Breaking News

VOL 1, No. 1 **BESTNEWSEVER** **FREE ISSUE**

WELCOME TO 2020

The board game

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PLANET EARTH

This is the board game that represents the most scariest year of all: 2020! Re-live all the 2020 disasters, respond to them as President of your country, increase your followers and get that toilet paper. Are you capable of still growing your followers and thus become the most liked President in a year of extreme disasters? 2020, OMG!

HAPPY 2020

Toilet paper obsession

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We will finally understand why hoarding toilet paper is so important in times of crisis. Being the Toilet paper boss in this game can give you the needed benefits to win it, so make sure you can get enough toilet paper.

Your Goal

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You are the President of your country and you will do what ever it takes to keep it that way. Your decisions are made to generate the most followers for you. Which might not always be in the best interest of your people, but who cares.

At the same time you also play a key role in determining the faith of your opponents country. In fact you act like you are the year 2020. You can bring down disasters of different nature or try to prevent or fix them, whatever is needed to gain more followers or have your opponent loose more than you do.

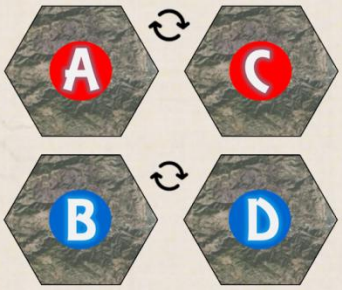
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Stuif Toilet Paper – Has 2020 sheets to the roll

Start the game

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Each player chooses a color to play with. Then it shall be agreed which side of the Player board will be played *(See chapter Player Board)*, the side showing the globe is the standard Player Board, it is advised to start with this. Then each player takes the corresponding hex-tile of their color with the letters printed on it, either "A" and "C" or "B" and "D".



Each player chooses which letter to put face up in the middle of their Player Board. Next each player throws 1 die, in case a player throws an even number, the other player will flip its Letter hex-tile, now showing the other letter face-up. In case of an odd number throw nothing changes. These Letters showing face-up are important in cases where a sequence of play is based on an alphabetic order, determined by this letter each player has now face-up showing on their Player Board.

Next, each player will fill up the hex-spaces on their Player Board with the Hex-tiles of their color, showing the question mark face-up. Make sure your opponent can´t see where you put which type of hex-tile e.g. Big City, Small Town or Forest *(See chapter Hex-tiles)*.

On the standard Player Board, 3 Hex-spaces will remain empty, you can choose which 3 remain empty. On the other Player Board type (Virus), all Hex-spaces will be occupied, and you will have an excess of hex-tiles. You can freely choose which Hex-tiles you will not place on the board, but keep it hidden from your opponent. Finally each player get a 50 token to be placed on the upper left space of their Player Board, covering the "0" printed in the colored circle.

Setup the Main Board

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The Main Board is now placed *(See chapter Main Board)*.

✓Put both Star pawns on the upper left growth scoring track on position 0.

✓Place both colored Toilet boss pawns on the 0 position of the TP scoring track.

✓Place the white TP boss pawn next to the board. At this moment there is not TP boss yet.

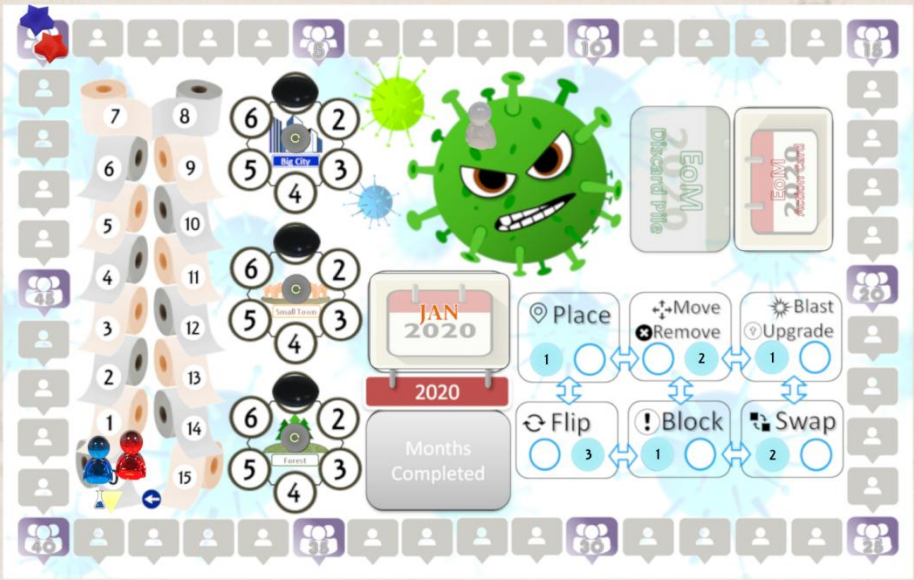
✓Place each CTF stone on the number 1 and in the middle each token in Clockwise direction.

