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END OF GAME

Collective Loss of Control

Loss of Control happens at any point in the game when:

- Three Full-Blown Crises occur in the same region.
- Four Full-Blown Crises of the same color occur.
- Seven Full-Blown Crises of any color in any region occur.

Everybody loses. There are no winners. The world dissolves into the Middle Ages and players proceed to blame everybody else. (This last sentence is not in the rules but an observation from the Quick Reference author.)

Success

The game ends successfully when the draw pile is exhausted. If the last card is a Crises, it plays itself out as usual — a *Collective Loss of Control* may still happen!

All players sum up their individual hoarded cards and add the totals to their individual scores. The winner is the player with the highest score.

VARIANT

In a 4- and 6- player game, players may work in two-player teams, sitting across from each other. Points are scored as a team.

Terra Quick Reference

Terra designed by Bruno Faidutti
For 3 to 6 players

OBJECT OF GAME:

“Terra puts the players in front of ecological, socio-economical and diplomatic-military crises where all must collaborate to save the Earth’s fragile equilibrium while moving their own interests forward. Players score points for solving a crisis for the common good, but at the same time keeping as many scarce resources to themselves as they can.”

– Bruno Faidutti

CONTENTS:

- ★ Scoring Track
- ★ 12 Wooden Markers (two of each color)
- ★ 108 cards:
 - 18 Crises Cards
comprised of three colors: red, green, blue
each crises takes place in one of six regions of the world
each crises has a value ranging from 10 thru 16
 - 90 Solution Cards
also comprised of the three colors: red, green, blue
each color has a range of 1 thru 6, broken down as:
six 1s six 2s five 3s
five 4s four 5s four 6s

Regarding the colors... Each color represents different categories. Red signifies diplomatic/military issues. Green signifies environmental issues. While Blue represents socio-economic concerns.

SET-UP

- Each player chooses a marker color and places one of the markers on the scoring track and the other in front of him/her.
- Shuffle the Solution Cards and deal each player a hand of:
 - 3–4 players: 4 cards
 - 5 players: 3 cards
 - 6 players: 2 cards
- Shuffle the Crises Cards into the remaining Solution Cards and place them in the center. This is the draw pile.
- The youngest player starts and play proceeds clockwise.

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GAME TURN

A turn is comprised of three phases:

Phase 1: *Drawing A Card*

Phase 2: *Impending Crises*

Phase 3: *Playing Cards*

Phase 1 — Drawing a Card

The player draws the top card from the draw pile.

If it is a Solution, it is added to his/her hand without revealing the card, and proceeds to Phase 3.

If it is a Crises, it is revealed and placed face up in front of him/her, and proceeds to Phase 2.

Phase 2 — Impending Crises

A Crises in front of a player is considered an Impending Crises and is given a chance to be solved before it becomes a Full-Blown Crises.

Once around, starting with the current player, each player may play, face up, one and only one Solution next to the Crises. The Solution must be the same color as the Crises. Once all players has had a chance to play a card, the values of the Solutions (if any) are totalled.

Phase 2a — Impending Crises Solved

If the total is equal or greater than the Crises, the crises is solved. The Crises and all the Solutions are discarded.

The player that played the first Solution, scores 3 pts.

The player(s) that played the highest Solution scores 3 pts (each).

Phase 2b — Full-Blown Crises

If the total is lower than the Crises or if there are no Solutions played, than the Crises becomes a Full-Blown Crises. The Crises is moved to the center of the table and any played Solutions are discarded.

A check is performed to see whether the game ends due to a collective loss of control (see **END OF GAME**). If the game does not end, the current player draws a second card from the draw pile and Phase 1 begins all over again.

Phase 3 — Playing Cards

The player may now play some or none of the Solutions from his/her hand. If he/she decides to play cards, he/she may do so in the following manner:

Phase 3a — Solve A Full-Blown Crises

To work for the common good, the player may play Solution(s) from his/her hand onto multiple Full-Blown Crises. However, his/she can only play one card per Full-Blown Crises. The card(s) are played underneath the Crises.

If the total value of the Solutions equals or is greater than the Full-Blown Crises, the Crises is resolved. The Crises and all Solutions are discarded. The player that plays the last Solution on that Crises is awarded 5 pts.

Phase 3b — Personal Scoring by Hoarding

If a player has played at least one Solution onto a Full-Blown Crises, he/she may now play a set of three cards in front of them (hoarding cards). The sum of those cards are added to his/her points at the end of the game. Only one set can be played per turn and those cards are no longer available for crises resolution.

The sets must be one of the following four:

- **SAME VALUE, SAME COLOR** (blue 5, blue 5, blue 5)
- **SAME VALUE, ONE COLOR EACH** (green 5, blue 5, red 5)
- **SAME COLOR STRAIGHT** (red 2, red 3, red 4)
- **THREE COLORS STRAIGHT** (red 2, blue 3, green 4)

END OF TURN

At the end of the turn, a player may have no more than eight cards in hand. If more than eight, the player must discard down to eight. Play proceeds clockwise.

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