

# Earth 2.0

"Humanity's "Earth 1" project failed, resulting in environmental catastrophes such as melting ice, and greenhouse effects, and overpopulation. The team behind the project realized that there were too many mistakes in management and planning, and thus decided to start anew with the "Earth 2 project". To accomplish this, a team of four androids were sent to complete the task within six days."

## About the game:

Earth 2.0 is an innovative and engaging educational table game designed to develop the competencies of players in project and start-up management while evaluating the possible risks associated with various aspects, including resource scarcity, teamwork, management, planning, evaluation, and monitoring.

In this dynamic and immersive game, players step into the role of project managers or entrepreneurs and face real-world challenges encountered in project and start-up environments. The game provides a hands-on learning experience that simulates the complexities and uncertainties of managing projects and start-ups.

Whether played in educational settings, professional training programme, or as a recreational activity, Earth 2.0 offers an enjoyable and enlightening experience for players interested in honing their project and start-up management skills. By simulating real-world challenges and encouraging critical thinking, the game empowers players to become proficient managers and entrepreneurs capable of navigating complexities and maximizing project success while effectively mitigating risks.

Print and Play Game Handouts,  
enjoy...



satellite signal



Day 3  
Water

Day 4  
Day and Night

Day 5  
Flora and Fauna

satellite signal

Day 2  
Atmosphere

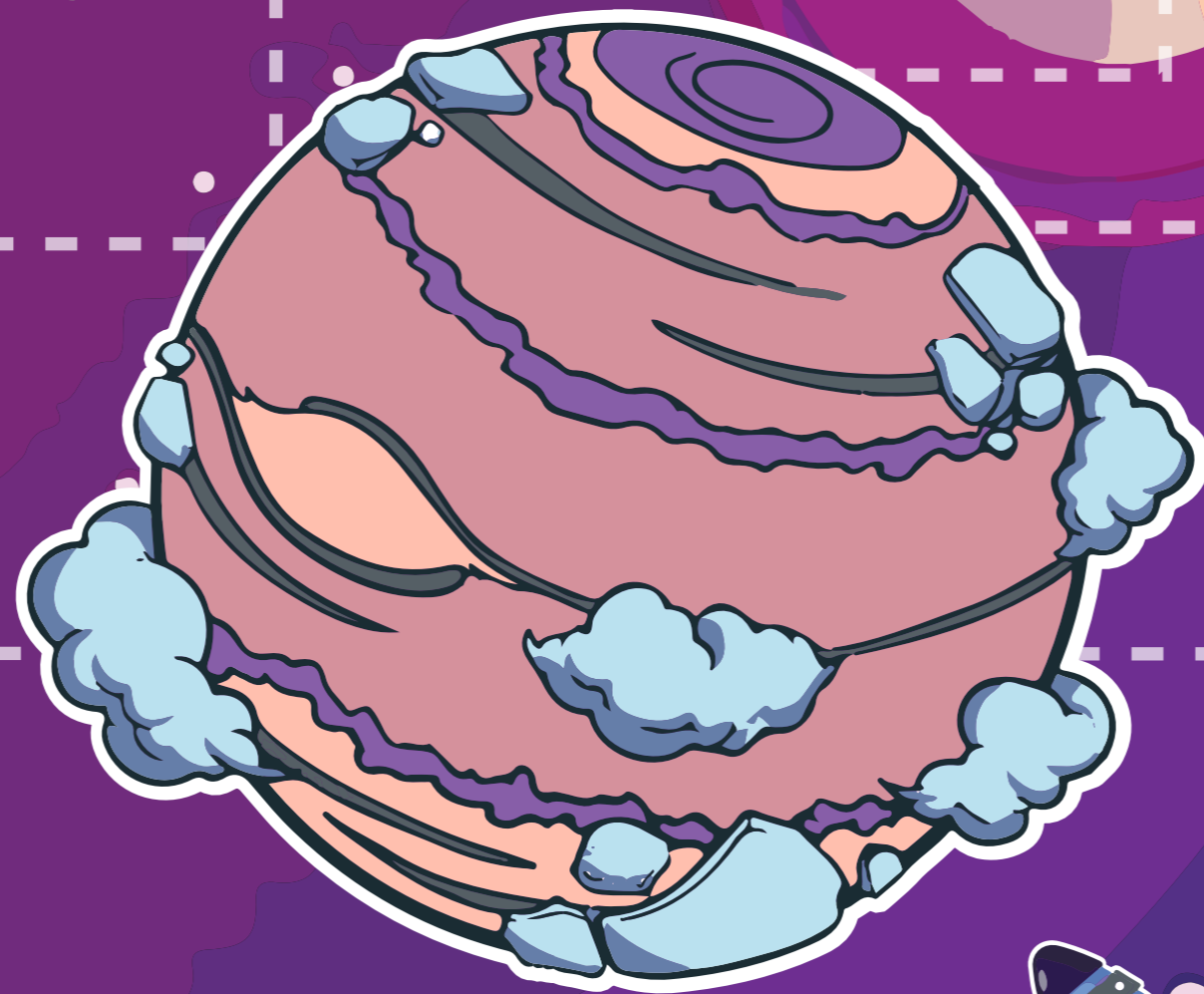
Day 6  
Settlement

satellite signal

Day 1  
Shape of the Planet

Day 7

OPERATION CENTER



Earth 2.0



Events

Laboratory

Factory

Discarded



Co-funded by the European Union

## ① PROJECT EARTH 2.0

Humanity's "Earth 1" project failed, resulting in environmental catastrophes such as melting ice, and greenhouse effects, and overpopulation. The team behind the project realized that there were too many mistakes in management and planning, and thus decided to start anew with the "Earth 2 project". To accomplish this, a team of four androids were sent to complete the task within six days.