✓Place the Action value tokens. 1 token per action, front side (solid numbers) face-up. The player with the first letter (A-B-C-D) decides which value to place on which action.

✓Shuffle the EoM action cards, discard 3 cards (random and blind) and place the remaining cards face-down on the (red) EoM action card location.

✓Create the pile with the calendar Months. With JAN on top, then FEB etc. ending with DEC as the last card on the bottom of the pile, all face-down (Orange letters face-up). Place it on the 2020 square in the middle of the board.

Stuif Super Mop – Over 2020 cleaning threads



The image above shows a typical example of a setup of the Main Board at the start of a new Game.



Order your calendar for 2020 now!

Participate to make a chance of winning a trip to the beautiful city of Wuhan (China)

Stuif Super Matches – Over 2020 matches in our superbox



To the left an image of a typical set up for the Blue player at the beginning of a new game.

Note: It is up to the player, when playing this layout, to decide which hex-spaces will be left empty!

Stuif for President

Stuif Pictures – First role of pictures printed only for $20.20

Initial Moves

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Each player in alternating turns flips 1 Hex-tile on the opponents Player Board. Starting in alphabetic (A-B-C-D) order. For each Hex-tile flipped, the player on which board this tile is flipped, will receive a Toilet paper (TP) scoring according the CTF value. The TP pawn of this player is moved up the TP scoring chart and the corresponding CTF stone is moved 1 place in clockwise direction. The stone now indicates the new CTF value for this Hex-type. In total each player flips 2 Hex-tiles on the opponents Player Board.



The TP boss pawn, a powerful piece to have!

The player with the highest TP score, or the player that reached first the highest TP score is now the TP boss. This player will take the white TP pawn and put it on its letter Hex-tile to indicate that this player is the current TP boss. The white TP boss pawn switches to the other player when the other player has MORE TP points then the current TP boss. In case the TP scoring is equal, the current TP boss stays the TP boss.

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The TP scoring chart

The CTF values



An example of a Players Board after the first 3 Hex-tiles are flipped

First Disasters

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Put the next DT *(See chapter Disaster Tokens)* **in the bag:**



Start of each Month

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At the start of each month, the Month on top of the Month cards is flipped over, showing the current Month with Green letters. Each player in order of highest STAR score, followed by alphabetic order (A-B-C-D), will take 1 DT randomly (and blind) out of the bag with DT and places it on a Hex-tile on the opponent Player Board. Always on a face-down Hex-tile first. This triggers this Hex-tile to be flipped face-up, and then also triggers the TP scoring (for the player on which board the Hex-tile was flipped). It will then also move the stone of the corresponding CTF value.

Check the new TP scores, maybe the TP boss has changed?



Example of JAN (not flipped), just before starting to play the month of January.



Example of JAN (flipped), to start to play the month of January)

Choose Action cards

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Now its time to choose your Action cards. The TP boss always has first choice! This can be an advantage, so be strategic with your TP score. After the TP boss took his first card, the other play can choose, then back to the TP boss etc. in an alternating way, until all Action cards are taken and each player has 4 Action cards to be played.

Play Action cards

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To play Action cards, it is always the TP boss that can play the Action card(s) from the cards selected by the TP boss. When an Action card is played *(See chapter Action Cards)* **the player will pay the value in Toilet paper as indicated by the Action card value on the Main Board, lowering the TP score of this player. In case the player does not have enough Toilet paper score to play the Action, the Action Card is discarded (used but not played) and the player will receive additional TP score for the Action Card as indicated by the Action value on the Main Board. The player is also free to NOT play the action, even if the player would have enough TP score. Instead the player can choose to just collect extra TP score for this Action card (again as indicated by the Action value on the Main Board).**

Check if the TP boss has changed player, since the next Action Card to be played is again by the TP boss. In theory, the first TP boss could play all his 4 Action Cards first. When the TP boss has no more Action Cards to play, but the other player does, the turn to play Action cards is switched to the other player.

End of the Month

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When all Action cards are played or used, the current TP boss executes the action on the card of the Month just played. Next, both players count forest tiles on their board and adjust their TP scoring accordingly *(See chapter Monthly TP scoring)*. **The card of the Month that was played is moved to the discard pile of Months Completed. Finally, turn the top EoM action card. This action is to be played by the player that is NOT the TP boss** *(See chapter EoM Action Cards)*.

By the end of June, the last EoM action is played. Before starting July, take ALL (9) EoM action cards and shuffle them. Then place them (face-down) on the EoM action card pile location (the indicated Red area for EoM Action cards).

