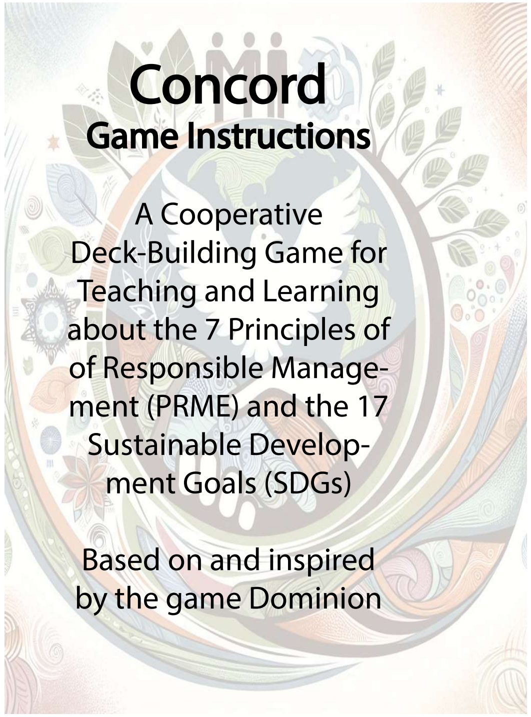

# Concord
## Game Instructions

A Cooperative Deck-Building Game for Teaching and Learning about the 7 Principles of of Responsible Management (PRME) and the 17 Sustainable Development Goals (SDGs)

Based on and inspired by the game Dominion

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This game was developed using funding from the UK and Ireland Seed Funding Competition for Innovative Pedagogic Approaches and Teaching Practices in PRME.

The game was created and designed by Davina Bird and David Anderson at the University of Lincoln.

The game was printed by Ivory.

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**Concord** is a cooperative game based on the popular deck-building game called Dominion. It incorporates the 7 Principles of Responsible Management (PRME) and the 17 Sustainable Development Goals (SDGs). The game was created for educational purposes only and is not intended for sale.

### GAME OBJECTIVE

To attain all 17 SDGs.

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### CARD TYPES

- Energy
- Actions
- SDGs
- Roles
- Leader
- Time Counter

Card types are, in most cases, written on the bottom of the card.

Energy, Actions, and SDGs card types all have an energy cost to obtain given in the lower left corner of the card.

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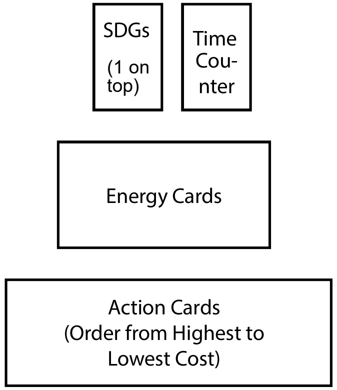
### SETUP

Create **Supply** Area:



SDGs (1 on top)

Time Counter

Energy Cards

Action Cards (Order from Highest to Lowest Cost)

All cards face up. SDGs in order, show SDG 1 on top.

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### SETUP

**Energy** cards are used to buy other cards and have three energy values: 1 (thermal), 2 (electricity) and 3 (atomic).

**Action** cards have special abilities and represent the 7 PRME principles: Purpose, Values, Teach, Research, Partner, Practice, Share.

## SETUP

Buying cards of the **SDGs** type meet the objective of the game. They:

- Increase in cost as more are attained and according to their associated 5Ps: People (3 energy), Prosperity (6 energy), Planet (9 energy), Peace (13 energy) and Partnerships (17 energy).
- Have non-beneficial Calamity effects when NOT attained, i.e., not in a player's deck. Unoptained calamity triggers at the beginning of each round, unless it says otherwise.
- Have +2 Energy value when added to a player's deck.

## SETUP

Each player starts with a deck of 10 cards. A hand consists of 5 cards.

First, give each player 7 Thermal Energy cards.

Then, to determine the remaining 3 cards in each player's starting deck, each player chooses a different starting role.

## SETUP

Starting Roles and Cards:

1. **Scientist** – Research, Practice, Share
2. **Academic** – Purpose, Research, Teach
3. **Politician** – Purpose, Partner, Values
4. **Entrepreneur** – Values, Partner, Practice
5. **Activist** – Purpose, Teach, Share

Each player shuffles deck and draws 5 cards for their starting hand.

## GAMEPLAY

This is a cooperative game to achieve as many SDG's as possible within a set time.

One player is designated as the leader of a round with the Leader card. A round is tracked using the Time Counter. Each player takes 1 turn in a round.

The **game ends** when all 17 SDGs are bought OR when a certain number of rounds are completed on the Time Counter: 8 rounds for 5 players, 12 rounds for 4 players, 16 rounds for 3 players, and 20 rounds for 2 players.

## GAMEPLAY

Starting with the leader, the game is played in turns, each turn consisting of 4 phases:

1. **Actions** - Play one Action card from your hand.
2. **Buying** - Use Energy cards to buy one card from the Supply. Any SDGs bought now go into the deck of the player who bought it.
3. **Saving** - Any unused Energy cards can be set aside for the end of the round.
4. **Cleaning-up** - Discard all cards to your discard pile, whether played or not, then draw 5 new cards from deck.

## GAMEPLAY

At the end of each round, any saved Energy cards can be pooled across all players to make only 1 additional purchase of an SDG card – no other cards may be purchased during this time. The SDG card bought in this way goes into the leader's deck, even if they did not contribute any energy.

Any Energy used by players is returned to their respective discard piles.

The Leader card rotates clockwise to start the next round.

## GAMEPLAY

A note on terminology:

**Discarding** a card means placing it into your discard pile. This card will eventually be shuffled back into your deck.

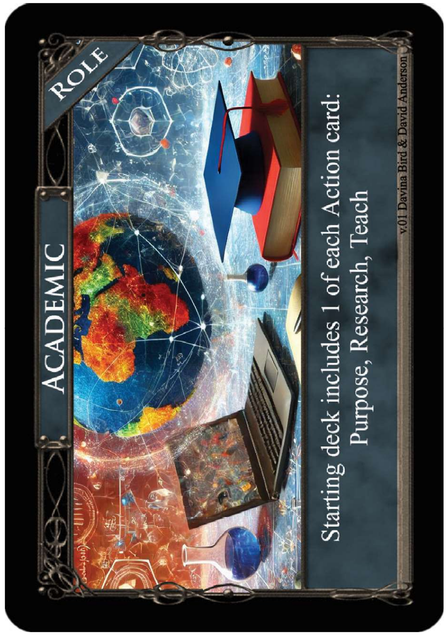
**Trashing** a card means removing it from the game entirely. It goes to the trash pile and is no longer part of your deck.

Some Actions have effects that allow you to play additional actions (+1 Action), draw more cards (+1 Card), buy more than one card a turn (+1 Buy) or give extra energy.

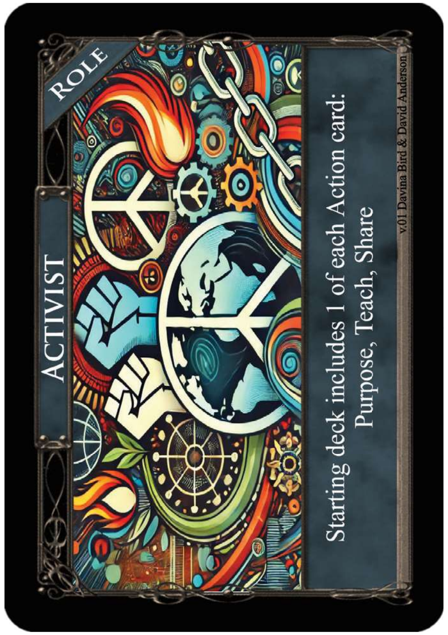
## ENDGAME SCORING

Count the number of SDGs (1-17) attained. If you have achieved:

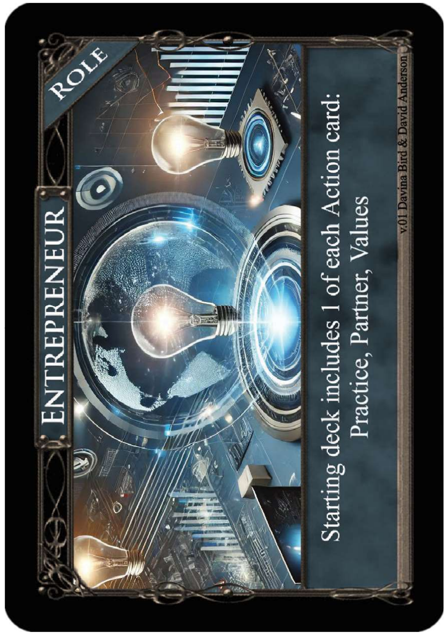
- **17 -** congratulations on your utopia.
- **15-16 -** well done on your almost perfect society. Better luck next time.
- **11-14 -** you have avoided destroying the planet with minimal suffering, but you still have lots of problems.
- **10 or less -** if aliens visited, they would think your civilisation is too savage to add to their tourist packages.


