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The Green Square Project

The Green Square Project aims to support youth workers and trainers working with young people within the framework of ecology and young people themselves, using gamification, as well as in youth entrepreneurship and citizenship programs. We intend to create a game that will be the basis for both increasing the competence of youth workers as well as actively engaging the potential of youth themselves in pro-environmental activities and modern technologies.

For more, visit: www.greensq.eu.



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GREEN SQUARE

Human actions have created challenges for the world, leading to ecological disasters and a looming catastrophe that threatens the planet. Insufficient oxygen production from forests, pollution from factories, transportation, and other sources are contributing to the crisis. Various ecological catastrophes are tearing the world apart, causing people to turn against each other.

In numerous locations, new threats emerge daily, harming the health of the world and destroying its greenery. However, hope lies in the Eco Heroes—courageous individuals willing to take action and confront these environmental challenges. These heroes possess the knowledge to halt disasters and combat monstrous threats.

As they gain experience, upgrade their equipment, and develop their abilities, they become more adept at facing eco-beasts. As you embark on this journey, you become an Eco Hero with the power to save the world and confront the Eco Beasts. Strive to be the best Eco Hero, reach level 10, and emerge victorious in the game! In this game, you assume the role of an eco-hero, and the outcome rests in your hands. Develop your character to level 10 to win in the battle against environmental challenges.

Getting Started:

Sort the cards into two piles: one for locations and one for upgrades. Mix up both piles, and give four cards from each pile to every player.



Managing Cards:

Keep two discard piles face-up on the table, one for locations and one for upgrades. Unless a card explicitly allows it, you cannot peek into the discard piles. If a pile runs out, shuffle its discards back in.

Cards you use are "in play." They're the ones in front of you, showing your tribe, profession, and carrying items. Some cards, like disaster cards, stay on the table even after you play them. Everyone should be able to see your in-play cards. Your hand represents the card you hold. Cards that affect "your hand" are the only ones that can take them, but they don't perform any actions for you. At the end of your turn, you can't have more than five cards in your hand (check Charity, p. 2).

Once cards are in play, you can't put them back in your hand; you either discard them or trade them.

Creating Your Character:

Everybody starts as a Level 1 meat eater with no profession. Eco Heroes can eat meat, be vegan, or be vegetarian. Your character's food choice is the same as yours at the beginning, unless you say otherwise.

Look at your first eight cards. If you have tribe or profession cards, you can play one of each by putting them in front of you. You can also play if you have usable items (see paragraph Items). If you're unsure about playing a card, you can read more below, or just go ahead and play it.

Dealing with Conflicts:

This guide provides general rules, but some cards have special rules. Usually, if there's a disagreement between this guide and a card, follow what the card says. However, if a card seems to clash with a rule below, only go with the card if it clearly says it replaces that rule!

- No one can drop below Level 1, but card effects might temporarily lower someone's battle strength below 1.
- If you defeat an eco-beast, you will only level up after a battle.
- You can't grab rewards (like upgrades or levels) in the middle of a battle. Finish the fight first.
- Reaching Level 10 requires defeating an Eco Beast, and you can't force another player to help you.

Beginning and ending the game:

Determine who goes first by rolling a die and arguing about the results and meaning of sentences. Turns have different phases (see paragraph Turn Steps). After the first player finishes a turn, the next player to the left takes a turn, and so on.

The first player to hit Level 10 wins, but reaching Level 10 must involve defeating an Eco Beast, unless a card specifically says you can win differently.

Death

If you die, you lose all your possessions. However, you retain your Professions, Tribes, and Level (along with active disasters). Your new character will resemble the old one. Maintaining your cultural heritage, also known as Eco Master, is crucial.

After dying, there's no need to Run Away from any remaining eco-beasts

Looting The Body:

Place your hand beside the cards in play (excluding those mentioned above). If an Item is carried by a Volunteer or attached to a Detour! card, set those cards apart. Starting with the highest-level player, others choose one card each. In cases of level ties, roll a die. After everyone takes a card, discard the rest. If your corpse runs out of cards, it's tough luck.