Calculating Growth

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At the end of each Month, the growth shall be calculated and each player growth (STAR) pawn (of their player color) is moved to their new position on the growth chart *(See chapter Calculating Growth)*. **You can also score negative growth! Check chapter** *Winner of the Game* **to see if a winner can already be announced, even before all Months are played!**

Surviving 2020

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The sequence starting at "Start of the Month", is now repeated for all the months of 2020. When DEC is played, along with the EoM action and calculation of TP score and Growth score, you continue with the "End of the Year".

End of the Year

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When you reached the End of the Year, you simply add your TP score to your Growth score. In this case 1 TP score is equal to 1 Growth score.
Next each player that has a Medical Research (triangle) token on the FINAL position on its Player Board, will now turn this token to reveal the outcome *(See chapter Medical Progress)*. **The growth scoring of this player is adjusted accordingly. A Medical progress token on any of the other positions of the Player Board has no effect.**

Winner of the game

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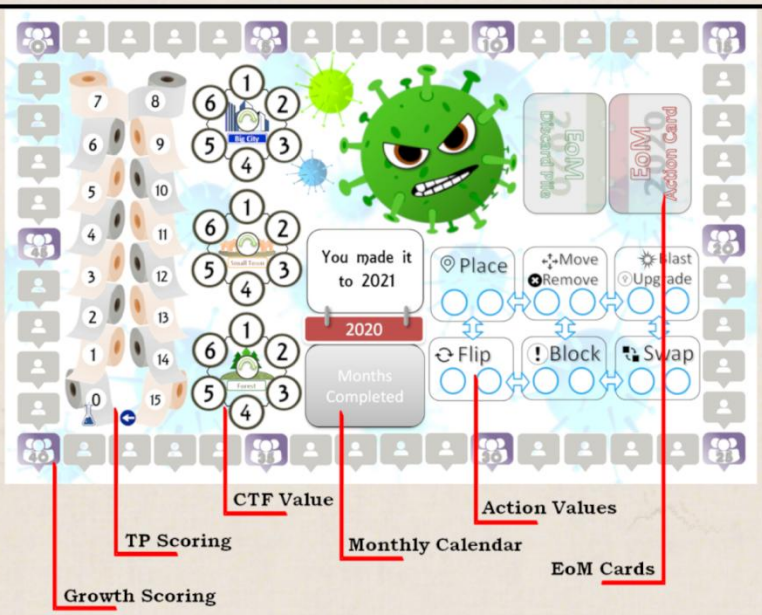
-Who ever has the most growth points at the end of the game. When equal, the TP boss wins!
- When a player reaches a 50 on growth score with the 50 token still on the Player Board. If both players reach this in the same Month, the TP boss wins
- When a player reaches 0 with no 50 token anymore on the Player Board, the other player wins the game. If both players reach 0 in the same Month with no 50 token on their Player Board, the TP boss is the loser!


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More than 2020 people per minute cure their headaches with our pills!

MAIN BOARD



Growth Scoring

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The outer ring of the board is to keep track of the growth scoring of each player. Each player has a Star icon of its own color that indicates their growth. Both Star icons are placed at the 0 score starting position at the beginning of the game. But in fact both players start with a 50 growth scoring which is indicated by the 50 token of their color on each player board. The scoring from 0 to 50 is to keep track of the growth, but you could state for example that each growth number represents x number of followers, which ever number you prefer. If you are the first player to gain another 50 growth, you are already the winner of the game! Keep in mind that both players can reach this additional 50 growth by the end of the month, in that case the TP boss will be the winner!

Negative growth

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Be aware that in this game it is also easy to lose followers and thus end up with a negative growth. For example, if by the end of the month of January you score a -10 “growth”, you place your Star icon on the number 40 of the growth score (i.e. 50-10=40) and you also have to remove the 50 token from your player board. If you keep being unlucky and keep getting negative growth, be careful! The first player to lose all growth and end up at 0 (and already had the 50 token removed before), will loose the game! When both players are down to 0 in the same month, the player with the TP boss is still the winner.

