.
- +1 point per laid card (including MR PIONEER).
- - 1 point per card on hand when the game is over (including Special cards)
- +10 points for each full SET of 6 cards
- +2 points per battery connecting 0 full SETs
- +4 points per battery connecting 1 full SET
- +6 points per battery connecting 2 full SETs
- +10 points for MR PIONEER use at a full SET
- +1 point per card for MR PIONEER use at a non-full SET
- MR PIONEER and MR NIMBY cards when used at the same laid SET, cancel each other out and they are dismissed from the game.
- If MR NIMBY is used at a laid SET when the game is over that laid SET is dismissed, even it is full SET and no points are tallied for that SET.

EXAMPLE

Player A has placed his last card on the discard pile and the game is over. PLAYER A points counting:



Game finish: +5 Total laid cards: +22 Full SETs: +10
 Holding Cards: 0 Batteries: +2 + 4 MR PIONEER: +10
 TOTAL SCORE: 5+22+10+2+4+10=53 points