Looted cards are placed in players' hands.

Dead characters can't receive cards for any reason, not even charity, and they cannot level up or win the game.

Upon the next player's turn, your revived character appears, capable of aiding others in Battle with your level, and Professions or Tribe abilities. However, you lack cards unless given Charity or gifts from others.

On your next turn, begin by drawing four face-down cards from each deck, play any legal cards, and proceed as usual.

Disasters

If disaster cards are drawn face-up during the Opening The Location phase, they affect the person who drew them.

If acquired through other means, like Looting The Locations, disaster cards go to your hand and can be played on any player at any time. It's amusing to diminish someone's abilities just as they think they've defeated an eco-beast.

Typically, a disaster impacts its victim right away (if possible) and is then discarded. Some disasters, however, impose a penalty later in the game or have an ongoing effect. Keep these cards until you remove the disaster or the penalty comes into effect. Disaster cards kept as a reminder cannot be discarded to power profession or Tribe abilities. Nice try!

Note: If someone plays a "your next Battle" disaster on you while you are in Battle, it counts in that battle! The same applies to a "your next turn" disaster played during your turn.

When a disaster impacts multiple items, the victim determines which item it impacts. If a disaster refers to something you don't have, ignore it. For example, if you draw Lose Your Uniform but have no uniform, nothing happens; discard the card. Please carefully read the card as some disasters may have alternative effects.

Sometimes, it might be beneficial to play a disaster or eco-beast on yourself, or to "help" another player in a way that costs them an upgrade.

Rewards

After defeating an *eco-beast*, you gain one level per *eco-beast*, unless the *eco-beast* card specifies otherwise. Additionally, you acquire all the upgrades indicated on the bottom of the *Eco Beast* card. Any *eco-beast* enhancer you use can adjust each *eco-beast*'s specific upgrade number. If you defeat the *eco-beast* on your own, draw the upgrades face-down. If someone assists you, draw them face-up so everyone can see, even if they choose not to take any upgrades.

If you manage to defeat an *eco-beast* without causing harm, you don't receive a level, and whether you get the upgrades depends on the method used.

You can play upgrade cards right away, even if you were the helper.

Battle Example with Numbers

Michael, a 4th-Level Green Activist with the Recycled Eco-Fiber Vest (+3 battle strength), faces the Naturemare Wraith, a Level 10 *eco beast*. Michael is at Level 7, Naturemare Wraith is at Level 10, and Michael is losing.

When Michael plays Fluffy Kitten, he adds +5, bringing his battle strength to 12, which surpasses the Naturemare Wraith's 10.

Julia steps in, using Rose Oil to increase Naturemare Wraith's strength by five. Now Michael is losing 15 to 12.

Michael decides to Green Boost, using his Green Activist power to discard 3 cards and gain +3. Now it's tied at 15 each. Michael, a Green Activist, wins ties and defeats the Naturemare Wraith unless someone interferes.

Running Away

If no one helps you or interference prevents a potential victory, you must Run Away. Escaping depends on rolling a die—5 or more allows you to escape. Some abilities and Upgrades affect your chances. *eco beasts* may provide a bonus or penalty to your roll for that specific *eco beast*.

Failing to escape leads to a Catastrophe described on the *eco beast*'s card, ranging from losing an Item to losing levels or even facing Death (see below). When fleeing from multiple *eco beasts*, you roll separately for each, facing Catastrophe from each caught *eco beast*.

If cooperating players can't defeat the *eco beast*(s), both must Run Away, rolling separately for each in any order. Once they finish all Run Away rolls, discard the caught *eco beast*(s).

When You Can Do Stuff:

You can do these things whenever:

- Toss away a profession or tribe.
- Play a Go Up a Level or an Eco Buddy card.
- Play a Disaster card.

You can also engage in these activities at any time, provided there is no conflict.

- Swap an Item with another player (they shouldn't be fighting either).
- Change which Items you're using.
- Use a card you just got (some can even be used during a battle; check above).

During your turn, you can engage in the following activities:

- Put down a new profession or tribe card (whenever you want).
- Trade in Items for levels (but not during a fight).
- Play an item. Most can't be used in a fight, but some one-shot items can (see paragraph Items).