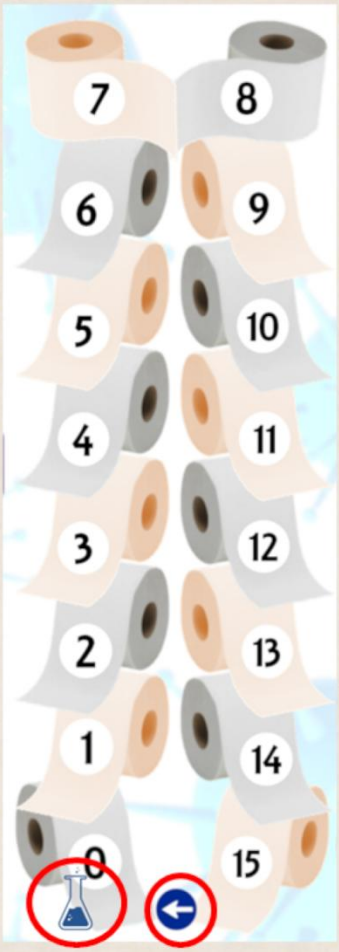
MAIN BOARD

Toilet Paper (TP) Scoring chart

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An important part of the Main board is the Toilet Paper scoring chart, in short TP scoring.
Who ever holds the highest TP score is the Toiler Paper boss or TP boss and can place the white TP boss pawn on the middle HEX-tile of the player board.
To get hold of the TP boss, you need to have a higher TP score then the other player already holding the TP boss.

The zero value on the TP score chart has a small research icon on it. When ever your TP color pawn lands on it or passes the zero scoring spot, it increases your medical progress *(See chapter Medical Progress)*. **Only when you start the game with a 0 TP score, the medical progress does not apply.**
When your TP score drops down to zero, you stay on the zero spot, you can not move below zero, nor move to the right on the TP chart (the little traffic sign indicates a 1 way only pass from 15 to 0, not visa versa!).
When you do not have enough TP score to perform an action, you shall exchange the action card for its TP value and your TP color pawn will move up equally on the TP scoring chart. In case you gain TP points and exceed more than 15 TP points, you continue counting from 0 again. Also then your Medical progress increases and maybe you loose the TP boss to your opponent. So be aware!



Toilet Paper (TP) Scoring chart

Stuif Toilet Paper – Has 2020 sheets to the roll

MAIN BOARD

CTF Values

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Just left from the middle of the Main board, we see the big City, small Town and Forest (CTF) tiles surrounded each by the numbers 1 till 6. In the middle they have a clockwise (CW) or counter clockwise (CCW) indicator, at the start of the game always placed as clockwise (CW). Here we keep track of the TP value for each Hex-type. The 3 black gemstones are placed each on the number 1 value for each CTF Hex-type. And the clockwise token are placed in the middle at the start of the game. When ever a big City, small Town or Forest Hex-tile is turned open on a players board, the owner of that board will increase its TP score with the value indicated by the gemstone for the applicable Hex-type turned. Then the gemstone is moved 1 position in the direction indicated by the token in the center (which always start in clockwise direction at the start of the game).

For example, when you start the game and turn a Hex-tile of a Big City on your opponents player board, your opponent will receive a TP score of 1, moves his TP pawn to indicate this and moves the gemstone for Big City on the CTF chart (see image to the right) to 2. If this was the very first Hex-tile turned/flipped in this game, your opponent will also get the TP boss pawn!



MAIN BOARD

Calendar Months

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In the middle of the board there is space to place the Months of 2020 that make the full calendar for 2020. *See chapter Calendar Months.*

End of Month (EoM) Cards

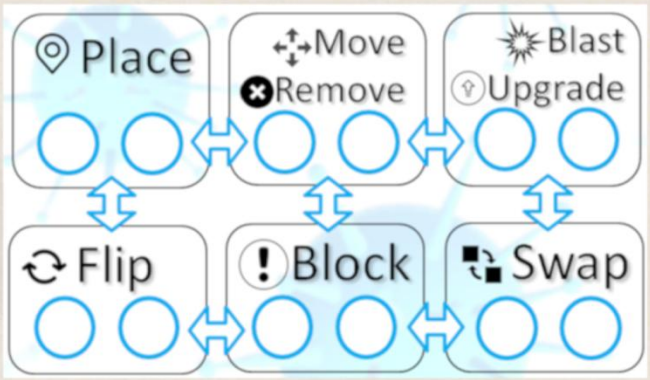
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This is the space for the End of the Month (EoM) cards. *See chapter EoM Cards.*

Action Values

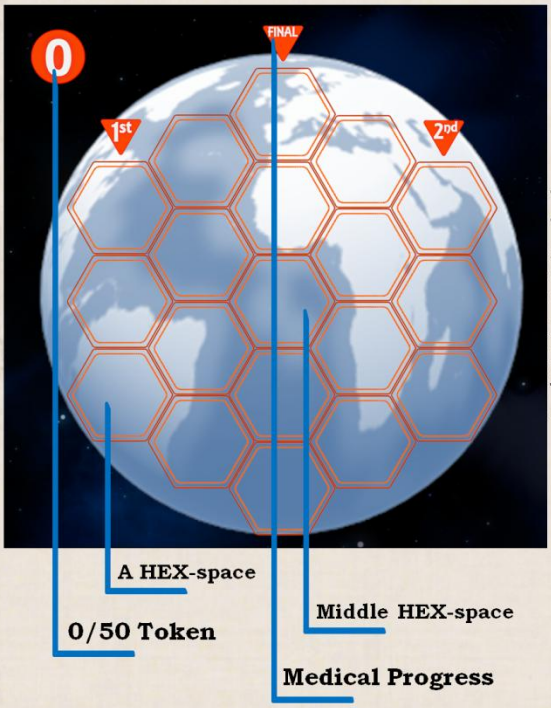
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This spot on the Main board determines the (TP) value for each action card to be played. At the start of the game, 1 blue value token is placed on 1 of the empty circle spots for each Action. It is up to the player to decide which value to place where, as long as first the black letters are placed face-up and each Action has received a value token. During the game you can move these value tokens and even flip them.