ROLE
ACADEMIC
v.01 Davina Bird & David Anderson

Starting deck includes 1 of each Action card: Purpose, Research, Teach

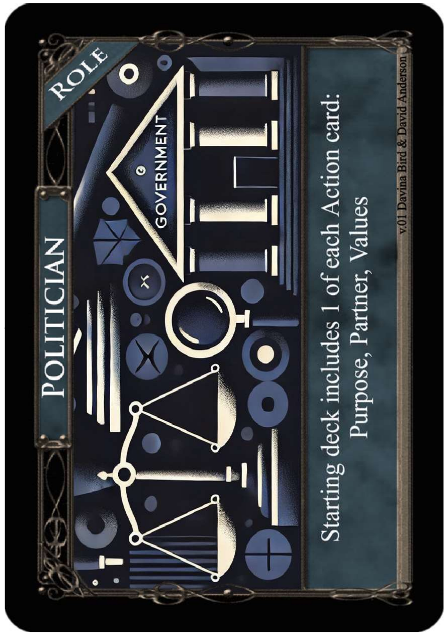

ROLE
ACTIVIST
v.01 Davina Bird & David Anderson

Starting deck includes 1 of each Action card: Purpose, Teach, Share


ROLE
ENTREPRENEUR
v.01 Davina Bird & David Anderson

Starting deck includes 1 of each Action card: Practice, Partner, Values

LEADER
LEADER

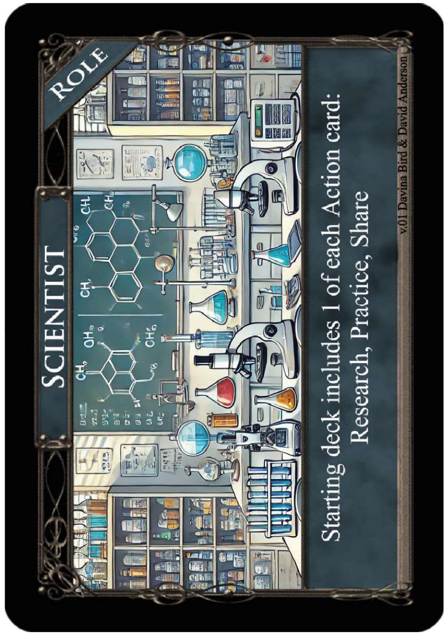


ROLE

**POLITICIAN**

Starting deck includes 1 of each Action card:
Purpose, Partner, Values

v.01 Davina Bird & David Anderson



ROLE

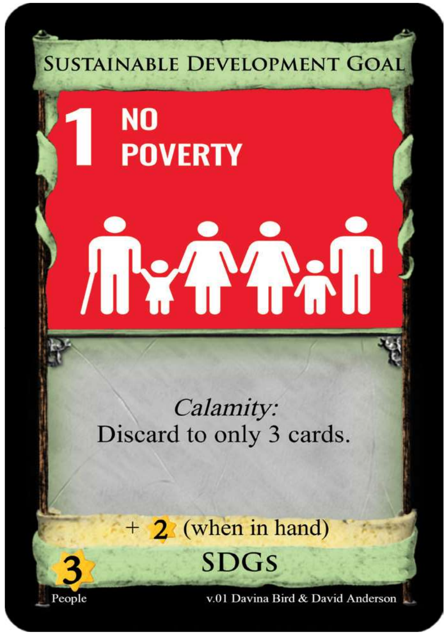
**SCIENTIST**

Starting deck includes 1 of each Action card:
Research, Practice, Share

v.01 Davina Bird & David Anderson

## Time Counter

| | | | |
|---|---|---|---|
| 1 | 2 | 3 | 4 |
| 5 | 6 | 7 | 8<br>(5p) |
| 9 | 10 | 11 | 12<br>(4p) |
| 13 | 14 | 15 | 16<br>(3p) |
| 17 | 18 | 19 | 20<br>(2p) |



SUSTAINABLE DEVELOPMENT GOAL

**1 NO POVERTY**

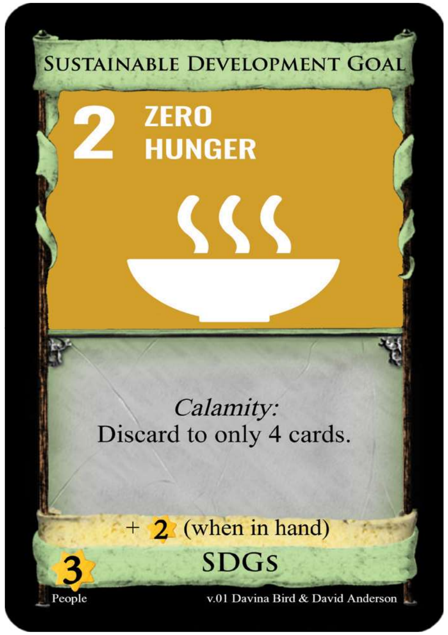
*Calamity:*
Discard to only 3 cards.

+ 2 (when in hand)

3 SDGs

People

v.01 Davina Bird & David Anderson



SUSTAINABLE DEVELOPMENT GOAL

**2 ZERO HUNGER**

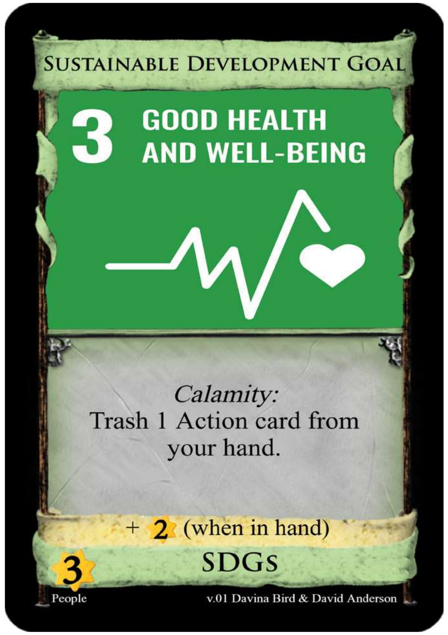
*Calamity:*
Discard to only 4 cards.

+ 2 (when in hand)

3 SDGs

People

v.01 Davina Bird & David Anderson



SUSTAINABLE DEVELOPMENT GOAL

**3 GOOD HEALTH AND WELL-BEING**

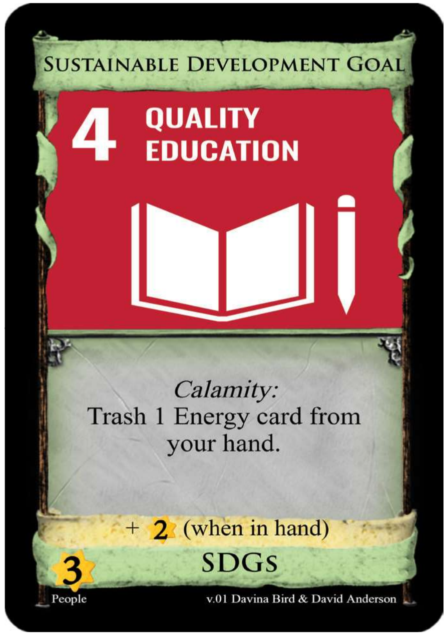
*Calamity:*
Trash 1 Action card from your hand.

+ 2 (when in hand)

3 SDGs

People

v.01 Davina Bird & David Anderson



SUSTAINABLE DEVELOPMENT GOAL

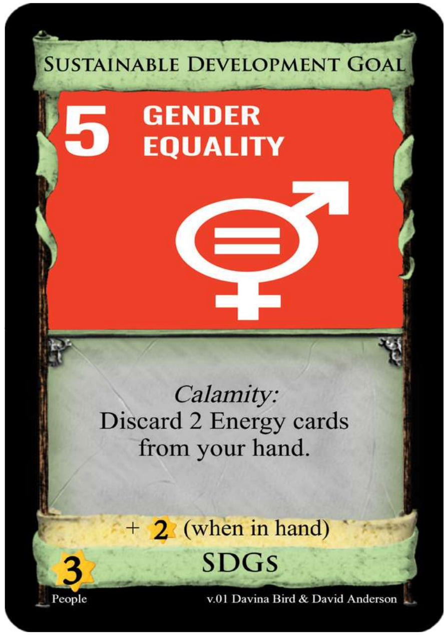
4 QUALITY EDUCATION

*Calamity:*
Trash 1 Energy card from your hand.

+ 2 (when in hand)

3 SDGs

People v.01 Davina Bird & David Anderson



SUSTAINABLE DEVELOPMENT GOAL

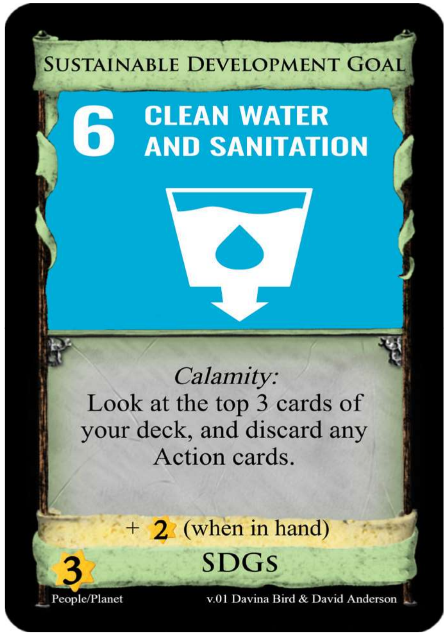
5 GENDER EQUALITY

*Calamity:*
Discard 2 Energy cards from your hand.

+ 2 (when in hand)

3 SDGs

People v.01 Davina Bird & David Anderson



SUSTAINABLE DEVELOPMENT GOAL

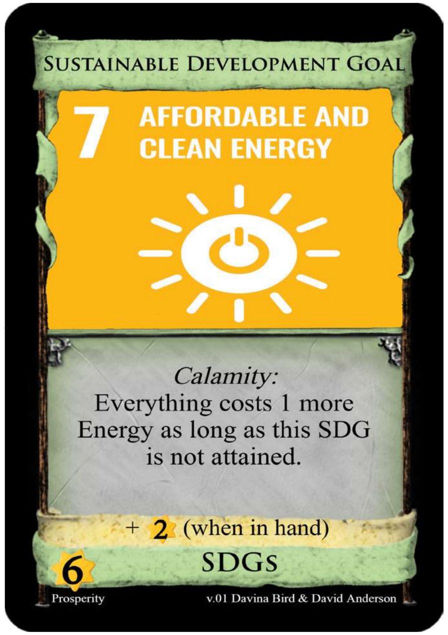
6 CLEAN WATER AND SANITATION

*Calamity:*
Look at the top 3 cards of your deck, and discard any Action cards.

+ 2 (when in hand)

3 SDGs

People/Planet v.01 Davina Bird & David Anderson



SUSTAINABLE DEVELOPMENT GOAL

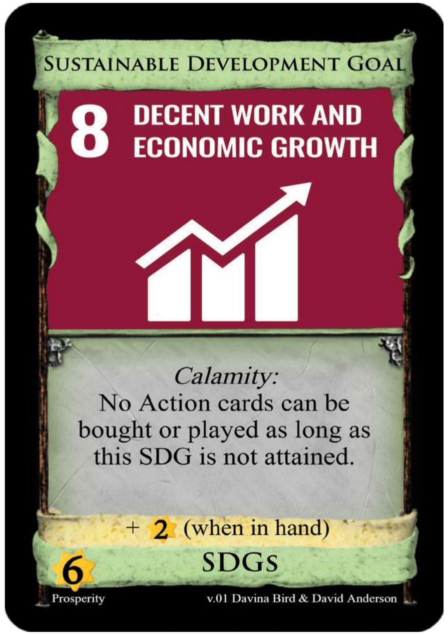
7 AFFORDABLE AND CLEAN ENERGY

*Calamity:*
Everything costs 1 more Energy as long as this SDG is not attained.

+ 2 (when in hand)

6 SDGs

Prosperity v.01 Davina Bird & David Anderson



SUSTAINABLE DEVELOPMENT GOAL

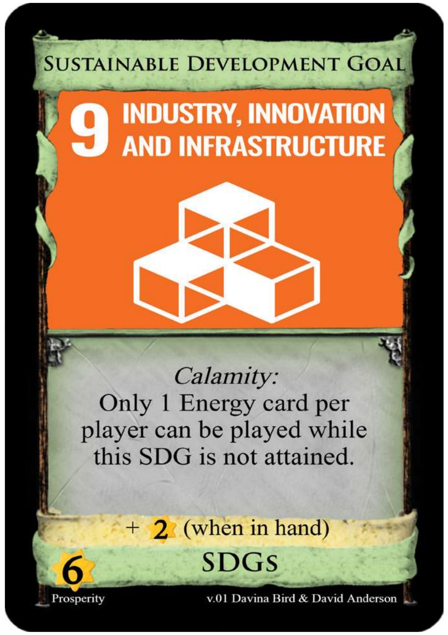
8 DECENT WORK AND ECONOMIC GROWTH

*Calamity:*
No Action cards can be bought or played as long as this SDG is not attained.