## ② OBJECTIVE

The objective of the game is to construct a new Earth within the given timeframe, as a shuttle carrying settlers will arrive on the seventh day, and everything must be ready by then.

## ③ PLAYER CHARACTERS

Players are represented in the game by Androids. Each android has a unique set of characteristics.

Androids are:

Fundraiser – I-1 | R-5 | C-3

Ideologist – I-5 | R-4 | C-1

Professional – I-3 | R-5 | C-4

Professional – I-3 | R-5 | C-4

Chose your characters

## ④ GAME SETUP 1

1. On a game board place Planet Cards closed, on each day according to the day they belong.
  - Shuffle and place closed Event Cards next to the game board, under the events space.
  - Shuffle and place closed Special Projects Cards next to the game board, under the Factory space
  - Place closed Satellite Cards according to the days.

## ⑤ GAME SETUP 2

2. Each player chose one Android Character and takes a character card.
3. Starting resources.  
Group start with 14 Resources (on operation center board place resource counter on 14) and give Ideas Tokens up to the maximum number of slots each player can have.  
Day 1 starts from Activity 4

## ⑥ GAMEPLAY 1

- Players every day(game round) make step-by-step 5 activities:
1. EVENT
  2. RECHARGING
  3. PROFIT
  4. OPERATION
  5. CLOSING A DAY
1. EVENT: draw an event card, read it and resolve the effect.

## ⑦ GAMEPLAY 2

2. RECHARGING: generating resources and ideas by androids. Through the dice resolve the results and collect resources and ideas.
3. PROFIT: Get profit from the planet development. Collect resources and ideas from the built planet cards.

## ⑧ GAMEPLAY 3

4. OPERATION: Operation activities and Building phase. Open all Planet cards of the current day and see the building options. Players need to agree with the team on what they will do. Players have to build one of the options (but only one). Other cards are discarded. Players can spend their abilities and recourse on other operational activities.

## ⑨ GAMEPLAY 4

5. CLOSING A DAY: After all actions are done, resolve the chosen operations (pay and get). Place the building planet card on a corresponding day and move all Android tokens to the operation center.