Each action can hold up to 2 value tokens maximum. The arrows indicate to which other location a value token can be moved. The total sum of values for an action is the TP value a player has to pay in case this player wants to perform this action. A player can also choose to not play this action and instead receive the TP score according the total value for that action. *See chapter Action Cards.*

PLAYER BOARD



Standard Board

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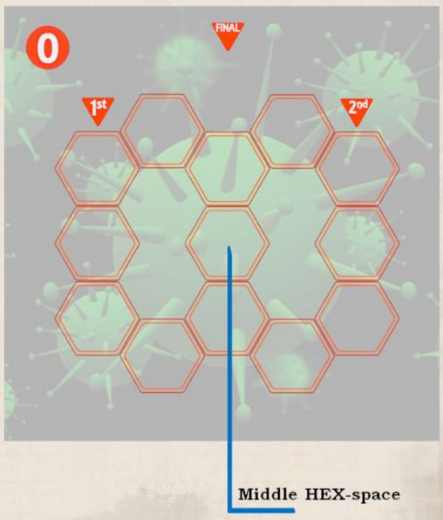
The standard player board is the one with the earth image on it. It has 19 HEX-spaces in total.

When laying down the HEX-tiles, at the start of the game it means that 3 HEX-spaces will remain open, each player is free to choose which HEX-space to leave open, except for the middle HEX-space that will be used for your player color and letter.

Virus Board, Variant

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The Virus player board is the one with the virus image on it obviously. This is an alternative player board and has also les HEX-spaces, therefore not all HEX-tiles can be placed. On this board the player can choose which Hex-tiles not to place and discard them from the game, here all HEX-spaces will be occupied, and the middle HEX-space here is also reserved for your color/letter HEX-tile.

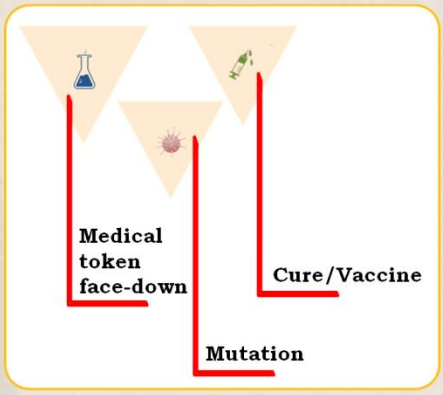


PLAYER BOARD

Medical Progress

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The triangle spots on top part of the player board are to keep track of your medical progress. Every time your TP pawn *(See chapter TP scoring chart)* **drops down to zero, or passes zero, your medical progress increases. The first time, you choose 1 of the triangle tokens blind and place it also face-down on the triangle spot marked with "1st". Make sure at the start of the game the medical (triangle) tokens are all placed face down** *(see image below)* **and randomly shuffled next to the board, so no player knows which medical token represents what.**



The next time your TP pawn is on or passes 0, you move your medical progress token to the spot marked with "2nd". And finally the next time your TP pawn is on zero or passes it, you move your token to the "Final" triangle spot on the board (on the top part). It will stay there face-down and only to be revealed at the end of the game. If you TP pawn reaches or passes zero more often, the whole sequences repeats with a new medical token if still available.

Medical Progress Scoring

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At the end of the game, all medical tokens on the Final spot (you can have more than 1 token on this Final spot) are revealed and their value is applied to the players growth scoring. In case you have a cure (green vaccine) you earn additional growth points. However, if you turn a red mutated virus, you will loose growth scoring. Check the quick reference cards to see how much you can gain or lose on medical progress.

50 token

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The top left of the player board is preserved for your 50 token. You receive this token at the beginning of the game and you place the number 50 of your color on top of the "0" that is printed on the board. This represents your basic score of 50 growth. The growth is just an indicator to track scoring, you can multiply this growth number with any factor you like to represent a number of followers you have. For example you can state that each growth number represents a 1000 followers, then you will start the game with 50 x 1000 = 50k followers.