Turn Steps

Your turn begins immediately after the person in front of you finishes theirs. Once you have arranged your cards as desired, proceed to step 1

Step 1:

Open the Location: Pick a card from the Location deck and flip it face up. If it's an *eco-beast*, get ready for a fight (see paragraph Battle). If it's a disaster (see paragraph Disasters), it impacts you immediately, if possible, and is discarded (unless it remains for a while or serves as a reminder of an impending event). For any other card, you can either add it to your hand or play it right away.

Step 2:

Investigate the Area or Look for Issues If you battled an *Eco Beast* in step 1, skip this part and move on to step 3. If no *Eco Beast* showed up when you opened the location, you have two choices: either check for trouble or explore the locations.

- a. Check for Trouble: Select an *Eco Beast* from your hand and engage it in combat, just as you did during location setup. Don't pick an *Eco Beast* that's too tough unless you're confident someone will help you out (see p. 4).
- b. Explore the Location: Draw another card from the Location deck, facing down, and add it to your hand

Step 3:

Sharing: If you have more than five cards in your hand, you need to play enough to get down to five or less. This could mean playing disaster games, selling items from your hand, or putting items on the table. If you can't get your hand down to five cards or don't want to, you must give the extra cards to the player with the lowest level. If there's a tie, share the cards as evenly as you can, but you decide who gets the bigger set(s) of leftovers. If you are the lowest or tied for the lowest, just toss the extras. Once you're done with sharing, the next player's turn begins.

Character Details

Every character is like a bunch of gear, clothes, and magical stuff, with three main things: level, tribe, and profession. For example, you might say your character is a "Level 8 Air Nomad Bamboo Bandit with a Star Compass, Luminous Luna Big Bow, and The Moon Daggers."

Level:

This shows how strong and awesome you are. When they talk about your level with a capital "L," they mean this number. When you defeat an Eco Beast or a card that says so, you gain a level. You can also trade in items to get more levels (check items). If a card says you lose a level, you do, but your level can't drop below 1. However, a disaster or other punishment can negatively impact your battle strength.

Profession:

Characters can include Eco Engineer, Green Activist, Bamboo Bandit, and Druid. If you don't have a profession card in front of you, you don't have one. Each profession has special things it can do listed on the cards. Once you put a profession card in front of you, you gain those abilities, but you lose them when you toss the card. Some professional abilities use discards. You can toss any card, whether it's in play or in your hand, to use a special ability. To see when you can use these abilities, check the profession cards. Note that a Bamboo Bandit can't steal when they or the target are fighting—once an Eco Beast pops up, the battle starts! You can ditch a profession card anytime, even during battle: "I don't want to be an eco engineer anymore." When you toss a profession card, you're not part of any profession until you play a new one. You can't be part of more than one profession at the same time, unless you play the EcoMaster card.

EcoMaster card

Tribe:

Characters can be meat eaters, water whisperers, air nomads, or earth guardians. If you don't have a tribe card in front of you, you're a regular meat-eating human. Humans don't have special abilities. Tribes are also subject to the rules for professions. You can't be part of more than one tribe at once unless you play the Cultural Heritage card.



Seeking Assistance

If you find yourself unable to win a Battle alone, you can request help from any other player. If one player declines, you can ask another, and so on, until everyone refuses or someone agrees. Only one player can assist you, contributing their Battle strength to yours. Players can play cards to influence your Battle, though!

Often, you'll need to offer a bribe to someone to help. You can propose any Item(s) you currently have or any number of the eco-beast's Upgrade cards. If you offer part of the eco-beast's Upgrade, you need to decide who picks first. You can also offer to play legal cards from your hand, such as Go Up a Level cards, on your helper.

The eco-beast's special abilities or weaknesses apply to your helper, and vice versa. For example, if a Green Activist assists you, you'll win if your combined total ties the eco-beast's, and your helper can use Green Boost to discard cards and boost their Battle strength (but only once per Battle, not per eco-beast). If facing the Radioactive Colossus with the help of the help of an Eco engineer, they can automatically chase it away.

