Regenopolis

Making the cities of the future **NET POSITIVE**

Introduction

Welcome to Regenopolis! This is a game of strategy, where you need to take your part of the city from a Post-Industrial City to a Regenerative Paradise. Gather your colleagues, friends or family and embark on an unforgettable journey combatting ever-changing events, making your city as resilient as possible.

Contents

- Board
- Event Cards
- Building Cards
- Action Cards
- Mission Cards
- Scoreboards

Game Objective

The main goal of Regenopolis is to be the player with the highest regeneration score. The score is calculated as a sum of all the other scores optioned throughout the game.

You can gather points in 5 different categories:

Air Quality   Water Quality   Biodiversity   Community   Economy

Throughout the game you can upgrade your buildings with different action cards, affecting different categories and making your city-district more regenerative.

Setup

To prepare the game, follow the steps below:
1.   Each player get's a random scoreboard with an assigned zoning district and four starting buildings for their district.
2.   The players place their assigned buildings in their district zones.
3.   The district zones have a size (x,y) and the building card must not exceed that
4.   The players then set up their scoreboard by adding the values on all their building cards.
5.   Each player draws 5 mission cards, one from each category, reads them without showing them to the other participants, and places them face down on their scoreboard.
6.   Each player draws two action cards.
7.   Each player starts with 5000

Game Play

Step 1: Starting the Game
- The youngest player starts followed by the person to their right.

Step 2: Taking a Turn
- Each round starts with each player taking turns and having the opportunity to upgrade their buildings and zone using their action cards and resources.
- The action cards are placed on top of the chosen building card and then the values on the action cards are added to the score board.
- The building district would then either gain points or lose points depending on the action card. This is reflected on the scoreboard when the points are tallied.
- The points are based on the categories as well as the utility (energy, water, waste) consumption of the building.

- The players have their own personal mission cards and must achieve those throughout the game. The missions must be incorporated into their builds. Once a mission is complete, the player reveals it to the rest and can then add the points onto their scoreboard.
- The players also add their current money to their scoreboard based on how much money the building earns.
- After each player builds, all players update their scoreboard.
- Once the mission is complete, reveal your card to the rest of players, explain the actions taken, and receive a +1 overall point.
- Once all players take actions, use resources, and update their scoreboard, the round is complete.

Step 3: Event
- To begin a new turn, an event card is drawn. Depending on the content of the cards the players need to work together to try and solve the issues in the city.
- The players are all affected by the city event.
- All players must survive an event by not having a -10 in any category. If a player is at a -10 in a category, the other players can loan them some points to survive the round. The loan is up to discussion and can be paid out in any way.
- The players then go in turn to take actions, focus on missions, build, upgrade, and update their scoreboard.
- After every other round, the players must pick up another mission card from a different category than previously completed.

Step 4: Rounds
- After all the event cards are complete, the person with the highest overall score wins.

Game Rules

Rule 1:
Available resources (Water, Energy, Waste).
Each building and add-on uses specific resources, these resources can be bought from the inner city district.
- The inner-city district has limited resources available, and cost's a certain amount to buy each resource.
- The resources are then tallied on the scoreboard

Rule 2: Building Cards
The building cards are randomized and each player gets four to place in their 4 districts. Players can acquire more building cards through paying for them via the action cards.

Rule 3: Zoning
Each zone has a certain amount of horizontal space (x) as well as vertical space (y) to build on. Each building card and action card upgrade require a certain amount of horizontal and vertical space that must be upheld.

Rule 4: Mission Cards
They reflect stakeholders and come in 5 categories (Community, Client, Government, Developer, Utility Company). The players must aim to complete 4 out of the 5 categories. A player can pick up missions and complete more along the way.

Rule 5: Event Cards
The event cards affect all players and they can either negatively or positively affect individual scoreboards.

Rule 6: Scoreboards

The scoreboards reflect how well you are at regeneration. The Water, Energy, Waste cubes can be placed according to how much the building cards consume. The expenses section is a reflection of how much the quantity you have multiplied by the amount it costs. Then the total is taken.

The 5 criteria's (air and water quality, biodiversity, community and economy) can also be placed depending on the total of the building and action cards value. The 5 criterias can range from –20 to +10.

-20 indicates extremely harmful
0 indicates sustainability as it is neither harmful or beneficial.
+10 indicates super beneficial.
The Income section in the scoreboard is how much each district is earning money and that amount is paid to the player after every round.

The Revenue reflects the income minus the expenses.

The Account is the amount of money the player currently has and is recalculated after every round.

Rule 7:

All players must survive every round for the game to proceed. A city fails once a district does.

Rule 8:

Once the mission is complete, reveal your card to the rest of players, explain the actions taken, and receive a +1 overall point.

Rule 9:

Once the inner districts utilities runs out, the players can buy off each other with the same price as the inner district.

Rule 10:

The winner can not have a high number of points in one or two categories rather the point difference between the categories must be minimal. Eg +10 in economy and a +1 in community, that would not qualify a win. Regeneration is a holistic overall positive.

Rule 11:

A player loses if the game ends and they are at a negative in any category or utility.

Urbanators