## 10 OPERATION ACTIVITIES

Players have to choose what activity they will go for, move their Android tokens to the chosen activity, and pay the price of the activity. (androids can do only one activity a day)

O-Activities options:

- BUILD -
- UPGRADE -
- START SPECIAL PROJECT -

## 11 O-Activity: BUILD

**BUILD:**

Players move their Android tokens to a chosen planet card and pay the cost. Each planet card has a cost in a number of competencies, resources and ideas. Players have to cover all of these costs in order to build it. Players can join their abilities to pay the planet card cost.

## 12 O-Activity: UPGRADE

**UPGRADE:**

Players move their Android tokens to the Factory and can get one of the upgrades:

- pulse three resources (free)
- two ideas (free)
- pulse 1 idea slot (pay 2 ideas)
- develop competence (pay 1 idea and two resources)

## 13 O-Activity: SPECIAL PROJECT

**START SPECIAL PROJECT:**

Players move their Android tokens to the Laboratory and draw a Special Project Card. (special project gives bonus)

## 14 RECHARGING

At the beginning of each day, each character can obtain resources and generates ideas.

Each character rolls dice according to their abilities

Rolls results of 5 and 6 count as successes. For each successful dice-roll character gains one resource.

## 9 IDEAS



Ideas are slots limited. Meaning each player can take ideas up to the slot limit of their character.

For example, an expert has a two slots limit of ideas. He rolls the dice and gets two successes.

If slots were empty he gets two ideas. If he already has one idea, then only one slot is empty so he can only take one idea.

## 14 COMPETENCE



Competence - is a permanent ability of the Androids. Competence can't be spent. To use it androids just need to gather together with a requested amount of competence in Operation Activity.

## 8 RESOURCES



The resource is a shared building material stored together in the operation center, meaning there is no limit to the acquired amount you get money as many success rolls have each player, and add them to a common budget pull.

**Factory**  
Operation Activity  
Make an UPGRADE

UPGRADE	Cost:
2	free
1	free
1	-2
1	-1-2

Move Android tokens to the Factory and get one of the upgrades

## Day 1: Shape of the Planet



Round shape - like a normal Earth. Easy to maintain in future.  
+ 2 Resources each next days

COST

-9 -1 -12

## Day 1: Shape of the Planet



Square shape - strange but ok. In future may bring + 1 Resources and + 1 competence



Cost:

-7 -2 -10

## Day 1: Shape of the Planet



Star-shape, weird but attractive for investors. In the future, +1 idea

Cost:

-10 -3 -8

## Day 1: Shape of the Planet



Flat disc shape - Increases competence for one of the players

COST

-12 -3 -5

## Day 1: Shape of the Planet



Donut shape: gives an additional +1 Resources and negates negative event card one's in the game.



Cost:

-9 -2 -12

## Day 2: Atmosphere



Normal and regular To Buld for Planet with shape: squared - costs extra 1 star and disc - costs extra 1 and 1   
Future profit + 1 idea for Planet with normal and donut shape - profit +1 every day

Cost:

-12 -2 -13

## Day 2: Atmosphere



Almost Normal like in high mountains To Buld for Planet with shape: start - costs extra 2

Future profit + 2 coins for flat disc planet profit +1 and +2 every day

COST

-7 -4 -8

## Day 2: Atmosphere



Some Ultraviolet radiation To Buld for Planet with shape: star-shaped - costs extra 2 flat disc - costs extra 1 round - costs extra 1 square - costs extra 1 Future profit + 3 Resources

Cost:

-5 -6 -6

## Day 2: Atmosphere






High humidity atmosphere To Buld for Planet with shape: donut - costs extra 2 star and disc - costs extra 1   
Future profit + 1 Resources

Cost:

-7 -2 -10

## Day 2: Atmosphere

2  **PROFIT**

The Arctic atmosphere  
To Buld for Planet with shape:  
disc - costs extra 1   
square - costs extra 1   
round and donut - get a discount 1 