If your helper successfully aids you in defeating the eco-beast, discard it, draw Upgrades (see Rewards below), and follow any specific instructions on the eco-beast card. For each defeated eco-beast, you level up. Your helper does not gain levels unless they are an Air Nomad, in which case they gain one level for each eco-beast defeated. You draw Upgrade cards even if your helper's special ability defeats the eco-beast, and you distribute them according to your agreement.

Certain cards or abilities allow you to force another player to help you in Battle. However, this doesn't work if you're fighting for the win. If you compel someone to help, and the fight turns into one for the win, your helper can back out without consequences. But if you voluntarily assist someone, you can't back out just because they're close to winning, so stay attentive!

Interrupting Battles

You can disrupt other players' Battles in various ways, such as:

- Use a one-shot card: You might aid another player by using a one-shot to boost their side. Alternatively, you might unintentionally strengthen the eco-beast.
- Play an eco-beast enhancer: These cards usually make an eco-beast more formidable and grant it additional Upgrades. You can use these during your Battles or someone else's.
- Add an eco-beast from your hand to the Battle: This can be done either with a Lunatic eco beast card or by following the special Radioactive rule.
- Bamboo Hit a player in Battle, If you're a Bamboo Bandit, you can make a Bamboo Hit someone during a Battle.
- Disaster a player: If you possess a disaster card, you can use it to impose a disaster on another player in Battle.

Eco beast enhancers

Eco-beast enhancers are special cards that can increase or decrease the strength of individual eco-beasts during a battle. Even penalties for eco-beasts count as enhancements. These cards also impact the number of Upgrades the eco-beasts provide. Eco-beast enhancers are available for use by any player in any battle, and playing multiple enhancers on one eco-beast amplifies their effects. However, if there are multiple eco-beasts in a battle, the player using each enhancer must choose which eco-beast it affects. There's a special case: if something enhances an eco-beast, it also enhances its Mate. For example, if you use cards like Eco Buddy on a single eco beast in any order, you're now up against an Ancient Enraged eco beast and its Ancient Enraged Mate. Good luck!

Battling Multiple eco beasts

Certain cards, like Lunatic Eco Beast, allow your opponents to introduce additional eco-beasts into the ongoing fight. To succeed, you must overcome the combined Battle strengths of all the eco-beasts involved. Any special abilities, such as making you fight with only your Level, apply to the entire encounter. If you possess specific cards, you can remove one eco-beast from the Battle and face the others in a regular fight. However, you are not allowed to choose to face one eco-beast and Run Away from the others. If you eliminate one eco-beast but then decide to run from the others, you won't earn any levels or Upgrades!



Radioactive eco beasts

Some of the of the eco-beasts in this set are labeled Radioactive. You can bring any Radioactive eco-beast from your hand into Battle to assist another Radioactive eco-beast, and you don't need a Lunatic eco-beast card for this.

Eco Master and Cultural Heritage

When playing a profession or tribe, you can use these cards, but only if you have the appropriate card (profession for Eco Master, tribe for Cultural Heritage) to attach them to. You can't have more than one of the same profession or tribe cards in play at the same time.

If you choose to play Eco Master with a specific profession, you will receive all the benefits associated with that profession, such as the ability to use profession-specific items and the ability to punish Eco Beasts that are weak against that profession. The negative aspects of your profession, such as the inability to use items prohibited by your profession and the lack of bonuses for eco-beasts, do not apply to you. However, if that profession includes an ability that comes with a cost, you still have to pay for it—you're not that special! If you play Eco Master while you have two professions, you get all the usual good and bad things from both professions. The same principles apply to cultural heritage, but they apply to tribes rather than professions.

Upgrade

Upgrade cards come in two types: permanent and "one-shot" cards. You can put any upgrade card on the table as soon as you get it or at any time on your turn, except during battle (unless the rules or the card itself say otherwise).

Items

Items are mostly Upgrade cards. They have a Eco points value, and "No Value" means zero Eco points. All Items you have in play are "carried," and those actually giving you a bonus are "equipped." During a Battle or while running away, you can't change your Items.