HEX-tiles

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The 3 main Hex-tile types used in this game are the Big City, Small Town and Forest hex-tiles. Each type has it´s own scoring *(See chapter Quick reference cards).*
Forest tiles can contribute to your TP scoring, while Small Town and Big City tiles contribute to your growth scoring. Depending on the tile type, the placed Disaster Tokens can have different impact on the scoring of TP and growth. Each hex-tile can hold up to 3 DT maximum. At the start of the game the hex-tiles are all placed face-down, showing the question mark of the players color.



HEX-tile Back



Big City



Forest



Small Town

CW/CCW tokens

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The CW (Clockwise) and CCW (Counter Clockwise) tokens are placed on the center of the CTF values. 1 for each Hex type. They have a black or dark grey background. The green arrow indicates a Clockwise move of the gemstone, the red arrow a counter clockwise movement. These CW/CCW tokens can be flipped in order to change the direction of the gemstone move. Also a Block can be placed on them to prevent this token can be flipped.


Clockwise (CW)


Counter Clockwise (CCW)



Action value token with a value of 2 as lowest value for this token



Same Action value token flipped, showing a value of 3 as the highest value for this token

Action value tokens

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The tokens with a blue kind of background, are the action value tokens. When first put down, it´s always with the black numbers face-up. During the game, these tokens can also be flipped. When flipped they show a higher value by a white number with an arrow next to it. The arrow next to the number indicates that this is the highest number of this token. Flipping it again will show the lower value again.

DISASTER TOKENS

The Disaster Tokens (DT)

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The disaster tokens (DT) will influence your country. They can impact on both your TP score as well as on your growth score. Have a look at the *Quick Reference cards* where you can see how and to what extend the DT can influence your score. Note that the type of Hex-type the DT is on is also important, i.e. the water and fire DT only affects Forest tiles.

A few DT have a different front and back. They will be placed with the symbol that has a small red star on it face-up. To "flip" these, only the action "Upgrade" can be used to do so. In some cases this "Upgrade" implies more a Downgrade rather than an upgrade. The Action Card "Flip" can NOT be used on DT. Note: The Upgrade action allows other upgrades to take effect also, see *Quick Reference cards* for this.



This is actually a good symbol to have, maybe a prelude to the disaster still coming? This happy-face symbol will get you extra growth! Only counts if it is on Small Town or Big City tiles.



People are starting to get angry. This will definitely have a negative impact on your growth. You would need to "Upgrade" a happy face to change it to an Angry face. Only counts if it is on Small Town or Big City tiles.



Protest. People are making a statement that they are truly unhappy with the current situation. This will affect your growth.



Protests changed to Riots. Stores are plundered and now chaos rules the streets. "Upgrade" a Protest symbol to change it into a Riot.



The Water drop symbol represents the flooding of the lands. Only affecting to Forest tiles.



The Fire symbol represents the extreme forest fires, also having a big negative impact on your TP score, affecting only Forest tiles.



The famous COVID-19/CORONA virus is affecting this HEX-tile. People are getting nervous and it will show on your growth score.



People are required (demanded?) to wear Masks for protection. It seems many people don´t like it, or don´t like to be told to do so. Weather it helps or not, it does impact on your growth score.

DISASTER TOKENS



A Full Lock down for the City or Town this DT is on. Even though many understand and trust this extreme measure will be for the better, it doesn´t mean they are in favor of a lock down. Your growth will be impacted highly by this decision.



When you Upgrade the full Lock Down, it will bring you a half lockdown. Less restrictions but still many limitations apply. People had hoped for more freedom which they don´t get yet. It will be noted in your growth score!



This Crisis symbol will only be played if the corresponding End of the Month card is drawn. It can do serious harm to your growth score!



This Blast DT is connected to the Blast action. To execute a Blast action, at least 1 Blast (or Nuclear) DT must be on 1 of the players board. The player to play the Blast action, points out which (Blast/Nuclear) DT will be affected. If the DT is on the other players board, both players will roll a die. In case the sum of the throw is an even number, the blast is activated and the Hex-tile this DT was on is removed, including any other DT that was on this Hex-tile. If it is an Hex-tile on the players own player board, this player will throw both dice, same rule apply to the outcome of this throw.



The nuclear DT is kind of similar as the Blast DT. The difference here is that when throwing the dice, both dice must have the same number thrown to have it activated. The impact is also bigger: not only this HEX-tile, but ALL adjacent HEX-tiles will be removed from the player board, including ALL DT that were on these HEX-tiles. The middle HEX-tile with player color and letter will of course never be removed. Also, different to the Blast symbol, if the nuclear is not activated, the dice thrown had different numbers, this DT is removed from the player board, back in the bag.

DT (except for the Crisis DT) will always be blindly taken out of the bag! Not all DT are to be put in the bag from the start, several DT are only added into the bag later during the game.