Future profit + 2 Ideas

**COST**

 -8  -2  -8

## Day 3: Water

3  **PROFIT**

Balance: some Salty, some Sweet.  
To Buld for Planet with:  
shape round and star - costs extra 3   
for high humidity atmosphere - get a discount 1 on  or 



Future profit + 3 Resources

**Cost:**

 -12  -1  -14

## Day 3: Water

2  **PROFIT**

Only salty water  
To Buld for Planet with:  
shape round and square - costs extra 3   
for arctic atmosphere - costs extra 1 



Future profit + 2 Resources  
for Ultraviolet radiation - profit +1 

**Cost:**

 -8  -3  -12

## Day 3: Water

1  **PROFIT**  
1 

Only thermal hot water  
To Buld for Planet with shape:  
star - costs extra 2   
flat disc - costs extra 2 

Future profit +1 idea and +1 Resources

**COST**

 -10  -4  -8

## Day 3: Water

1  **UPGRADE**

Dirty but possible to filter water  
for Planet with Donut shape - profit +1 every day 



Upgrade + 1 Competence

**Cost:**

 -8  -4  -8

## Day 3: Water

1  **PROFIT**


Only rainwater  
To Buld for Planet with:  
Ultraviolet radiation - costs extra 1   
high humidity atmosphere - get discount 2 

**Cost:**

 -8  -3  -7

## Day 4: Day and Night

3  **PROFIT**

Balanced/ normal change of day and night, 365 days a year  
To Buld for Planet with shape:  
start, square and disc - costs extra 2 


Future profit + 3 Resources

**COST**

 -15  -3  -15

## Day 4: Day and Night

1  **PROFIT**  
2 



Very long days and short nights  
To Buld for Planet with:  
shape squared - costs extra 2   
thermal water - costs extra 2   
Future profit +1 idea and + 2 Resources

**Cost:**

 -10  -5  -11

## Day 4: Day and Night

1  **UPGRADE**

Polar summer/winter, extreme temperatures.  
To Buld for Planet with:  
arctic atmosphere - costs extra 2   
extra humidity - costs extra 2   
Upgrade + 1 Competence

**Cost:**

 -7  -6  -8



## Day 4: Day and Night

Unpredictable change of day and night  
To Buld for Planet with:  
high mountains  
atmosphere - costs extra 3  
Future profit + 1 Resources

1  PROFIT

COST  
 -7  -6  -10

## Day 4: Day and Night

Day/Night of 9 hours each  
To Buld for Planet with:  
salty water - costs extra 1  
Upgrade + 1 Competence

1  UPGRADE

COST  
 -5  -5  -12

## DAY 5: Flora and Fauna

Similar to normal earth.  
Diverse flora and fauna.  
To Buld for Planet with:  
unpredictable day and night - costs extra 3  
arctic atmosphere - costs extra 3  
Future profit + 2 ideas + 2 Resources

2   
2  PROFIT

COST  
 -14  -4  -16

## DAY 5: Flora and Fauna

All diverse but Giant  
To Buld for Planet with:  
salty water - costs extra 2  
unpredictable day/night - costs extra 2  
polar night/day - costs extra 1  
Future profit + 1 idea and + 2 Resources

1   
2  PROFIT

COST  
 -12  -7  -10

## DAY 5: Flora and Fauna

Too many cactuses and snakes  
To Buld for Planet with:  
high mountains atmosphere - costs extra 4  
high temperatures and rain waters - costs extra 1  
Future profit + 1 idea

1  PROFIT

COST  
 -7  -5  -10

## DAY 5: Flora and Fauna

Only bacteria, some limited plants and insects  
To Buld for Planet with:  
Polar summer/winter - costs extra 1  
Future profit + 1 Resources