+ 2 (when in hand)

6 SDGs

Prosperity v.01 Davina Bird & David Anderson



SUSTAINABLE DEVELOPMENT GOAL

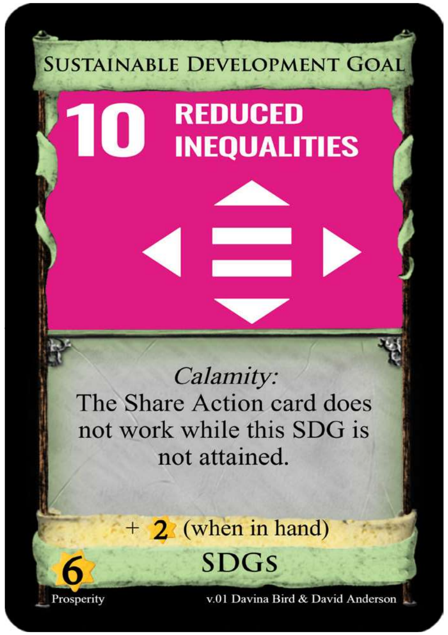
9 INDUSTRY, INNOVATION AND INFRASTRUCTURE

*Calamity:*
Only 1 Energy card per player can be played while this SDG is not attained.

+ 2 (when in hand)

6 SDGs

Prosperity v.01 Davina Bird & David Anderson



SUSTAINABLE DEVELOPMENT GOAL

10 REDUCED INEQUALITIES

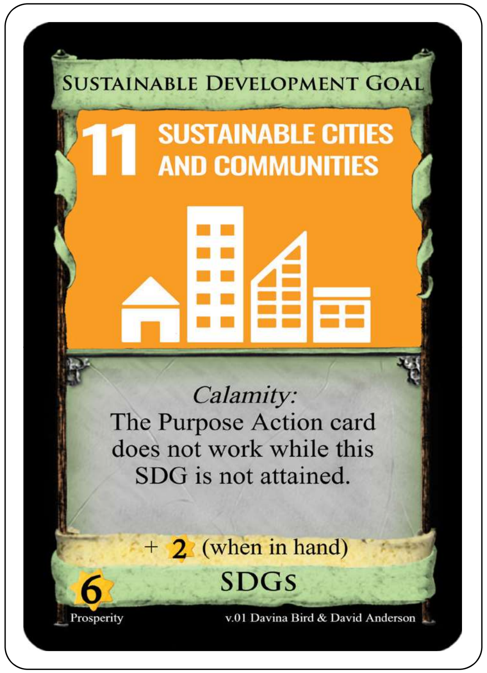
*Calamity:*
The Share Action card does not work while this SDG is not attained.

+ 2 (when in hand)

6 SDGs

Prosperity

v.01 Davina Bird & David Anderson



SUSTAINABLE DEVELOPMENT GOAL

11 SUSTAINABLE CITIES AND COMMUNITIES

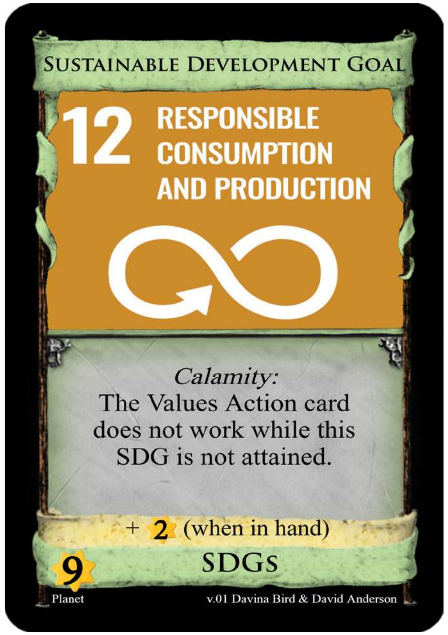
*Calamity:*
The Purpose Action card does not work while this SDG is not attained.

+ 2 (when in hand)

6 SDGs

Prosperity

v.01 Davina Bird & David Anderson



SUSTAINABLE DEVELOPMENT GOAL

12 RESPONSIBLE CONSUMPTION AND PRODUCTION

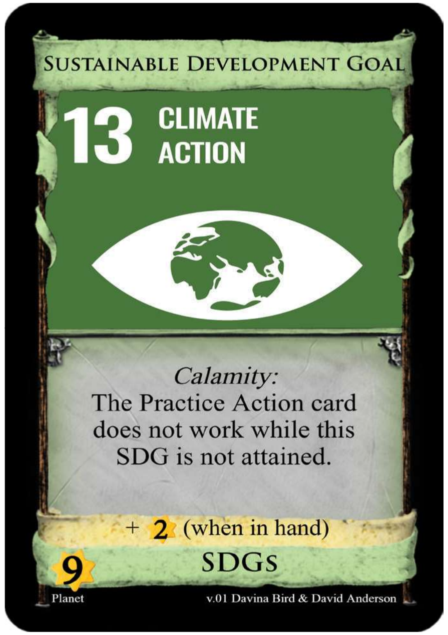
*Calamity:*
The Values Action card does not work while this SDG is not attained.

+ 2 (when in hand)

9 SDGs

Planet

v.01 Davina Bird & David Anderson



SUSTAINABLE DEVELOPMENT GOAL

13 CLIMATE ACTION

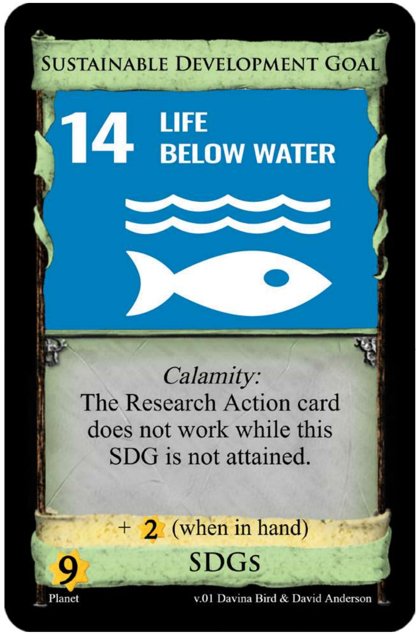
*Calamity:*
The Practice Action card does not work while this SDG is not attained.

+ 2 (when in hand)

9 SDGs

Planet

v.01 Davina Bird & David Anderson



SUSTAINABLE DEVELOPMENT GOAL

14 LIFE BELOW WATER

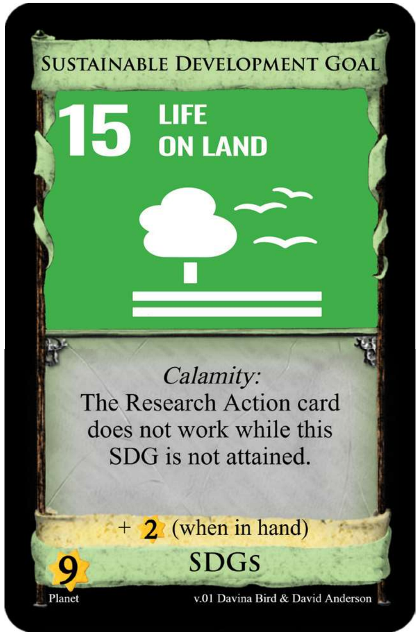
*Calamity:*
The Research Action card does not work while this SDG is not attained.

+ 2 (when in hand)

9 SDGs

Planet

v.01 Davina Bird & David Anderson



SUSTAINABLE DEVELOPMENT GOAL

15 LIFE ON LAND

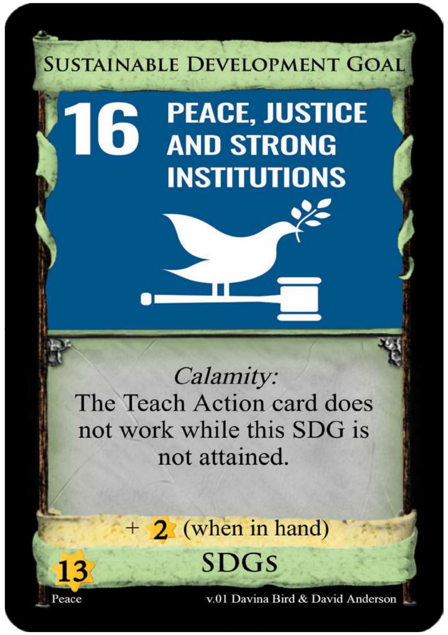
*Calamity:*
The Research Action card does not work while this SDG is not attained.

+ 2 (when in hand)

9 SDGs

Planet

v.01 Davina Bird & David Anderson



SUSTAINABLE DEVELOPMENT GOAL

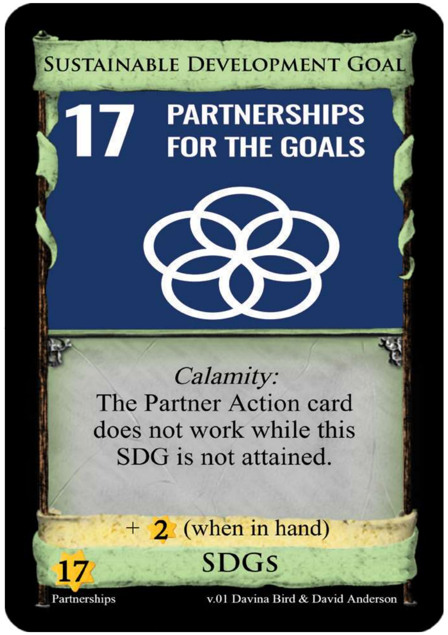
16 PEACE, JUSTICE AND STRONG INSTITUTIONS

*Calamity:*
The Teach Action card does not work while this SDG is not attained.

+ 2 (when in hand)

13 SDGs

Peace v.01 Davina Bird & David Anderson



SUSTAINABLE DEVELOPMENT GOAL

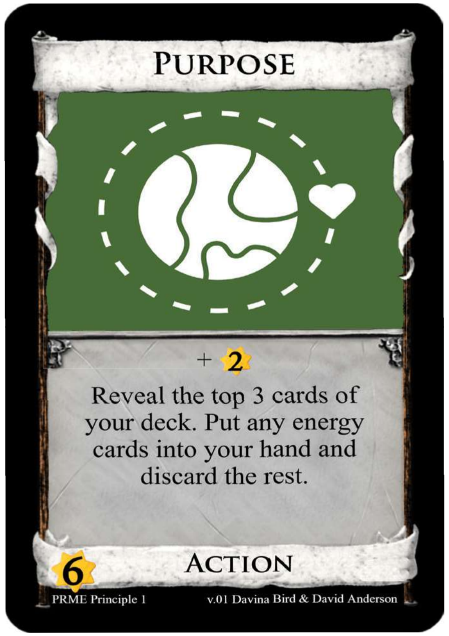
17 PARTNERSHIPS FOR THE GOALS

*Calamity:*
The Partner Action card does not work while this SDG is not attained.

