

ecoSQUAD

THE GAME OF GREEN SOLUTIONS

The Eco Squad needs your help!

Meet the Eco Squad

Each member of the Eco Squad has a symbol. These symbols represent Earth's resources.

HI THERE!
MY SYMBOL IS THE CLOUD -
IT REPRESENTS CLEAN AIR.



HELLO.
MY SYMBOL IS THE LIGHTNING BOLT -
IT STANDS FOR ENERGY.



WHEN YOU SEE THE TREE -
- THINK OF ME!
THE TREE REPRESENTS THE NATURAL
RESOURCES OF THE EARTH, SUCH AS
FOSSIL FUELS AND PLANTS.



HI!
THE WATER DROP IS MY SYMBOL -
IT REFERS TO CLEAN WATER.



There is also a wild symbol - . It can stand for any of the 4 resources.

Game Components





- A Blue Deck of 50 Goal Cards
- A Green Deck of 59 Eco Cards and 6 Action Cards
- 5 Blank Cards for replacing damaged cards or for adding your own solutions to the game (set these aside until needed)

Instructions

Object of the Game

The object of the game is to find solutions for the wasteful habits of Homes, Factories and Cities. The player who solves the most green challenges wins the game.

Goal Cards

Each Goal Card features a Home, City or Factory that is wasting some combination of the four resources (   ). The symbols on the cards show the resources being wasted.



This Goal card shows a home that is wasting both water and energy.



This Eco Card shows a solution that will prevent air pollution.

Eco Cards

Each Eco card describes a solution for protecting the environment. The symbols at the top right show which resources the card's solution helps to save. Your goal is to form stacks of these cards to try to match the symbols on the Goal Cards.

Action Cards

These cards allow players to perform special actions to gain an advantage. There are four types: Recycle, Swap, Ask for Help and Double Play.



This Action Card allows you to take a card from the discard pile.

Setting Up

1. Shuffle the Goal Cards (cards with blue backs) together and deal 12 of them to form the Blue Deck for this game. Put the rest of the Goal Cards back in the box. Take the top 4 cards from the Blue Deck and put them face up in a row in the center of the table.
2. Shuffle the Eco Cards and Action Cards (cards with green backs) together to form the Green Deck. Deal 5 cards from this deck, face down, to each player. Place the rest of the Green Deck face down.
3. Select a player to go first.



How To Play

You will be forming stacks of Eco Cards in front of you as you try to find solutions to the problems shown on the four Goal Cards in play. In order to claim a Goal Card, you must have a stack which contains all the symbols on the Goal Card, and the solutions you use must be appropriate for the type of Goal Card (for instance, you can't use Air Scrubbers in a Home).

Here are the actions you can do on your turn. You can do any or all of these things, and you can do them in any order.

1. **Play Cards to Your Stacks:** If this your first turn, you will want to create a stack. Do this by playing one of your Eco Cards face up in front of you.

On each turn after your first, you can choose to either:

- Start a new stack (you can have up to 3 stacks at a time).
- Add one card each to any number of your stacks.
- Discard any number of cards from your hand. Put them face up next to the Green Deck. (They will be replaced when you draw cards at the end of your turn.)

2. **Play an Action Card:** If you have an Action Card in your hand, and want to use it, follow the instructions on the card, then discard it face up next to the Green Deck. You can only play one Action Card per turn.

3. **Claim a Goal Card:** If you have a stack of Eco Cards that contains all the symbols on one of the 4 Goal Cards in play, you may claim that Goal Card (see "Claiming a Goal Card"). You can only claim one Goal Card per turn.

Once you have done all the things you want to do from the list above, draw cards until you have 5 cards in your hand. This ends your turn.

When there are no more Eco Cards left to draw, shuffle the discard pile to form a new Green Deck.

After your turn, the player on your left goes next.

Claiming a Goal Card

If you have a stack that contains all the symbols found on one of the 4 Goal Cards currently in play, you can claim that Goal Card. Here's how:

- Announce which Goal Card you are claiming and which stack you are using to claim it.
- Read out the titles of the Eco Cards in your stack. If other players question whether one of your Eco Cards can be used at that site, they can challenge you (see "Challenging a Claim").
- Discard the cards from your stack face up next to the Green Deck.
- Put the Goal Card in front of you to show that you have claimed it.
- Deal out a new Goal Card from the Blue Deck.

Example: The stack shown below at left can be used to claim the Goal Card below shown below at right. The two Eco Cards in the stack combine to provide the two ☀️ and one 💧 required by this Goal Card. The fact that the top card provides an extra 🌳 does not matter.



The two Eco Cards must also make sense for the type of Goal Card. In this case, a City's parks department might use mulching mowers and also plant extra trees (reforestation) so these cards are valid for cleaning up this City.

Challenging a Claim

If a player tries to use an Eco Card that doesn't make sense for that Goal Card (for example, using "L.E.D. Street Lights" on a Home), any other player may challenge the claim.

- The challenged player must explain how the solution makes sense for that type of site.
- If this explanation does not satisfy the other players, the claim is not successful. The Goal Card remains in play, and the challenged player keeps the rejected Eco Card stack and may use it on another Goal Card later in the game.

Winning the Game

The game ends when all 12 Goal Cards have been claimed. When this happens, the player with the most Goal Cards wins. In the case of a tie, the tied players must add up the numbers of symbols found on all of their Goal Cards. The player with the greatest number wins. (A Factory has 4 symbols, a City has 3 symbols and a Home has 2 symbols.)

Eco Squad logo and character art by Paul Lachine.

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