Anyone can carry any Item (except for extra Big items), but you can only equip one Heads, one suit of Uniform, one pair of Footwear, and two "1 Hand" Items (or one "2 Hands" Item). This is unless a card allows you to ignore these limits, like Volunteer, Detour or unless a card says otherwise. Some Items have specific restrictions, like the Moon Daggers, which only a Bamboo Bandits can use.

You can't discard Item cards without a reason. You can sell them for a level, trade with other players, or give an Item to someone else. Certain Profession and Tribe abilities can be powered by discarding cards with Items. Additionally, a Disaster or an Eco Beast's Catastrophe might force you to get rid of something.



Big Items

Big Items are special; you can only carry one at a time. You can have as many Small items as you want, but if you have a Big item, you can't just swap it for another. You have to sell, trade, lose it to a Disaster or Catastrophe, or discard it for a Profession or Tribe ability.

If something lets you have more than one Big item and you lose that ability, you need to fix it right away or get rid of all but one Big item. On your turn and not in Battle, you can sell the extras, but you must have at least 1,000 Eco Points of Items to sell. If you can't sell them, give them to the lowest-level player(s) who can carry them. If any are left, discard them.

Trading is cool, but only with Items on the table, not from your hand. You can trade anytime, except during Battle. Giving away Items without a trade is fine too, maybe as a bribe. If you show your hand to others, that's okay.

You can sell Items during your turn (not during Battle) to go up a level. At least 1,000 Eco Points are required, and "No Value" cards count as zero Eco Points. If you have more than you need, you can't get change. You have the option to sell your hands or the items you are carrying. But remember, you can't sell items to reach Level 10.

A "One-Shot" Upgrade

A "one-shot" Upgrade card is like a single-use power-up. If it says "Usable once only," it's a "one-shot" Upgrade. Most are for Battle, making eco-heroes or eco-beasts stronger. Use them from your hand or the table, and toss them once the Battle ends or their effect is done. If a one-shot has a Eco Points value, you can sell it for levels, just like regular Items.

Other Upgrade

Other Upgrade cards, like Go Up a Level cards, aren't Items. They specify when to play them and whether to keep them or discard them. For example:

- Go Up a Level cards are functional at any time, including during battle. Toss them once played. Exception: You can't play one to achieve a winning level.
- You can play the Volunteer at any time during any turn. But you can't give them an Item during Battle.



Battle

When you face an eco-beast, compare its strength to yours. Your strength is your Level plus any boosts or reductions from Items and cards. If the eco-beast is as strong or stronger, you lose and must Run Away. If your strength is greater, you defeat the eco-beast, gain a level (or two for big eco-beasts), and collect the upgrades mentioned on its card.

Sometimes cards let you avoid killing the eco beast. Although this is considered "winning," you won't get a level or upgrade unless the ability specifies so. If the last eco-beast is removed from a Battle, it ends immediately. Keep an eye out for eco-beast cards with special powers that impact the Battle, like bonuses against certain Tribes or Professions.

You and the other players can use one-shot Upgrades or activate Profession or Tribe abilities during your Battle to either help or harm you. Additionally, certain Location cards, like eco-beast enhancers, can be played in a Battle.

If you successfully defeat an eco-beast, discard the eco-beast card(s) and any other cards played during the Battle. Claim the rewards you're entitled to. However, be aware that someone might play a hostile card or use a special power just when you think you've won. When you defeat an eco-beast, wait for about a short moment to see if anyone else reacts. After that time, consider yourself successful in killing the eco-beast, and you will genuinely receive the levels and upgrades, even if others continue to complain or argue.

Eco beasts

Eco-beasts behave differently depending on how you encounter them. If you draw an eco-beast face-up when opening a Location, it attacks you right away. If you obtain an eco-beast card through other means, it goes to your hand. You can then choose to play it on your turn to initiate a fight or join another player's battle using the Lunatic Eco Beast card (explained in Battling Multiple eco beasts). Each eco-beast card represents one creature, even if the card name appears to be plural.