+ 2 (when in hand)

17 SDGs

Partnerships v.01 Davina Bird & David Anderson



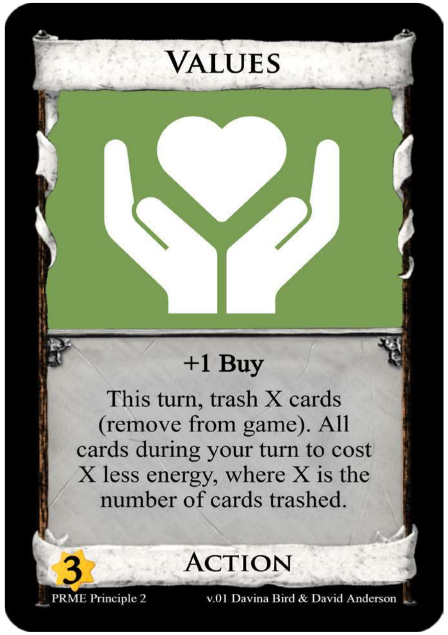
PURPOSE

+ 2

Reveal the top 3 cards of your deck. Put any energy cards into your hand and discard the rest.

6 ACTION

PRME Principle 1 v.01 Davina Bird & David Anderson



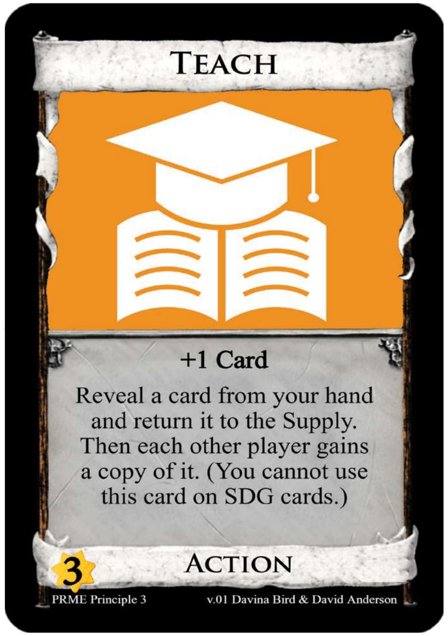
VALUES

+1 Buy

This turn, trash X cards (remove from game). All cards during your turn to cost X less energy, where X is the number of cards trashed.

3 ACTION

PRME Principle 2 v.01 Davina Bird & David Anderson



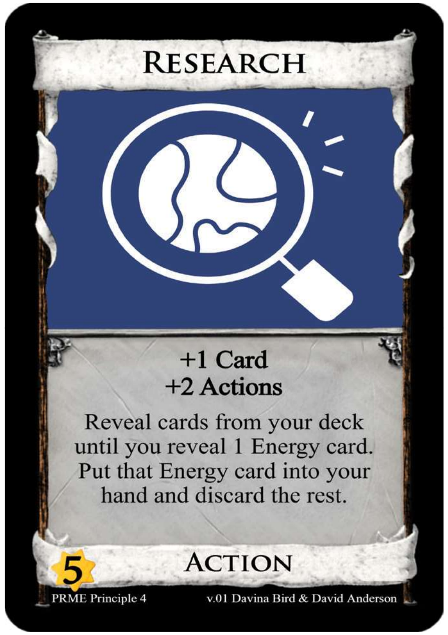
TEACH

+1 Card

Reveal a card from your hand and return it to the Supply. Then each other player gains a copy of it. (You cannot use this card on SDG cards.)

3 ACTION

PRME Principle 3 v.01 Davina Bird & David Anderson



RESEARCH

+1 Card
+2 Actions

Reveal cards from your deck until you reveal 1 Energy card. Put that Energy card into your hand and discard the rest.

5 ACTION

PRME Principle 4 v.01 Davina Bird & David Anderson

## PARTNER

The player to your left reveals the top card of their deck.

If it is an:
Action card, then **+2 actions**.
Energy card, then + **2**.
SDG card, then **+2 cards**.

4 ACTION

PRME Principle 5 v.01 Davina Bird & David Anderson

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## PRACTICE

You may play an action card twice from your hand. (You cannot use this card to play another Practice card.)

4 ACTION

PRME Principle 6 v.01 Davina Bird & David Anderson

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## SHARE

+ **1**

Each OTHER player draws a card.

2 ACTION

PRME Principle 7 v.01 Davina Bird & David Anderson

---

## PURPOSE

+ **2**

Reveal the top 3 cards of your deck. Put any energy cards into your hand and discard the rest.

6 ACTION

PRME Principle 1 v.01 Davina Bird & David Anderson

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## VALUES

**+1 Buy**

This turn, trash X cards (remove from game). All cards during your turn to cost X less energy, where X is the number of cards trashed.

3 ACTION

PRME Principle 2 v.01 Davina Bird & David Anderson

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## TEACH

**+1 Card**

Reveal a card from your hand and return it to the Supply. Then each other player gains a copy of it. (You cannot use this card on SDG cards.)

3 ACTION

PRME Principle 3 v.01 Davina Bird & David Anderson

## Research

+1 Card
+2 Actions

Reveal cards from your deck until you reveal 1 Energy card. Put that Energy card into your hand and discard the rest.

5 Action

PRME Principle 4 v.01 Davina Bird & David Anderson

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## Partner

The player to your left reveals the top card of their deck.

If it is an:
Action card, then **+2 actions**.
Energy card, then + 2 .
SDG card, then **+2 cards**.

4 Action

PRME Principle 5 v.01 Davina Bird & David Anderson

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## Practice

You may play an action card twice from your hand. (You cannot use this card to play another Practice card.)

4 Action

PRME Principle 6 v.01 Davina Bird & David Anderson

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## Share

+ 1

Each OTHER player draws a card.

2 Action

PRME Principle 7 v.01 Davina Bird & David Anderson

---

## Purpose

+ 2

Reveal the top 3 cards of your deck. Put any energy cards into your hand and discard the rest.

6 Action

PRME Principle 1 v.01 Davina Bird & David Anderson

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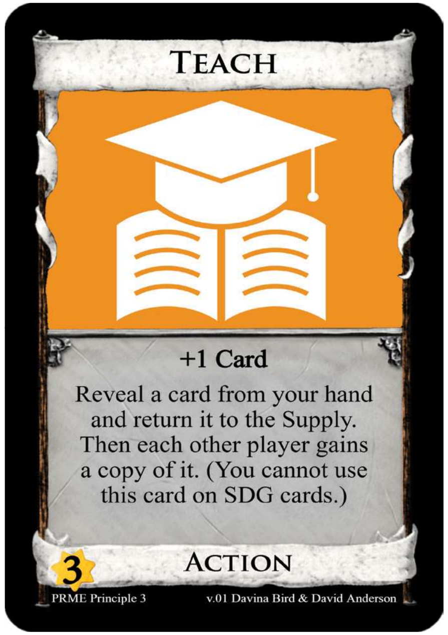
## Values

**+1 Buy**

This turn, trash X cards (remove from game). All cards during your turn to cost X less energy, where X is the number of cards trashed.

3 Action

PRME Principle 2 v.01 Davina Bird & David Anderson



## TEACH

**+1 Card**

Reveal a card from your hand and return it to the Supply. Then each other player gains a copy of it. (You cannot use this card on SDG cards.)

3 ACTION

PRME Principle 3 v.01 Davina Bird & David Anderson

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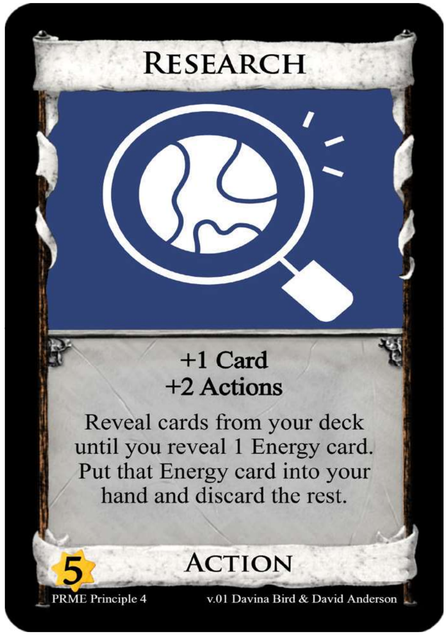

## RESEARCH

**+1 Card**
**+2 Actions**

Reveal cards from your deck until you reveal 1 Energy card. Put that Energy card into your hand and discard the rest.

5 ACTION

PRME Principle 4 v.01 Davina Bird & David Anderson

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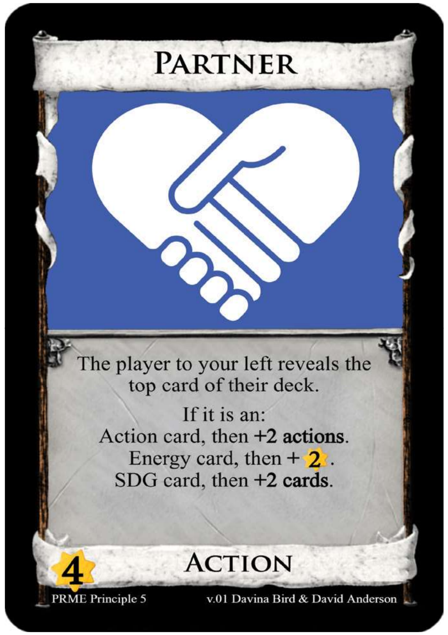

## PARTNER

The player to your left reveals the top card of their deck.

If it is an:
Action card, then **+2 actions**.
Energy card, then + 2 .
SDG card, then **+2 cards**.

4 ACTION

PRME Principle 5 v.01 Davina Bird & David Anderson

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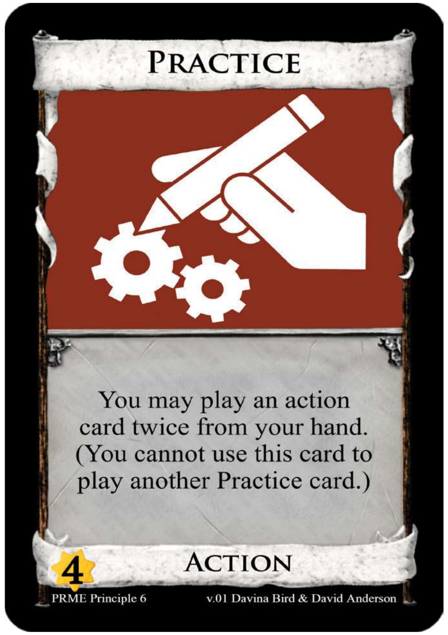

## PRACTICE

You may play an action card twice from your hand. (You cannot use this card to play another Practice card.)