1  PROFIT

COST  
 -7  -5  -8

## DAY 5: Flora and Fauna

All plants and animals are clones. Limited diversity.  
To Buld for Planet with:  
unpredictable day/night, salty or thermal water - costs extra 1 or 2  
Balanced day and night - get a discount 1  
Lorem ipsum

0 PROFIT

COST  
 -7  -5  -7

## DAY 6: Settlement

Super sustainable city  
To Buld for Planet with:  
Giant Fauna - costs extra 4  
ultraviolet radiation - costs extra 2  
Future profit + 3 idea and + 2 Resources

3   
2  PROFIT

COST  
 -16  -3  -18

## DAY 6: Settlement

Middle-class semi-detached houses  
To Buld for Planet with:  
rainwater - costs extra 2 and 1  
only bacterias - costs extra 2  
Future profit + 3 Resources

3  PROFIT

COST  
 -15  -4  -12

## DAY 6: Settlement

Average accommodation with potential problems with water, heating, energy and etc.

1   
2 

PROFIT

To Build for Planet with :

unpredictable day/night - costs extra 4 

cactuses and snakes - costs extra 2 

high mountains atmosphere - instant give +2 

Future profit +1 idea + 2 Resources

Cost:

 -10  -1  -8

## DAY 6: Settlement

Slums

There is no running water, and only bio toilets outside. Available farms, and food stock for 6 months.

1 

UPGRADE

for Planet with:

thermal water - instant give +2 

Upgrade +1 Competence

Cost:

 -7  -4  -7

## DAY 6: Settlement

Caves and tents

Food stock for 2 months

1 

PROFIT

To Build for Planet with:

cactuses and snakes - costs extra 4 

giant Flora and Fauna - costs extra 4 

for Planet with:

thermal water - instant give +3 

Future profit +1 Ideas

Cost:

 -5  -3  -4

## DAY 7:

### Shuttle Arrives

Final touches, infrastructure and life-supporting systems

To Build for Planet with :

salty water, - costs extra 2 

bacteria - costs extra 1 

High humidity atmosphere - costs extra 1 

Cost:

 -3  -7  -6



## DAY 7:

### Shuttle Arrives

Final touches, logistics and minimum surviving conditions.

To Build for Planet with :

Caves and tents - costs extra 4 

Giant Flora and Fauna - costs extra 2 

Dirty water - costs extra 2 

Cost:

 -4  -5  -5



## DAY 7:

### Shuttle Arrives

Final touches, landing space and minimum living conditions

To Build for Planet with :

salty water, - costs extra 1 

polar night/day - costs extra 2 

Donut shape:- costs extra 2 

Cost:

 -5  -6  -4



## DAY 2: Signal from the shuttle

You receive message from the shuttle: Pandemic on the shuttle, you need 3 Resources, 1 idea and 10 competencies to cure people

PAY COST on DAY 7: Shuttle Arrives

 -10  -1  -3



## DAY 4: Signal from the shuttle

You receive message from the shuttle: Too many newborns on the shuttle. You need more accommodations and child-care facilities. For that, you need 8 Resources, 1 competencies and 4 Ideas.

PAY COST on DAY 7: Shuttle Arrives

 -1  -4  -8



## DAY 5: Signal from the shuttle

You receive message from the shuttle: More elite on board than expected Build more luxury residences. To build elite buildings you need to have 7 Resources, 2 ideas and 4 competencies when people arrive

PAY COST on DAY 7: Shuttle Arrives

 -4  -2  -7





## Event card

Unexpected donation for your creative decision and new solutions:  
get + 4 Resources

Get:

+4 

## Event card

The Sand Storm destroyed some critical infrastructure.  
pay 5 Resources to fix it.  
If you cannot do this today, you can do it the next days but each day, you need to pay 1 Resources more.

Pay:

 -5 (+1 day=extra -1 )

## Event card

Conflict in the team between the Expert and Professions, they can't work today on the same Operation activity

Operation activity:

Today:



## Event card

Team-building!  
Stop any team conflict and improve 1 competence of one of the players

UPGRADE:

+1 

## Event card

Fail in planning.  
Your androids are overbooked at side work.  
This round, the team lose two ideas.

