



EARTH Procedures

Before play begins, all players should confirm that only a complete set of base game components are being used.

SETUP:

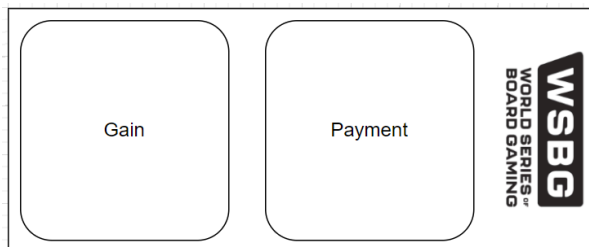
Seating will have been determined randomly, and play will begin with the player in Seat One.

The Fauna board will be placed on the Standard/Advanced side.

Earth cards should be pile shuffled, and then shuffled together *well*. Any player desiring to shuffle/cut the deck will be allowed to do so.

The Fauna board will be seeded with 4 Fauna cards and 2 Ecosystem cards chosen at random before play by WSBG officials. Players arriving at their game should **NOT** change/replace these cards.

Each player will take a Transaction Board to help keep track of Gains/Payments.



All unused Ecosystem cards should be blindly shuffled by the player in Seat One. When finished shuffling, place the top card on the bottom of the stack, and deal TWO Ecosystem cards to each player, beginning with the player on their left. (When dealing, the first two cards should go to the first player to receive cards. Do NOT deal one card to each player and then circle back around to deal the second card. This process should be repeated for both the Island and Climate Cards.)

All Island cards should be blindly shuffled by the player in Seat Two. When finished shuffling, place the top card on the bottom of the stack, and deal TWO Island cards to each player, beginning with the player on their left.

All Climate cards should be blindly shuffled by the player in Seat Three. When finished shuffling, place the top card on the bottom of the stack, and deal TWO Climate cards to each player, beginning with the player on their left.

Players should then secretly put the chosen side of their kept Ecosystem, Island, and Climate cards under their Transaction Board with the side they wish to play **FACE UP**. Any unchosen Ecosystem, Island, and Climate cards should be returned to the game box. After all players have finalized their decisions, these three cards should be uncovered simultaneously by all players and transferred to player boards **without flipping them**.

All other elements of setup should occur normally and according to the rules.

GAMEPLAY:

Play will proceed normally and according to the printed rules, with the following exceptions/addendums:

All players should work together to ensure that plays and placements are completed legally. **Actions taken should be deliberate and transparent.** Clearly explain what you are doing, and be diligent about keeping your player board and tableau tidy.

The Transaction board should be used to show what is being gained and any payment made. All gains, including cards, should be placed on the Transaction board before being moved to a player board or tableau. **Example:** *If gaining 5 soil, do not grab a handful of soil from the supply and dump it onto your player board. You should first place the five soil on your Transaction board in order to allow the other players to see that you have indeed taken five soil.*

Trunks should not be stacked more than 3 high, including canopies. Each table will have trunks with higher numerical values on them, which should be used if needed. **Example:** Instead of having three single trunks and a canopy on a card, a player should exchange the three single trunks for a “3” trunk (using the Transaction board) and place the canopy on top of the “3” trunk after moving it to the card.

Due to the nature of this tournament, play of Earth will not occur simultaneously. Play will begin with the player in Seat One, who will run through all their actions and then pass a supplied WSBG Active Player card to the next player to signal the completion of their turn. That player will complete their turn, and pass the Active Player Card to the next player, and so on. After all players have resolved actions set in motion by the initial Active Player’s selection, play will progress in a clockwise manner.

REMINDER: *All players, particularly the player to the right of the player taking their turn (since they will not be going next and will have time to think about their own play later), should pay careful attention to what the player taking their turn is doing. Clear and deliberate play, along with auditing the moves of your neighbor, will ensure an enjoyable and successful tournament.*

SCORING:

All scoring should occur one player at a time, beginning with the player in Seat One. Each player should confirm the accuracy of the recorded score.

TIEBREAKERS:

Ties are resolved in the following order:

- 1) most soil remaining in reserve
- 2) most cards in hand
- 3) most growth
- 4) most sprouts
- 5) most composted cards
- 6) highest-number starting position (Seat 4 in 4P game)

*These procedures are designed to ensure fair play and minimize problems with the game state. They may be amended at any time by a WSBG tournament administrator.