4 ACTION

PRME Principle 6 v.01 Davina Bird & David Anderson

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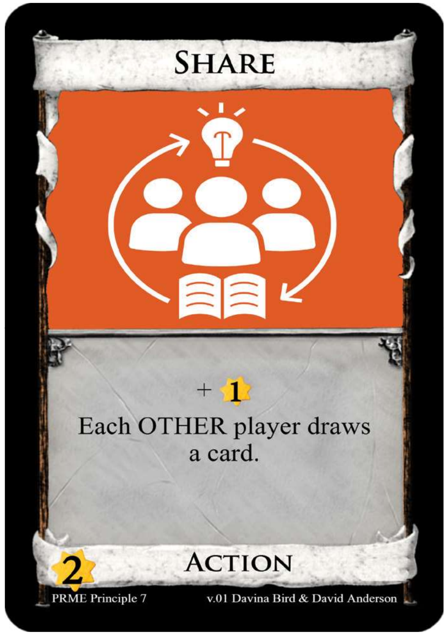

## SHARE

+ 1

Each OTHER player draws a card.

2 ACTION

PRME Principle 7 v.01 Davina Bird & David Anderson

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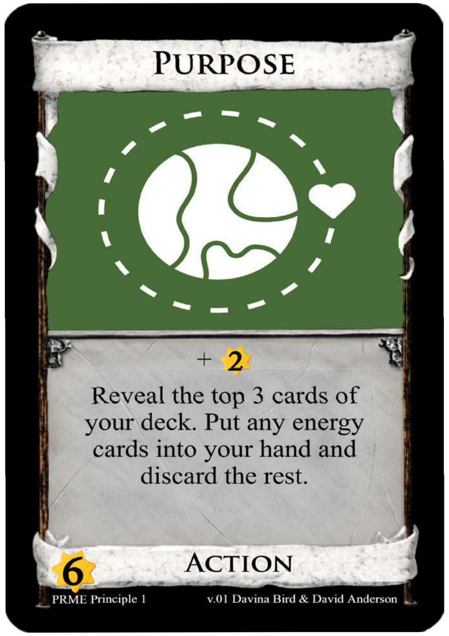


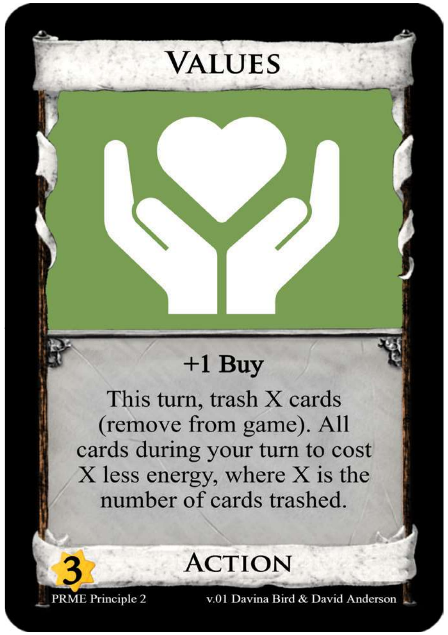
## PURPOSE

+ 2

Reveal the top 3 cards of your deck. Put any energy cards into your hand and discard the rest.

6 ACTION

PRME Principle 1 v.01 Davina Bird & David Anderson



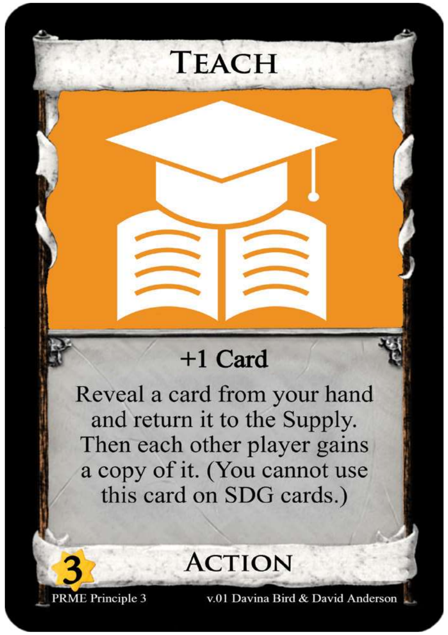
## Values

+1 Buy

This turn, trash X cards (remove from game). All cards during your turn to cost X less energy, where X is the number of cards trashed.

3 Action

PRME Principle 2 v.01 Davina Bird & David Anderson



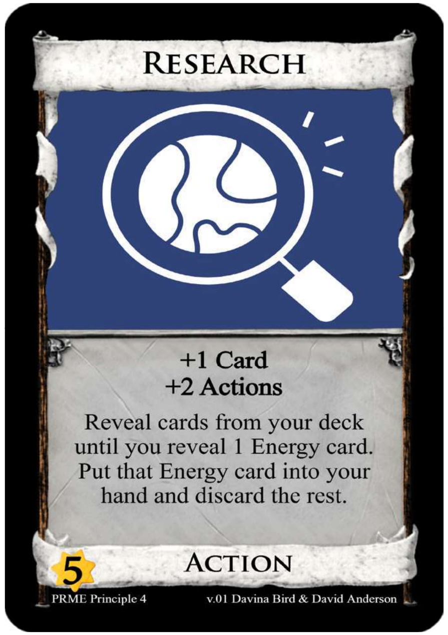
## Teach

+1 Card

Reveal a card from your hand and return it to the Supply. Then each other player gains a copy of it. (You cannot use this card on SDG cards.)

3 Action

PRME Principle 3 v.01 Davina Bird & David Anderson



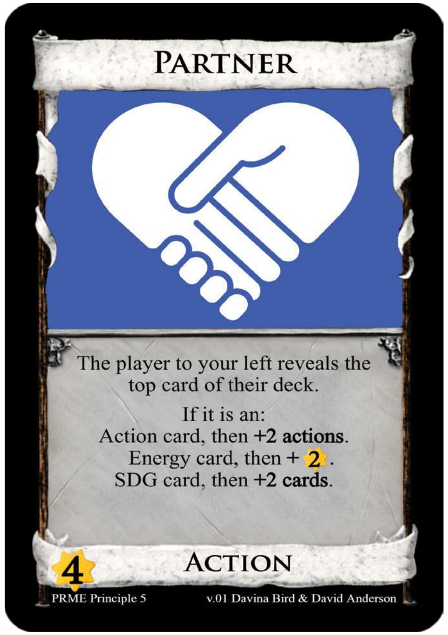
## Research

+1 Card
+2 Actions

Reveal cards from your deck until you reveal 1 Energy card. Put that Energy card into your hand and discard the rest.

5 Action

PRME Principle 4 v.01 Davina Bird & David Anderson



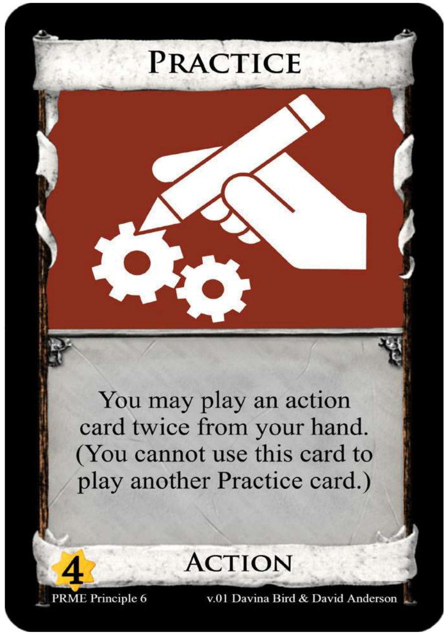
## Partner

The player to your left reveals the top card of their deck.

If it is an:
Action card, then **+2 actions**.
Energy card, then + 2.
SDG card, then **+2 cards**.

4 Action

PRME Principle 5 v.01 Davina Bird & David Anderson

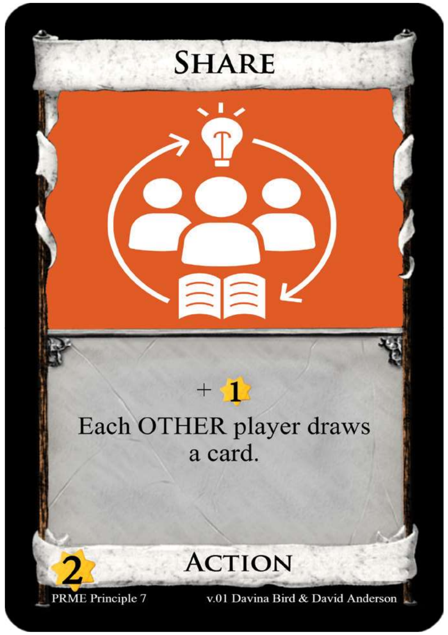


## Practice

You may play an action card twice from your hand. (You cannot use this card to play another Practice card.)

4 Action

PRME Principle 6 v.01 Davina Bird & David Anderson



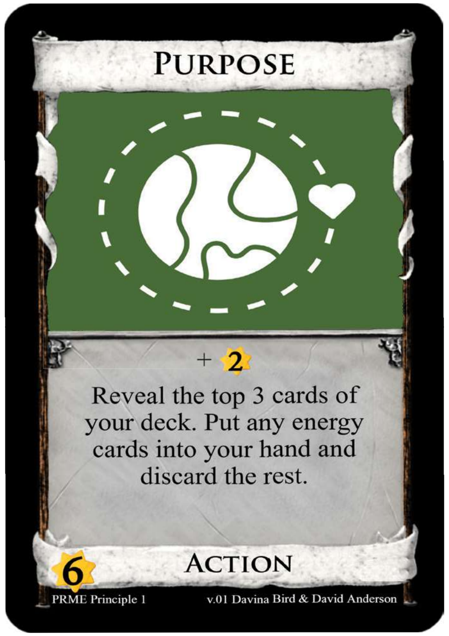
## Share

+ 1

Each OTHER player draws a card.

2 Action

PRME Principle 7 v.01 Davina Bird & David Anderson



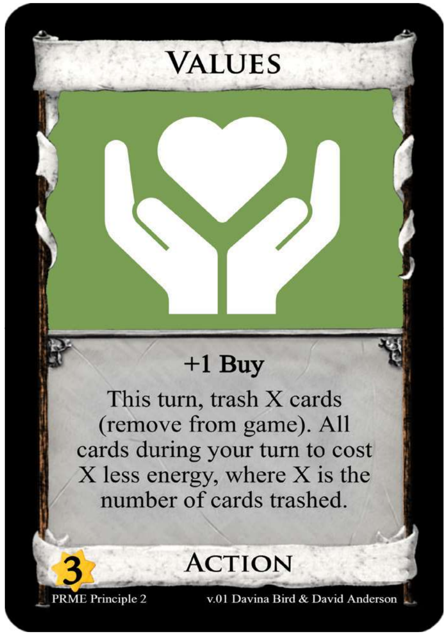
### Purpose

+ 2

Reveal the top 3 cards of your deck. Put any energy cards into your hand and discard the rest.