End of the Month Cards

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To complete each month, 1 End of the Month (EoM) card is taken from the pile put face down on the Main board.
The player that is NOT the TP boss is the one that will execute this action. This player is free to chose on which player board the action will be performed. The Remove actions on the card are self explaining, if in doubt, remove 1 HEX-tile of your choice.
Placing a Crisis token can ONLY be done on a Big City! If there are no Big City tiles available (or already occupied by 3 DT) the action is forfeit. If there is only Big City tiles available on the board of the player that is performing this action, the player shall place it on its own player board. If there are no more free Crisis DT available, the player can take a Crisis DT at will from any players board to replace at any preferred (and available) Big City.

Monthly TP score

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TP scoring is explained on 1 of the Quick Reference cards. The quickest way is to count the number of Forest tiles, multiply this with the value for a Forest tile as given by the Reference card. Then for all DT on these Forest tiles you subtract points again, as specified. If there are more tokens on a Forest tile, it can even give a negative TP score.

Growth Calculation

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For Growth calculation, also the corresponding quick reference card explains how to count your growth. First count the positive growth, the Big Cities, Small Towns and Happy DT. Next you count the DT on Big City and Small town Hex-tiles that give a negative contribution to your growth score.



EoM back of the card



EoM Crisis card



EoM Remove Hex-tile Cards

Subtract it from the positive growth (don´t be too smart stating that subtracting a negative number would add a positive value, you know what you shall calculate here!). With some luck the total growth is a positive value, the Star pawn of the players color is then equally moved the number of places forward (Clockwise).
During the game you can get a negative growth number. In case your growth drops below the starting 50 growth (which is the 0 field on the Main Board), you have to remove your 50 token from your board. The players Star icon is still moved, counting down, for the number of places as given by the negative growth.
For example: In case your Star pawn of your color is at 55 of growth, meaning you have your 50 token on your player board and your Star pawn of your color would be on number 5 of the growth chart. Now you calculate your growth at -12 (minus 12). Then your Star pawn would move to number 43 on the growth chart and you would also lose your 50 token on your player board.

In any moment you gain more growth and passes this 50 growth number again you place this 50 token back on your board.



This an example of the back side of the Month cards. The pile of Month cards is stacked with January on top followed by the rest of the calendar months in order, with the month of December on the bottom of the pile. All Month cards have their back side face-up. When you start to play a new month, you will flip the top card showing the new month you will play in green color/letters. Actions specified below are all done at the end of the month.



JAN – At the end of this Month, add all Water and Nuclear DT into the bag .



FEB – At the end of this Month, add all Mask DT into the bag .



MAR – At the end of this Month, add all LockDown DT into the bag .



APR – At the end of this Month, add all Protest/ Riot DT into the bag .



MAY – Remove up till 2 Mask DT, regardless of which player board. Only less if there are less Mask DT on both boards.



JUN – Remove up till 2 Full/Partly LockDown DT, regardless of which player board. Only less if there are less of these DT on both boards.



JUL – Remove up till 2 Virus DT, regardless of which player board. Only less if there are less of these DT on both boards.



AUG – Blast up till 2 Blast DT, regardless of which player board. Only less if there are less of these DT on both boards.



SEP – Upgrade Virus DT to Mask DT. Regardless on which player board upgrade always up till 2. Less if there are less Virus DT on both boards.



OCT – Remove ALL blocks



NOV – Place 2 Virus DT



DEC – Upgrade Mask DT to LockDown DT. Regardless on which player board upgrade always up till 2. Less if there are less Mask DT on both boards.

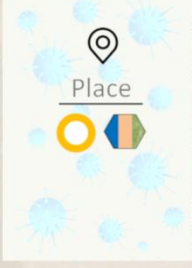
NOTE: For SEP, NOV & DEC search and take the correct DT out of the bag!



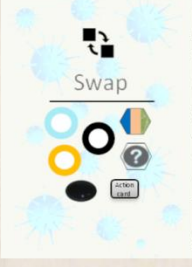
The Action Cards are played each month. Action cards have the image to the left on their back side. There are 6 action cards in total. In order to play an action card, the player shall have the minimum needed TP points (on the TP score chart) as indicated by the Action value on the Main board. When the player is performing this action, the Action value or cost are deducted from the players TP score. A player can also choose not to execute the action but instead increase its TP score for the value of this Action card.