Pay:

-2 

## Event card

Your Android fundraiser did not manage to submit a report in time.  
Android fundraiser doesn't get the money this round

RECHARGING:

Today:



## Event card

Acid Rain  
burned important equipment,  
you lose 4 Resources

Pay:

-4 

## Event card

High-Quality experts volunteered to help. Pay one Idea to add 3 competencies to any of the purchases.

Optional:

Today: -1  = +3 

## Event card

The Android ideologist is in a depression, and cannot gain/take/recharge any ideas this Day

RECHARGING:

Today:



## SPECIAL PROJECT

Research cost:

-5   
-3 

PROFIT

2 

Research technology to cure disease.  
Costs 5 Resources and 3 ideas.  
The next days it brings 2 Resources or  
the ability to cure one virus quickly.

## SPECIAL PROJECT

Selling cost:

-2 

Get:

5 

You can sell your ideas.  
Cost -2 ideas.  
Get +5 Resources

## SPECIAL PROJECT

Training cost:

-2   
-2 

UPGRADE

1 

Take part in professional training.  
Cost -2 Resources and -2 ideas.  
Get +1 Competence to one of the Androids

## SPECIAL PROJECT

Research cost:

5   
-2 

Get:

2 

Effect:



Develop water purifier technology.  
Cost: 5 Competence and 2 ideas. Get:  
water's negative effects do not add to  
the building cost. If the planet has salty  
water, immediately get 2 Resources

## SPECIAL PROJECT

Product cost:

-5 



Insurance.  
Cost: 4 Resources.  
Get a 2 Resources discount on costs  
from the Events effects

## SPECIAL PROJECT

Research cost:

5   
-5 

PROFIT

1 

Build a luxury house in remote areas.  
Cost 5 Competence and 5 Resources. If  
you build it, every next day you can  
profit +1 idea and 1 Resources.

## SPECIAL PROJECT

Product cost:

4   
-3 

Building discount:

 -1

Finance consultation.  
Cost: 4 Competence and 2 ideas.  
To get permanent discount on bulding  
costs -1 Resources

## SPECIAL PROJECT

Research cost:

-6   
4 

Get:

2 

Effect:



Research terraforming technology  
Cost: 4 Competence and 6 Resources.  
Get: shape negative effects add to the building  
cost with discount -2 Resources.  
If the planet star shape, immediately get 2 ideas

## SPECIAL PROJECT

Research cost:

-3   
5 

Get:

3 

Effect:



Research Bioengineering  
Cost: 5 Competence and 3 Resources.  
Get: Flora and Fauna negative effects do not add  
to the building cost.  
If the planet with bacteria, immediately get 3  
ideas