6 Action

PRME Principle 1 v.01 Davina Bird & David Anderson



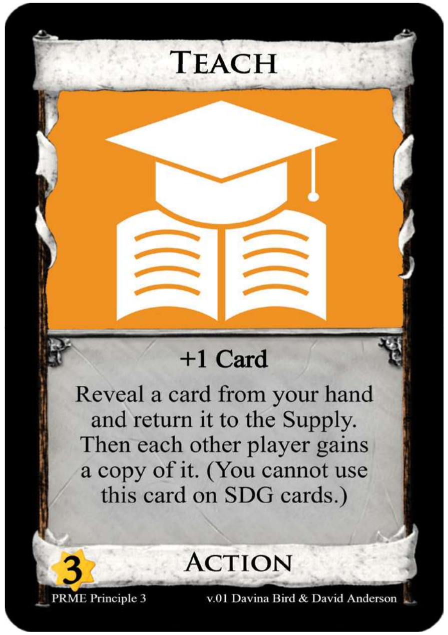
### Values

**+1 Buy**

This turn, trash X cards (remove from game). All cards during your turn to cost X less energy, where X is the number of cards trashed.

3 Action

PRME Principle 2 v.01 Davina Bird & David Anderson



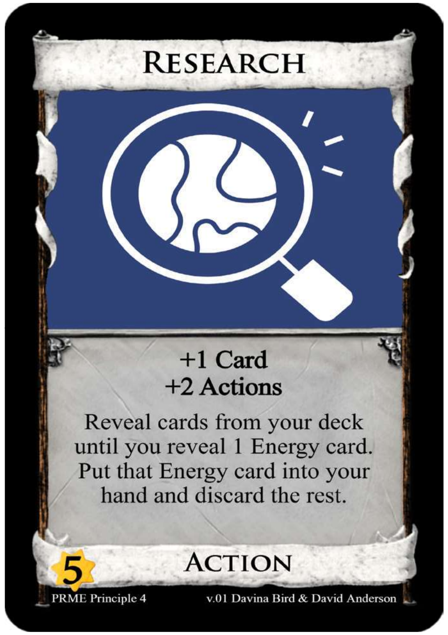
### Teach

**+1 Card**

Reveal a card from your hand and return it to the Supply. Then each other player gains a copy of it. (You cannot use this card on SDG cards.)

3 Action

PRME Principle 3 v.01 Davina Bird & David Anderson



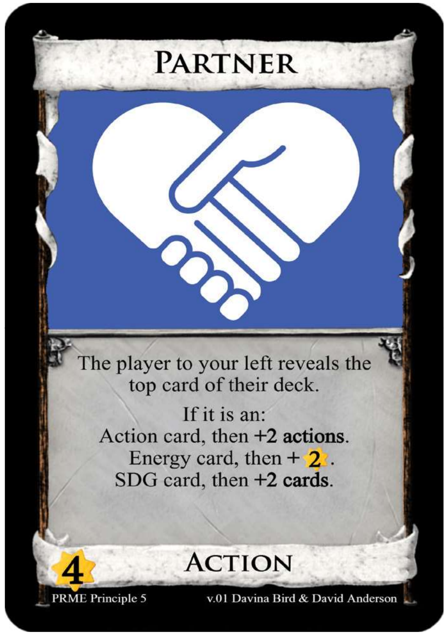
### Research

**+1 Card**
**+2 Actions**

Reveal cards from your deck until you reveal 1 Energy card. Put that Energy card into your hand and discard the rest.

5 Action

PRME Principle 4 v.01 Davina Bird & David Anderson



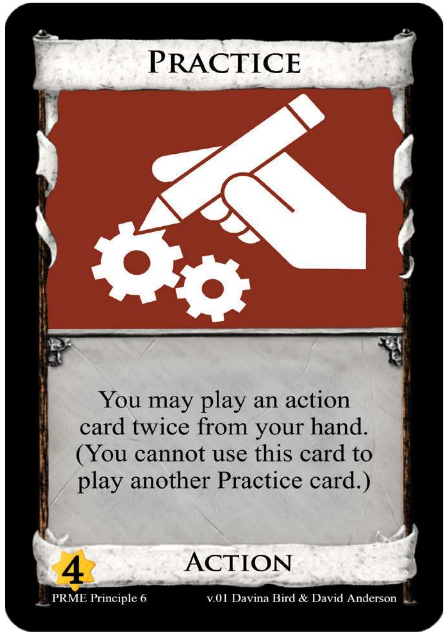
### Partner

The player to your left reveals the top card of their deck.

If it is an:
Action card, then **+2 actions**.
Energy card, then + 2 .
SDG card, then **+2 cards**.

4 Action

PRME Principle 5 v.01 Davina Bird & David Anderson

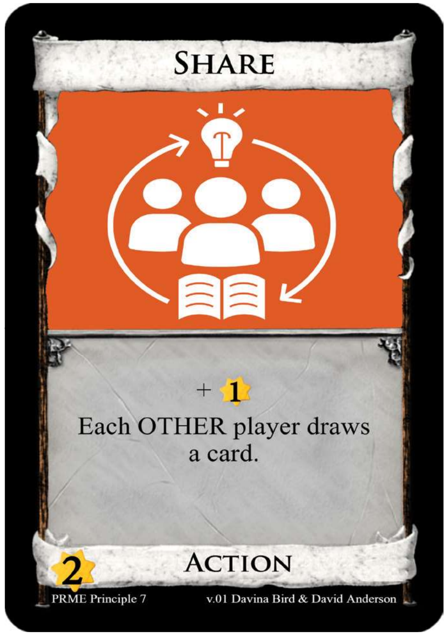


### Practice

You may play an action card twice from your hand. (You cannot use this card to play another Practice card.)

4 Action

PRME Principle 6 v.01 Davina Bird & David Anderson



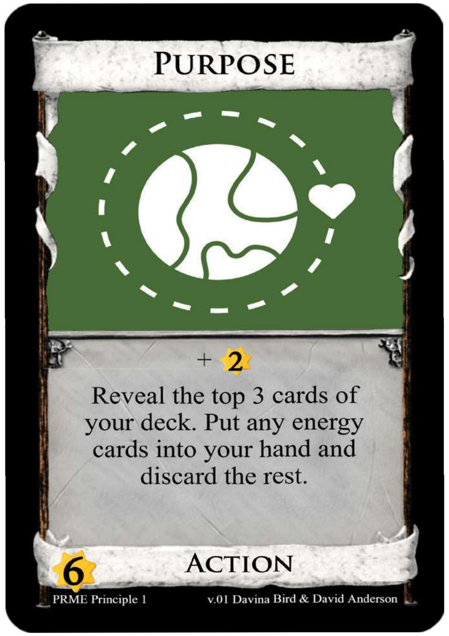
### SHARE

+ 1

Each OTHER player draws a card.

2 ACTION

PRME Principle 7 v.01 Davina Bird & David Anderson



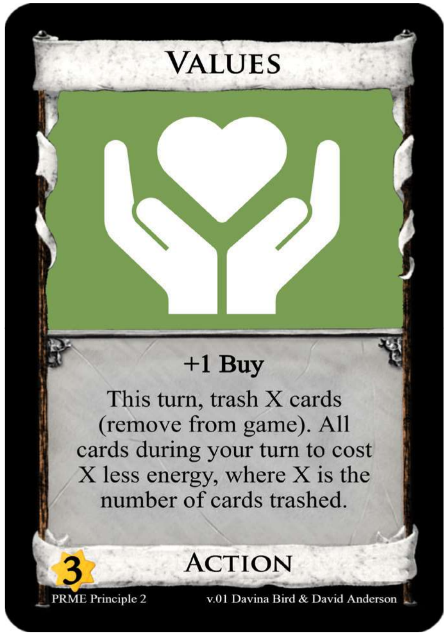
### PURPOSE

+ 2

Reveal the top 3 cards of your deck. Put any energy cards into your hand and discard the rest.

6 ACTION

PRME Principle 1 v.01 Davina Bird & David Anderson



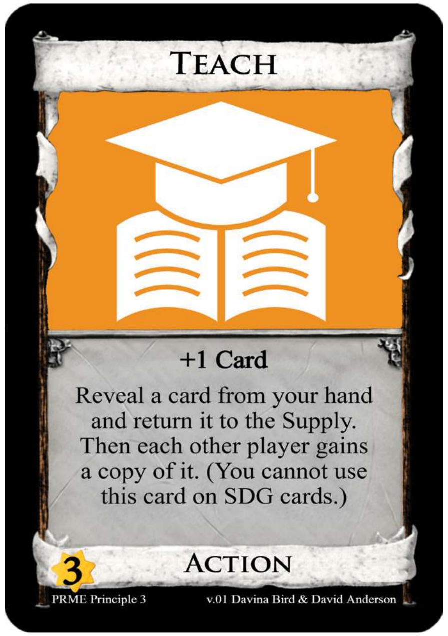
### VALUES

**+1 Buy**

This turn, trash X cards (remove from game). All cards during your turn to cost X less energy, where X is the number of cards trashed.

3 ACTION

PRME Principle 2 v.01 Davina Bird & David Anderson



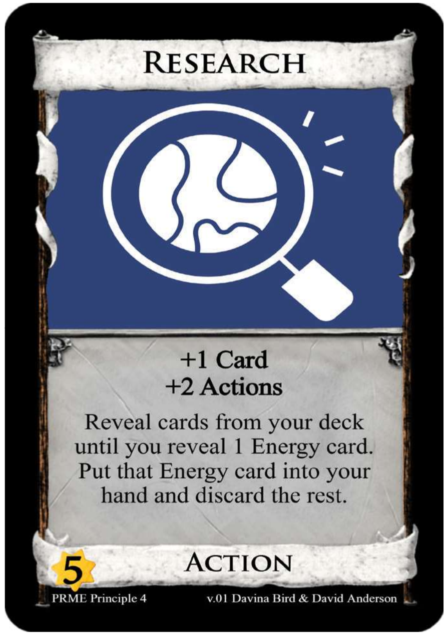
### TEACH

**+1 Card**

Reveal a card from your hand and return it to the Supply. Then each other player gains a copy of it. (You cannot use this card on SDG cards.)

3 ACTION

PRME Principle 3 v.01 Davina Bird & David Anderson



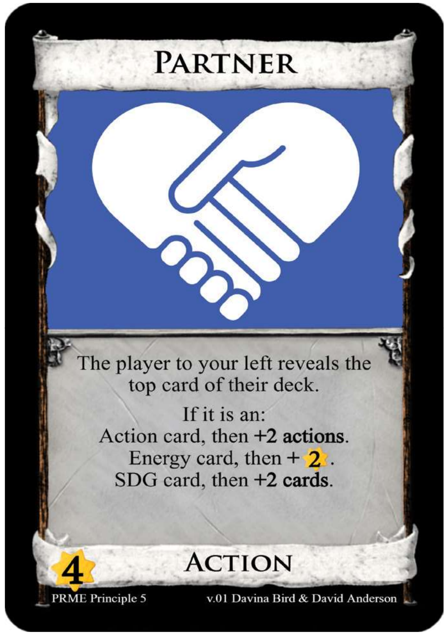
### RESEARCH

**+1 Card**
**+2 Actions**

Reveal cards from your deck until you reveal 1 Energy card. Put that Energy card into your hand and discard the rest.

