

how to play

Contents



56 **footprint cards**



120 **bonus cards**



24 **credits**



earth board



60 **pollution cubes**

Aim

1. The winner is the player who removes the most pollution from earth. However if the footprint cards run out before all the pollution is removed, then everybody loses!

Setting up

2. Set up the game with the following:
 - There's beginner, medium and advanced level **bonus cards**. You can use several decks in a game to suit abilities. Shuffle the deck(s) and place in the middle.

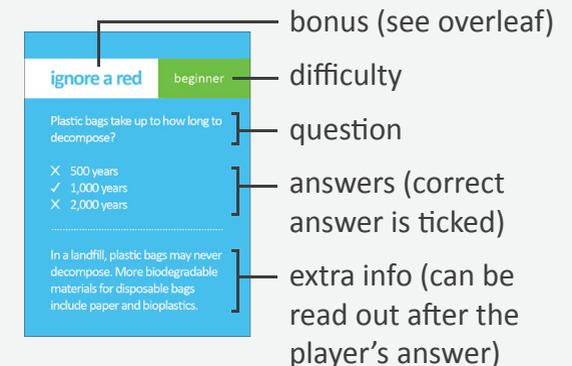
- Each player starts with 4 **credits**.
- Randomly count out the number of **footprint cards** to suit the desired length of your game, and put the correct amount of pollution cubes on **earth**:
 - **15 mins**: 10 footprint cards and 20 pollution cubes
 - **30 mins**: 20 footprint cards and 40 pollution cubes
 - **45 mins**: 30 footprint cards and 60 pollution cubes



Playing

3. The youngest player goes first, with play then moving clockwise. Each turn has the following actions:
 - answer a bonus question
 - turn over a footprint card
 - play a bonus card (optional)
 - buy or invest in one innovation, or pass
4. On your turn another player picks up the top card of the bonus deck and reads out the underside question and the three possible answers. If you answer correctly you get the card, otherwise it goes to the bottom of the deck.

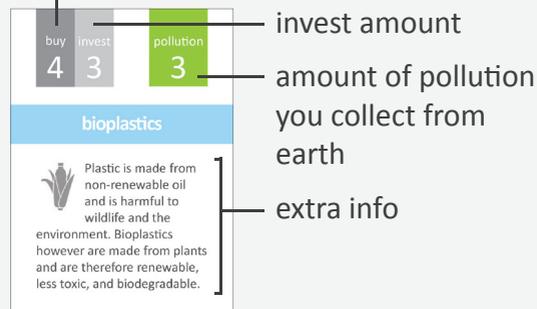
bonus cards



- Now turn over the top card of the footprint deck. If it is a white innovation card you can gain it by giving the card's 'buy' credits to the other players in whatever way you wish - e.g. you could share them evenly or give them all to one player. Now place the card face up in front of you and collect the amount of pollution cubes shown from earth. If you don't have enough credits, or don't want the card, you pass.

innovation cards

buy amount



- If you turn over a red or green card, you must do what it says, while with blue cards you can choose whether to play them or pass. If it is not possible to do what any of the cards

say, you must pass. All used cards go in the discard pile at the end of your turn, and are not played again.

red, green and blue cards



- If you don't buy an innovation on your turn, you can instead invest in another player's innovation card. You do this by paying them the 'invest' credits shown on their card, and collecting the amount of pollution shown from earth. The card is then moved to the discard pile where it can't be invested in again.

Bonus cards

- You can play one bonus card during your turn, and once played, the card goes to the bottom of the bonus deck. The cards provide the following bonuses:

- buy half price:** buy a white card for half the usual cost.
- invest for free:** invest in another player's footprint card for free.
- collect double:** collect double pollution from buying or investing in a white footprint card.
- ignore a red:** ignore the effects of a red card.

Winning

- Play continues until all the pollution has been removed from earth. The player who collects the most pollution is the winner.
- However if all the footprint cards are turned over before all the pollution has been collected, **all players lose!**

About

We hope you enjoy playing Footprint: World Edition (2018).

All material is © Devine Design (2017) and 'Footprint' is a registered trademark.

More information on this game, including the sources for the bonus card questions, can be found on our website: www.footprintgame.co.uk