Competence

3



Resources

5

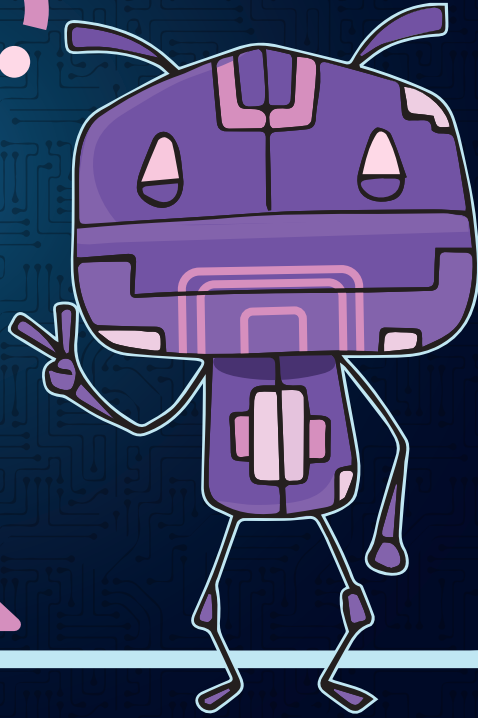


Ideas

1

	2	3	4	5
6	7	8	9	10

Fundraiser



Competence

4



Resources

3

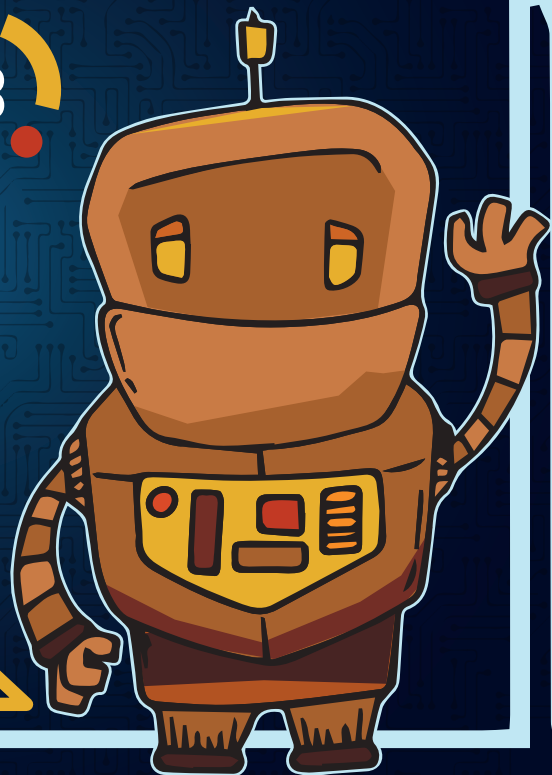


Ideas

3

	2	3	4	5
6	7	8	9	10

Professional







Competence



Resources



Ideas



	2	3	4	5
6	7	8	9	10



Ideologist



Competence



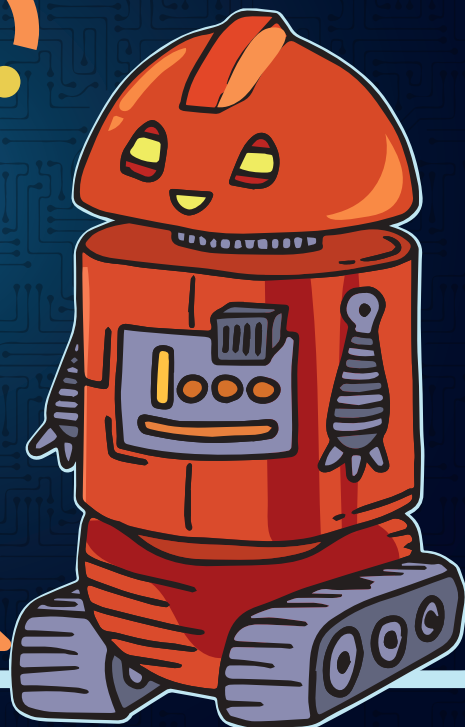
Resources



Ideas

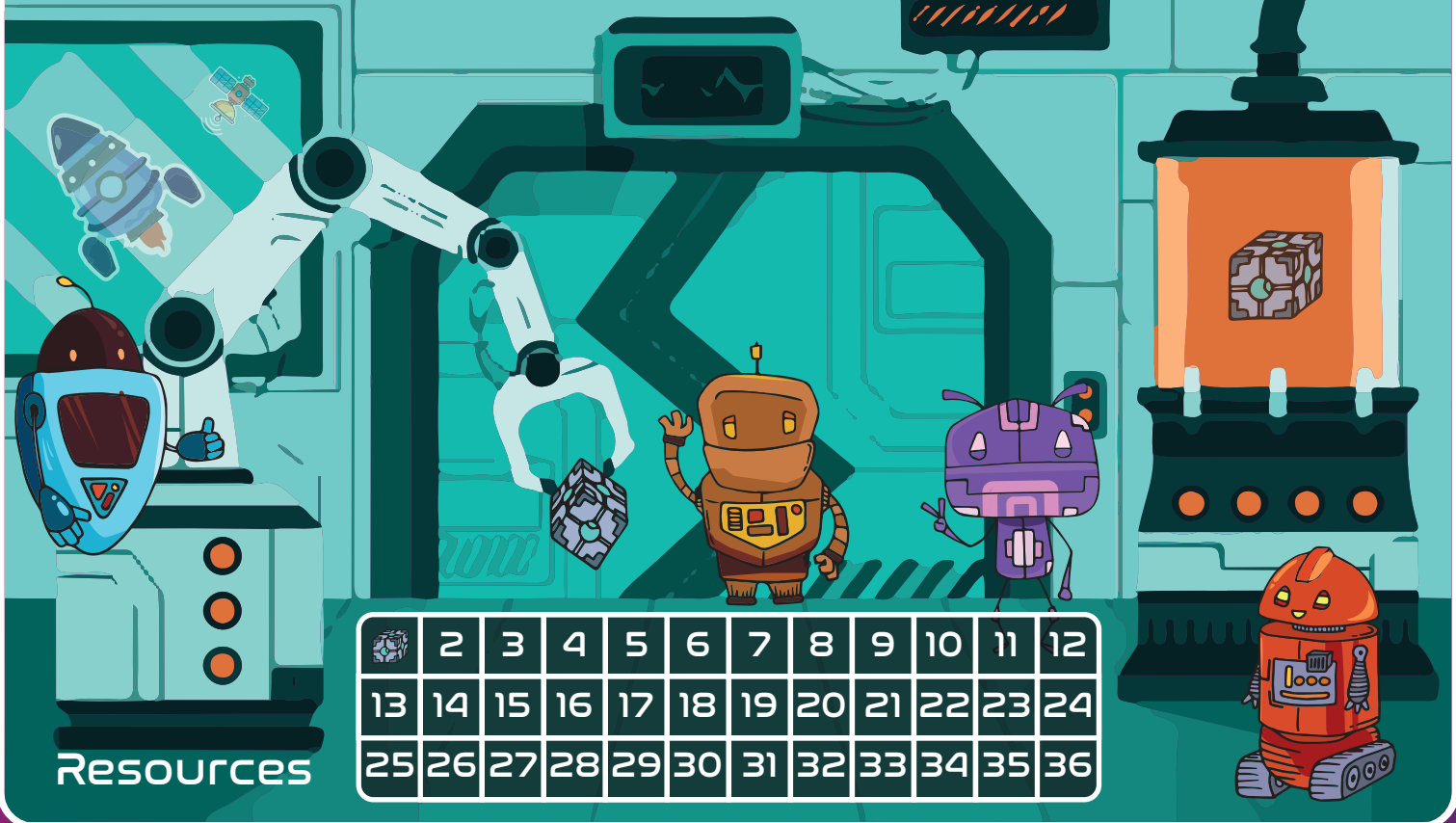


	2	3	4	5
6	7	8	9	10



Expert

## OPERATION CENTER



Resources

	2	3	4	5	6	7	8	9	10	11	12
13	14	15	16	17	18	19	20	21	22	23	24
25	26	27	28	29	30	31	32	33	34	35	36

## DEBRIEFING QUESTIONS

- How was it?
- How satisfied are you with the final product? Does it look like a more successful project than "Earth 1"?
- What was your strategy? Was there any strategy? Why yes, why not? (did you manage to plan, monitor and adjust?)
- What were the major obstacles?
- Any observations about your teamwork? How important was it for the project implementation? How were the decisions taken? Was it the best way? How did this affect the project?
- Do you see any connections with real-life project management? Any experience you can particularly relate to?
- What are the important elements of project management to safeguard in real life? Any tips or best practices to share?
- What about the risks? How do you overcome risks related to external factors, money, people etc...?
- If there is one thing you take as a learning from this session what will it be?