5 ACTION

PRME Principle 4 v.01 Davina Bird & David Anderson



### PARTNER

The player to your left reveals the top card of their deck.

If it is an:
Action card, then **+2 actions**.
Energy card, then + 2.
SDG card, then **+2 cards**.

4 ACTION

PRME Principle 5 v.01 Davina Bird & David Anderson

## PRACTICE

You may play an action card twice from your hand. (You cannot use this card to play another Practice card.)

4 ACTION

PRME Principle 6 v.01 Davina Bird & David Anderson

---

## SHARE

+ 1

Each OTHER player draws a card.

2 ACTION

PRME Principle 7 v.01 Davina Bird & David Anderson

---

## PURPOSE

+ 2

Reveal the top 3 cards of your deck. Put any energy cards into your hand and discard the rest.

6 ACTION

PRME Principle 1 v.01 Davina Bird & David Anderson

---

## VALUES

**+1 Buy**

This turn, trash X cards (remove from game). All cards during your turn to cost X less energy, where X is the number of cards trashed.

3 ACTION

PRME Principle 2 v.01 Davina Bird & David Anderson

---

## TEACH

**+1 Card**

Reveal a card from your hand and return it to the Supply. Then each other player gains a copy of it. (You cannot use this card on SDG cards.)

3 ACTION

PRME Principle 3 v.01 Davina Bird & David Anderson

---

## RESEARCH

**+1 Card**
**+2 Actions**

Reveal cards from your deck until you reveal 1 Energy card. Put that Energy card into your hand and discard the rest.

5 ACTION

PRME Principle 4 v.01 Davina Bird & David Anderson

### PARTNER

The player to your left reveals the top card of their deck.

If it is an:
Action card, then **+2 actions**.
Energy card, then + **2**.
SDG card, then **+2 cards**.

4 **ACTION**

PRME Principle 5 v.01 Davina Bird & David Anderson

---

### PRACTICE

You may play an action card twice from your hand. (You cannot use this card to play another Practice card.)

4 **ACTION**

PRME Principle 6 v.01 Davina Bird & David Anderson

---

### SHARE

+ **1**

Each OTHER player draws a card.

2 **ACTION**

PRME Principle 7 v.01 Davina Bird & David Anderson

---

### PURPOSE

+ **2**

Reveal the top 3 cards of your deck. Put any energy cards into your hand and discard the rest.

6 **ACTION**

PRME Principle 1 v.01 Davina Bird & David Anderson

---

### VALUES

**+1 Buy**

This turn, trash X cards (remove from game). All cards during your turn to cost X less energy, where X is the number of cards trashed.

3 **ACTION**

PRME Principle 2 v.01 Davina Bird & David Anderson

---

### TEACH

**+1 Card**

Reveal a card from your hand and return it to the Supply. Then each other player gains a copy of it. (You cannot use this card on SDG cards.)

3 **ACTION**

PRME Principle 3 v.01 Davina Bird & David Anderson

### Research

+1 Card
+2 Actions

Reveal cards from your deck until you reveal 1 Energy card. Put that Energy card into your hand and discard the rest.

5 Action

PRME Principle 4 v.01 Davina Bird & David Anderson

---

### Partner

The player to your left reveals the top card of their deck.

If it is an:
Action card, then **+2 actions**.
Energy card, then + 2.
SDG card, then **+2 cards**.

4 Action

PRME Principle 5 v.01 Davina Bird & David Anderson

---

### Practice

You may play an action card twice from your hand. (You cannot use this card to play another Practice card.)

4 Action

PRME Principle 6 v.01 Davina Bird & David Anderson

---

### Share

+ 1

Each OTHER player draws a card.

2 Action

PRME Principle 7 v.01 Davina Bird & David Anderson

---

### Purpose

+ 2

Reveal the top 3 cards of your deck. Put any energy cards into your hand and discard the rest.

6 Action

PRME Principle 1 v.01 Davina Bird & David Anderson

---

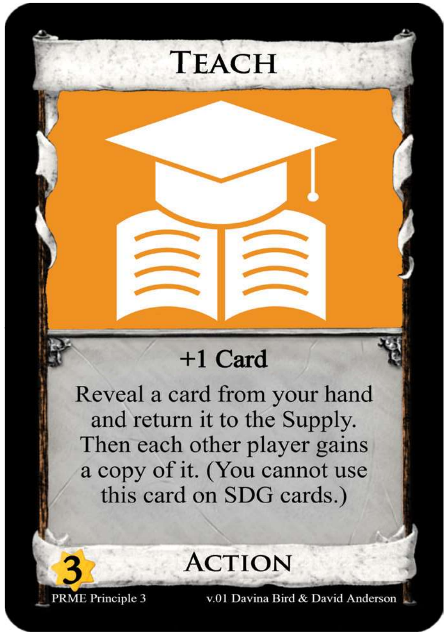
### Values

**+1 Buy**

This turn, trash X cards (remove from game). All cards during your turn to cost X less energy, where X is the number of cards trashed.

3 Action

PRME Principle 2 v.01 Davina Bird & David Anderson



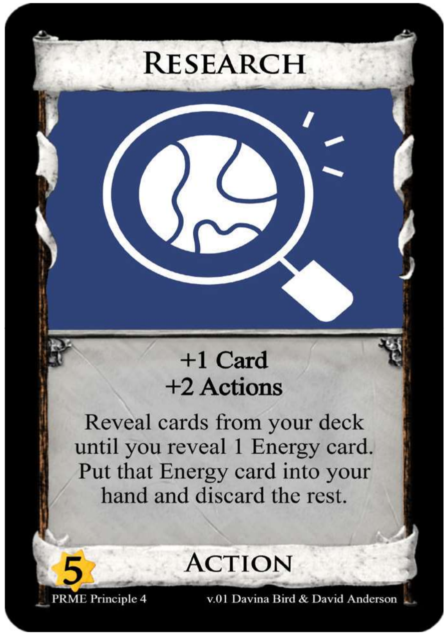
## TEACH

**+1 Card**

Reveal a card from your hand and return it to the Supply. Then each other player gains a copy of it. (You cannot use this card on SDG cards.)

3 ACTION

PRME Principle 3 v.01 Davina Bird & David Anderson



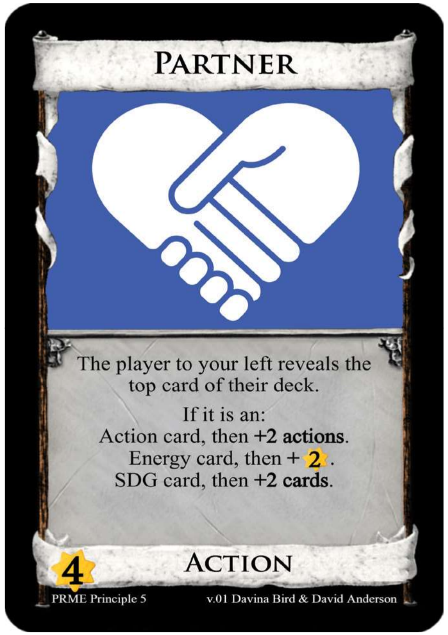
## RESEARCH

**+1 Card**
**+2 Actions**

Reveal cards from your deck until you reveal 1 Energy card. Put that Energy card into your hand and discard the rest.

5 ACTION

PRME Principle 4 v.01 Davina Bird & David Anderson



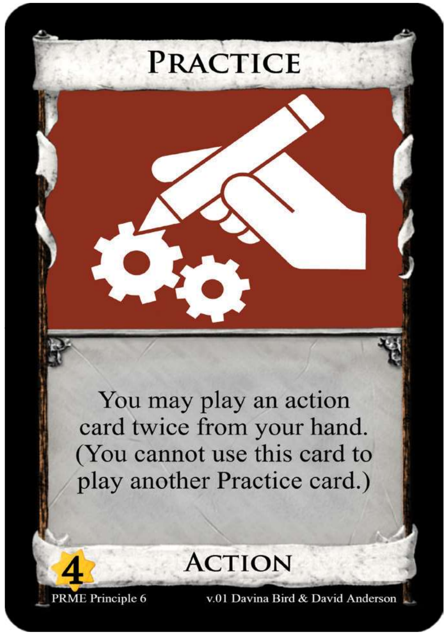
## PARTNER

The player to your left reveals the top card of their deck.

If it is an:
Action card, then **+2 actions**.
Energy card, then + 2.
SDG card, then **+2 cards**.

4 ACTION

PRME Principle 5 v.01 Davina Bird & David Anderson

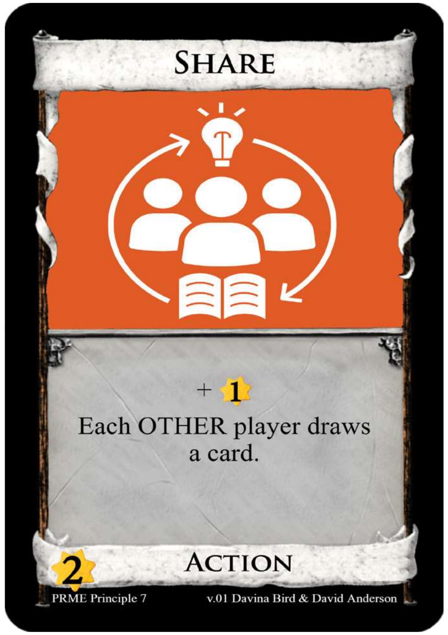


## PRACTICE

You may play an action card twice from your hand. (You cannot use this card to play another Practice card.)

4 ACTION

PRME Principle 6 v.01 Davina Bird & David Anderson



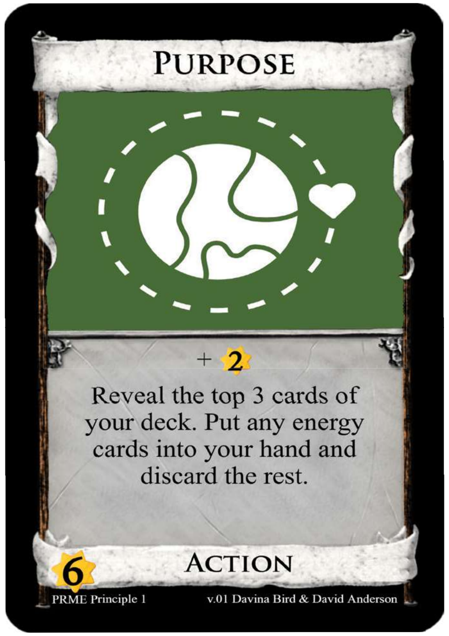
## SHARE

+ 1

Each OTHER player draws a card.

