

Sovereign City

SUPPLIES CHECKLIST

_____ One set of Sovereign City cards per group of three or four students

SUMMARY

Four players build energy resources to grow their country and collect sustainable growth points. Players do so by choosing to invest in different fossil fuel or renewable & green energy sources (cards) in order to support long term, sustainable growth.

WINNING

The game is designed to be played twice. During the first game, the person(s) with the largest total of **sustainable growth points** in their deck of cards wins. During the second game the *group* of students with the largest total of sustainable growth points wins.

The game ends when three piles of cards are empty, or there are no *sustainable growth cards* available for investment.

STARTING THE GAME

At the start of the game, each student should get four “Wood ” cards, two “Industrial Growth level 1” cards and one “country” card - countries are drawn at random.

Shuffle the Wood and Industrial Growth level 1 cards together, and place them face down on top of the *Library* section on the play-mat. These cards make up the player’s *Library*.

Separate the cards that have not been passed out into face up piles on the desk so that everyone can see them. This is called the *store* – players can purchase or *invest* in these cards later.

All players should draw three cards from their library into their *hand* to start their game.

Turns begin with the oldest player.

RULES

Turns

The game proceeds clockwise in turns. During each player’s turn, he/she may place the cards in his/her hand face-up in front of him/her to be played. If the player chooses to play any **technology** cards, perform any actions on the card. If the player chooses to play any **resource** cards, keep track of how much **energy** has been produced.

After the player is finished playing cards from his/her hand, the player may choose to **invest** in any **ONE** card from the available face up *store*. When a player **invests** in a card, the card is added to his/her discard pile.

At the end of the turn, the player discards any unused cards from his/her hand and then draws back up to three cards from his/her library. Discarded cards should be placed face-up in the player’s *discard pile*, which is on the lower right side of the play mat. If the player has no more cards in his/her library to draw from, shuffle the discard pile and place the cards face down to make up a new *library*.

Playing Technology cards

There are two technology cards, renewable resource research and fossil fuel research. If a renewable resource technology card is played along with any renewable resource (as a pair), the player may immediately draw 2 cards from the library. If a fossil fuel technology is played with a fossil fuel (as a pair), the fossil fuel card counts for 2x its energy value. NOTE: Technology cards may be played more than once per turn, but each technology card may only be paired with one resource card (e.g. if two technology cards and one resource card are played, only one of the technology cards counts).

Investing

To **invest** in a card, the player must play enough **resource** so that the **energy** produced by the cards played meets or exceeds the **cost** of the card purchased. The played cards and the purchased item are then placed into the discard pile. Only one card can be invested in per turn.