Each Action card shows the kind of Action and to what type of game element it can be applied:

- Blue circle: These are the Blue action value tokens
- Black circle: These are the CW/CCW tokens
- Yellow circle: These are the DT tokens. If it would only apply to a specific DT token, these icon will be shown
- Black Gemstone: These are stone on the CTF scoring on the Main board
- Hex tile "?": Any Hex-tiles showing a Question mark
- Hex tile Face-up: Any Big City, Small Town or Forest Hex-tile
- Action card: Any Action card



PLACE: With this action you can place a new DT (blind from the bag). Different then at the start of the month, you can only place it on an already known Big City, Small Town or Forest hex-tile (not on a question mark). In case Hex-tiles have been removed before, from any players board you can also chose to place 1 back if an empty Hex-space is available on the board you want to place it. Player colors do not have to match, you place the Hex-tile face-up directly. The TP scoring is updated according CTF value and the corresponding gemstone is moved to its next value!

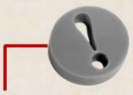


SWAP: To exchange 1 game piece with another, as long as they are the same kind and for Hex-tiles even the the same side up, either face-up or face-down. For example, you can swap a Big City with a Forest, but not a Question mark with Forest. 1 constrain, they can NOT have DT on them! You can also swap DT with each other, or Action value tokens with each other and even CW/CCW tokens with each other. Which side is face-up/face-down is not important for these tokens. Also gemstones can be swapped (swapping each other value that is) and you can also swap non-used Action cards.

NOTE: When a player decides to collect TP points for the Action value, instead of playing the action on the Action card, the Action card is still considered as used and out of play for this month.



FLIP: To flip or turn a game piece upside up/down, i.e. showing the other side. For Big City, Small Town and Forest you can only flip it if they don´t have DT on them.



There are maximum 3 Block pieces that can be used. When all are in use, on the next Block action re-use an existing block to complete the action.



BLOCK: This allows a player to block a game piece from being used or modified. It is also used to remove an existing Block. Maximum 3 blocks can be active, if a next Block action is played, the player can choose which of the 3 existing Blocks to use for his new Block action. Blocks on Action cards only apply for the current Month and will be removed when a new Month starts.



MOVE/REMOVE: The player shall choose which of the 2 actions to play. "Move" allows for 1 Action value token to move to 1 adjacent Action according the arrows indicated and if both spaces of the Action to move it to are not already occupied (max. 2 Action value token per action). DT can be moved to 1 adjacent Hex-tile, not being a "?". Maximum 3 DT per Hex-tile are allowed. "Remove" either 1 DT or a Big City, Small Town or Forest tile with NO DT on it. Place it next to the players board.



BLAST/UPGRADE: Also here the player shall choose which action to play. For a Blast, the player identifies which Blast/Nuclear DT he wants to trigger. It could also be on its own player board(!). In that case the player throws both dice, otherwise both players throw a die each. For a Blast, when the sum of both dice is even, the blast is activated and the Hex-tile and everything on it is removed.
For Nuclear, both dice need to be equal to trigger a Nuclear disaster. When so, the Hex-tile itself and all adjacent Hex-tiles (except the middle Hex) and all DT on them are removed, even face-down Hex-tiles (with question mark). If the nuclear threat is NOT triggered, the Nuclear DT is removed and put back in the bag.

"Upgrade" only applies to DT tokens, check the Quick Reference card to see which upgrades and order of upgrades can be done. Only 1 DT on a players board can be upgraded.

QUICK REFERENCE

Quick Reference Cards

STUIF
PLANET EARTH

Each player will get some Quick Reference cards to quickly look up the basic steps of a turn or month, to quickly see what actions can be applied to what game piece or to know how to calculate growth or Toilet paper score.





Actions affect to... Upgrades



Quick Guide

Game Start:
Each player flips 1 land-tile on the opponents board. This is repeated until both boards have exact 3 tiles flipped, no more, no less. TP scoring applies! First player to reach the highest TP score is the TP Boss.

Start of each Month
Each player, in order of highest Followers score followed by A-B-C-D border, places 1 DT, randomly taken from the bag, on a hex tile on the opponent board (always on a face down tile first). A DT placed on a face down hex tile, automatically flips this tile face up. When flipped, TP scoring applies!

Choose Action cards
The Action cards are chosen alternately between the 2 players, where the TP boss has the first choice, until all Action cards are taken.



Play Action Cards*
The TP boss chooses an action card to play. When playing, the TP score is updated. After playing it, the next action card to play is again chosen by the current TP boss, which can be the same player, or not! This is repeated until all cards are played. If the TP boss is out of action cards, the other player can play all remaining action cards left.

* - In stead of playing a chosen action card, the player can decide to collect the value for that card, upgrading its TP scoring. The card is then discarded.

End of the Month (EoM)
The TP boss executes the action on the card of the Month just played. Next, both players count forest tiles on their board and adjust TP scoring accordingly. Finally, turn an EoM action card. This action is to be played by the player that is NOT the TP boss.

Now both players count your citizen growth and adjust their growth count accordingly.

Basic Monthly steps





TP (left) and growth scoring