2 ACTION

PRME Principle 7 v.01 Davina Bird & David Anderson



## PURPOSE

+ 2

Reveal the top 3 cards of your deck. Put any energy cards into your hand and discard the rest.

6 ACTION

PRME Principle 1 v.01 Davina Bird & David Anderson

## VALUES

**+1 Buy**

This turn, trash X cards (remove from game). All cards during your turn to cost X less energy, where X is the number of cards trashed.

3 ACTION

PRME Principle 2 v.01 Davina Bird & David Anderson

## TEACH

**+1 Card**

Reveal a card from your hand and return it to the Supply. Then each other player gains a copy of it. (You cannot use this card on SDG cards.)

3 ACTION

PRME Principle 3 v.01 Davina Bird & David Anderson

## RESEARCH

**+1 Card**
**+2 Actions**

Reveal cards from your deck until you reveal 1 Energy card. Put that Energy card into your hand and discard the rest.

5 ACTION

PRME Principle 4 v.01 Davina Bird & David Anderson

## PARTNER

The player to your left reveals the top card of their deck.

If it is an:
Action card, then **+2 actions**.
Energy card, then + 2.
SDG card, then **+2 cards**.

4 ACTION

PRME Principle 5 v.01 Davina Bird & David Anderson

## PRACTICE

You may play an action card twice from your hand. (You cannot use this card to play another Practice card.)

4 ACTION

PRME Principle 6 v.01 Davina Bird & David Anderson

## SHARE

+ 1

Each OTHER player draws a card.

2 ACTION

PRME Principle 7 v.01 Davina Bird & David Anderson

**Thermal**

0 **Energy**

v.01 Davina Bird & David Anderson

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**Thermal**

0 **Energy**

v.01 Davina Bird & David Anderson

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v.01 Davina Bird & David Anderson

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**Thermal**

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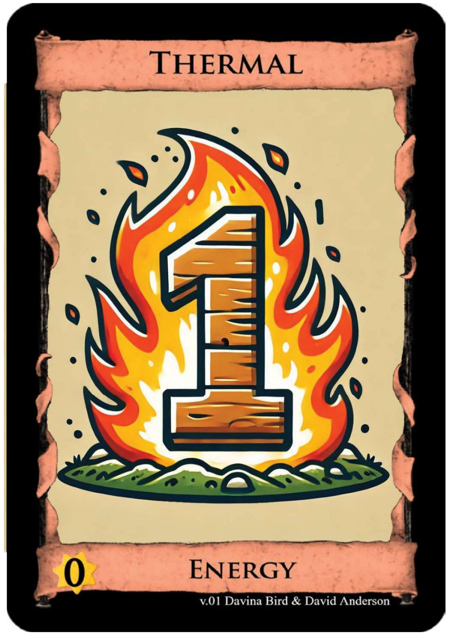
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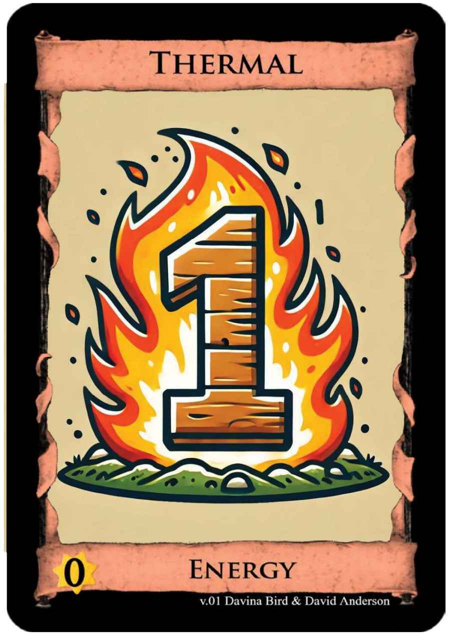
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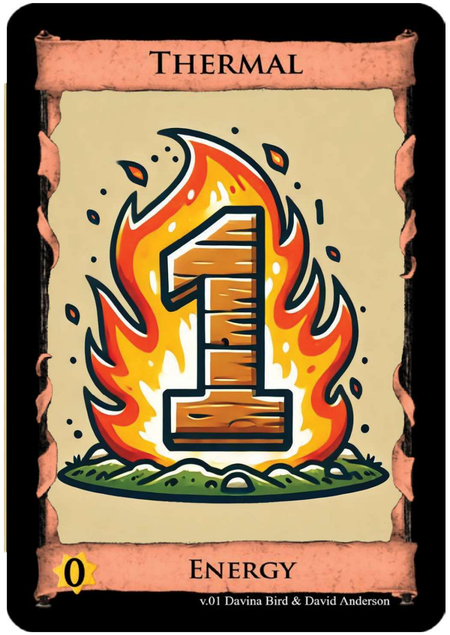

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v.01 Davina Bird & David Anderson

**ELECTRICAL**

3 **ENERGY**

v.01 Davina Bird & David Anderson

**ELECTRICAL**

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v.01 Davina Bird & David Anderson

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## Electrical

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v.01 Davina Bird & David Anderson

## ELECTRICAL

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v.01 Davina Bird & David Anderson

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## ELECTRICAL

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## ELECTRICAL

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## ELECTRICAL

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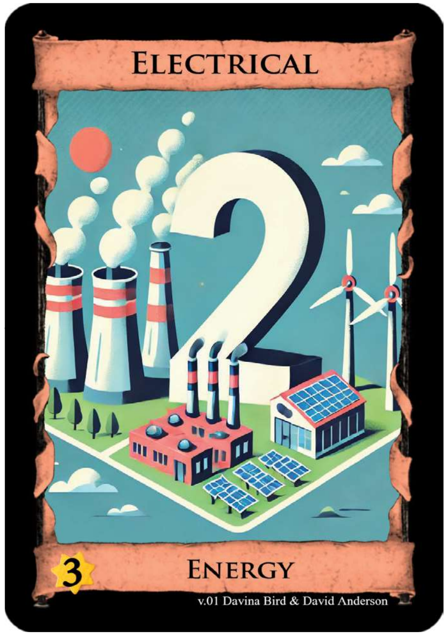
v.01 Davina Bird & David Anderson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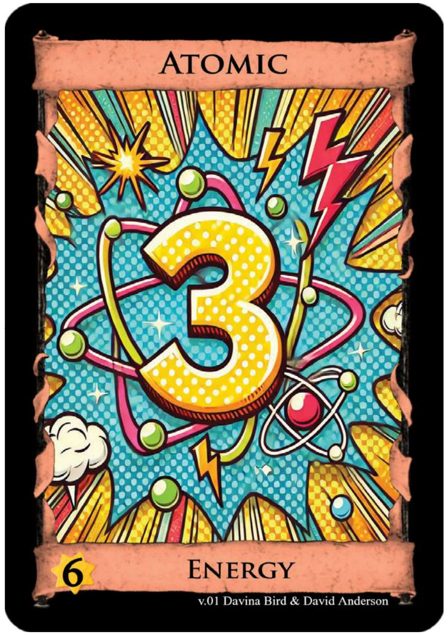
v.01 Davina Bird & David Anderson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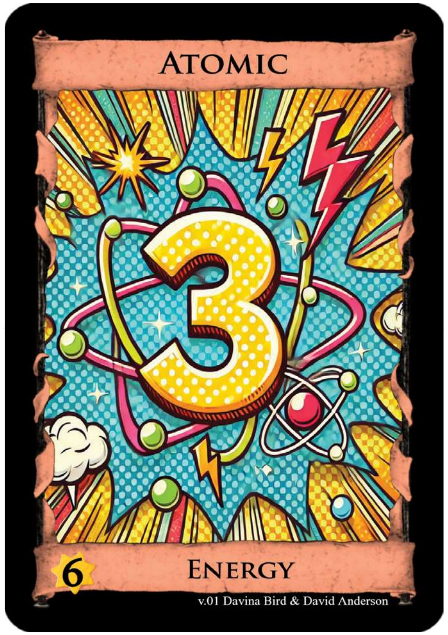
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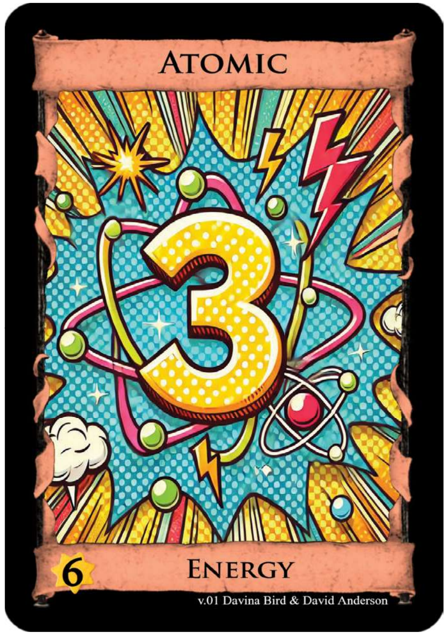
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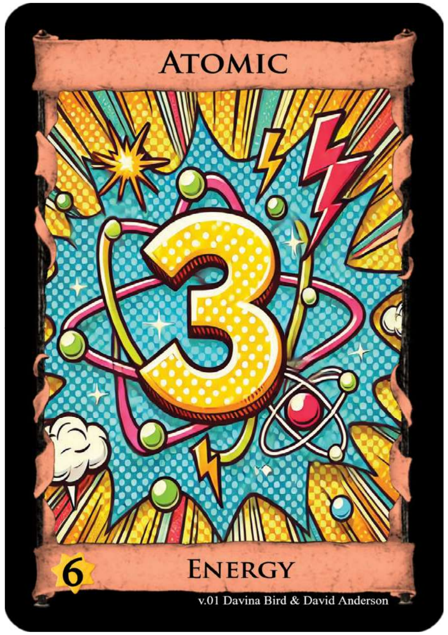
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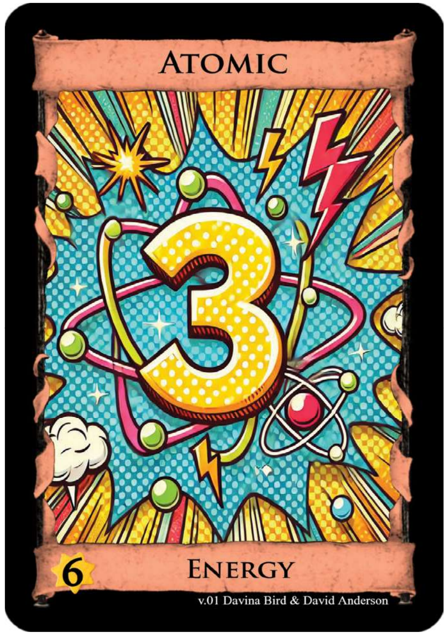
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v.01 Davina Bird & David Anderson

**Atomic**

6 **Energy**

v.01 Davina Bird & David Anderson

**Atomic**

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