

Climate the Corporate Ladder

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1 Introduction

Welcome to Peacegreen Inc., new employee! You and your cohort of peers will work together to tackle the environmental disasters that come across your desk.

We're a modern company fighting the ever-present issue of climate change. Just like the forests of the Amazon, we too believe in upward growth. You'll get more work done as a team, as opposed to on your own. Working well with your co-workers will get you noticed by upper management, and a promotion could be on the horizon. Rise through the environmental ranks to be the most recognized planet savior of the month. Remember: You can't win if the planet loses!

2 Set-Up

1. Players pick their Employee I.D. cards. Players may select their preferred card, or pick randomly.
2. Shuffle the Major disaster deck, and pick 1-3 Major Disaster cards and place them on the board. Return the remaining Major Disasters to the box.
3. Place the Doomsday Counter at 0 on the Doomsday Clock.
4. Place the Event and Resource decks on the board.
5. The player with the earliest birthday in the year goes first. Give this player the New Round token, which will be used to keep track of the beginning of every round. In the case of a tie, tied players roll a die. Lowest number goes first.

3 Goals

The goal of Climate the Corporate Ladder is to Save the World, and become Employee of the Month while doing it. At the beginning of every round, the Doomsday Clock advances by 1. Solve all of the Major Disasters before time runs out!

4 Rounds, Turns, and Phases

Players take turns in a clockwise direction. Each turn has 3 phases:

1. Resource phase: The player pulls a card from the resource deck and rolls the D6. The player receives that resource equal to the number shown on the die plus the number next to the corresponding resource on their employee I.D.
2. Event phase: The player pulls a card from the event deck. If the card is an event, The player must follow the instructions on the event card. If it is a Minor disaster, the card is placed face up with any other Minor disasters, and it's consequences begin immediately. The player may attempt to solve this minor disaster in the next phase.
3. Solve phase: The player may attempt to solve Major and Minor disasters based on the requirements shown on the disaster card. The player whose turn it is currently must contribute resources to any solution, however they may ask other players to contribute to a solution. Any contributing player receives victory points, so work together! Remember, only the player with the highest number of Victory Points is can be the Employee of the Month!

5 Players

Each player takes on the role of a unique Peacegreen employee, each with a unique gameplay ability.

- The Politician
 - When solving major and minor disasters, the politician may use up to 3 of one resource as the same number of one other resource.
- The Mogul
 - On their turn, the mogul may gamble during their resource gathering phase. The Mogul rolls the D6 a second time and modifies their original roll based on the result.

<i>Number Rolled</i>	<i>Bonus/Malus</i>
1	-5
2	-1
3	0
4	0
5	-1
6	+5

- The Farmer
 - During the players to the Farmer’s left and right roll their resource phase, the Farmer also receives one of whatever resources they roll. If the player to the Farmer’s left or right misses their turn for any reason, the Farmer does not get this benefit.
- The Contractor
 - Once per round, the Contractor may change any die roll (D6 or Resource die) to whatever they want.
- The Peacekeeper
 - On their turn during the Solving phase, the Peacekeeper may force one other player to contribute up to 4 resources to a solution.
- The Arsonist
 - Once per round, the Arsonist may steal up to 2 resources from any other player.

6 Major Disasters

Major disasters are selected at the start of the game, and require an astronomical amount of resources to solve. The game ends when all Major disasters are cleared from the board. Major disasters do not have any consequences attached to them. When solving Major disasters, players who

contribute are awarded Victory Points based on the number of players contributing resources to the solution. 1 Player = 1 VP, 2 Players = 2 VP, etc.

7 Minor Disasters

Minor disasters may appear during the event phase of any players turn, if the player pulls them from the event deck. Minor disasters have three potential solutions which give 1-3 Victory Points to every contributing player, regardless of how many contributors there are. Each minor disaster has a consequence which is in play as soon as the minor disaster is revealed. The game can still be won while there are minor disasters in play.

8 Events

Event cards may be pulled during the event phase of a player's turn. Events can be good or bad, or somewhere in-between depending on the situation. Some events are resolved immediately, or may have effects which last for the remainder of the round. Some event cards may be kept for future use by the player.

9 Ending the Game

If the Doomsday clock runs out before players can collectively solve all Major disasters, the game is over, and everybody loses. If players manage to solve all major disasters before Doomsday, the player with the most Victory Points is declared Employee of the Month!

10 Victory Points

Players receive Victory Points based on Major and Minor disasters they contribute to. Every contributing player receives an equal amount of victory points, regardless of the size of their contribution. Minor Disasters give 1-3 Victory Points based on which solution is taken. Major disasters give Victory Points equal to the number of contributing players.

11 A Tie

You may find that you can end the game tied in Victory Points with one or more fellow employees. Saving the world this way does make you the winner of the game, but you'll have to share your Employee of the Month accolade. Employee of the Half-Month, perhaps. Or Employee of the Week. Regardless, at least you're Employee of the Something! Oh, and the world not ending is a nice bonus, too.

12 In the Box

- Game Board
- 6 Player Cards
- Resource Tokens
 - Politics (White)
 - Money (Yellow)
 - Natural Resources (Green)
 - Production (Blue)
 - Peaceful Protest (Pink)
 - Violent Activism (Red)
- Doomsday Counter
- New Round Token
- Major Disaster Deck
- Resource Cards
- Event Deck
 - Minor Disaster Cards
 - Event Cards

13 Terms

- Roll with Advantage: Roll the die twice and use the higher numbers.
- Roll with Disadvantage: Roll the die twice and use the lowest number
- D6: A regular 6 sided die
- Resource Die: A D6 with resource icons instead of numbers.