

MARKET DAYS

There are attractive discounts at Market Days, but consider do you really need the items on sale?

AFTER CONSIDERATION, YOU BUY YOURSELF A SET OF HEADPHONES. DRAW YOURSELF ONE ITEM CARD.

CARPOOL

Carpool is a handy and ecological way of getting around.

KEEP THIS EVENT CARD TO YOURSELF. LATER IN THE GAME, IF YOU SUCCEED IN USING A CARPOOL TO MOVE AROUND, YOU WILL GET 2 ECOSTEPS. RETURN THIS CARD TO THE BOTTOM OF THE DECK AFTERWARDS.

CIRCULAR ECONOMY STATUE

The Circular Economy Statue is built entirely out of recycled items and it is the best known sight in Ecopol.

YOU GO TO ADMIRE THE STATUE. MOVE YOUR COUNTER TO THE CIRCULAR ECONOMY STATUE POINT.

THE LAHDENRANTA PLOGGING EVENT

You would like to participate in the plogging event (jogging while picking up litter) held at the Lahdenranta beach.

MOVE YOUR COUNTER TO THE LAHDENRANTA POINT. AT THE BEACH, YOU FIND A VARIETY OF ITEMS THAT DO NOT BELONG THERE SO DRAW ONE ITEM CARD.

OPENING OF A NEW MARKET

A new Market opens in Ecopol, and they are giving away buckets at the opening ceremony.

YOU URGENTLY NEED A BUCKET FOR CLEANING THE OLD APARTMENT TO REPLACE ONE THAT BROKE, SO YOU MOVE YOUR COUNTER INSIDE A MARKET OF YOUR CHOOSING. STANDING IN QUEUE TAKES TIME, SO YOU SKIP YOUR NEXT TURN.

READING ALWAYS PAYS OFF

When you want something new to read, think whether you should buy a book or loan one from the library.

IF YOU DECIDE TO BUY A BOOK, MOVE YOUR COUNTER TO THE SECOND-HAND BOOKSTORE OR INSIDE ONE OF THE MARKETS. IF YOU DECIDE TO LOAN A BOOK FROM THE LIBRARY, MOVE YOUR COUNTER INSIDE THE LIBRARY AND YOU WILL IMMEDIATELY RECEIVE ONE ECOSTEP!

ROUND AND ROUND WE GO

One person's trash is another's treasure and moving house is a good time to go through your belongings.

DRAW AS MANY ITEM CARDS YOU CURRENTLY HAVE IN YOUR HAND. RETURN THE OLD ITEM CARDS TO THE BOTTOM OF THE DECK. ON THEIR RESPECTIVE TURNS, EVERY OTHER PLAYER WILL ALSO DRAW NEW ITEM CARDS AND RETURN THE OLD ONES TO THE BOTTOM OF THE DECK.

GARDEN WORK PARTY

You participate in a garden work party at the Ecopol communal garden.

YOU ARE REWARDED WITH A POSITIVE ATTITUDE, A BUNCH OF CARROTS AND ONE ECOSTEP. MOVE YOUR COUNTER TO THE COMMUNAL GARDEN POINT.

A TRIP TO THE SUURMETSÄ LEAN-TO

You go to the Suurmetsä lean-to to roast marshmallows and pick some berries for your breakfast smoothie while you are there.

MOVE YOUR COUNTER TO THE SUURMETSÄ POINT. THEN, YOU CAN TAKE AS MANY ECOSTEPS AS THERE ARE PLAYERS IN THE POINTS SURROUNDING SUURMETSÄ. YOU CAN GET A TOTAL OF NO MORE THAN 5 ECOSTEPS.

VELO MAPS

You noticed that your friends got so excited about moving that they are going the wrong way! Luckily, you have the active cyclist's Velo Maps service that you can use to help your friends in need!

ASK THE OTHER PLAYERS, IF THEY WOULD LIKE SOME HELP. YOU CAN MOVE THE COUNTER OF EVERY OTHER PLAYER FORWARD 1-2 STEPS, ACCORDING TO THEIR WISHES. YOU CANNOT MOVE YOUR OWN COUNTER.

SORTING MISHAP

You accidentally threw a plastic yoghurt container in the metal waste bin and a used battery in the bio waste.

DIGGING THROUGH THE BINS TAKES A WHILE, SO YOU MUST SKIP YOUR NEXT TURN.

GIVE AWAY AND RECYCLE

You empty stuff from your cabinets and decide to donate your little used easel and pasta machine to the library for loaning out.

CHOOSE TWO ITEM CARDS FROM YOUR HAND AND RETURN THEM TO THE BOTTOM OF THE DECK. YOUR TEAM WILL GET A TOTAL OF ONE ECOSTEP FOR THE TWO CARDS. IF YOU ONLY HAVE ONE ITEM, YOU MUST RETURN IT, BUT YOUR TEAM WILL NOT GET AN ECOSTEP. FINALLY, DRAW A NEW ITEM CARD IF YOU DO NOT HAVE ANY.

UP TO SPEED

You picked up some litter on your way to the Amusement Park, and now you are happy and have special spring in your step.

KEEP THIS EVENT CARD TO YOURSELF. DURING ANY TURN OF YOURS, YOU CAN ADD 1-3 POINTS TO A DICE ROLL AND GET A BIT FURTHER. RETURN THE CARD TO THE BOTTOM OF THE DECK ONCE YOU HAVE USED IT.

RECIPE FOR A MISTAKE

You accidentally ordered food for the moving day twice! What is even worse - the best before date on the fresh produce is coming up! You start cooking food to put in the freezer.

DECIDE IF YOU WANT TO SKIP YOUR NEXT 2 TURNS OR DEDUCT 1 ECOSTEP FROM THE ECOPATH. YOU CANNOT GO INTO NEGATIVE POINTS ON THE ECOPATH.

STICKING TOGETHER

Everybody in the shared flat agreed to take the heaviest items to recycling together, using the sack barrow from the community borrowing hub.

KEEP THIS EVENT CARD TO YOURSELF. YOU CAN USE THE CARD ON YOUR OWN TURN INSTEAD OF THROWING THE DICE AND MOVE YOUR COUNTER TO ANY POINT WHERE ANOTHER PLAYER HAS THEIR COUNTER. RETURN THE CARD TO THE BOTTOM OF THE DECK ONCE YOU HAVE USED IT.

UNFORTUNATE MISPURCHASE

You accidentally bought a cheap chain brand jacket from the flea market Second, even though you can usually spot unecological and unethically produced clothes. You have to immediately fix the jacket, but you still decide to give it a chance.

KEEP THIS EVENT CARD TO YOURSELF. YOU CAN USE THE CARD ON YOUR TURN AFTER ROLLING THE DICE. YOU CAN THEN ROLL THE DICE AGAIN AND THE NEW ROLL CANCELS THE FIRST ONE. RETURN THE CARD TO THE BOTTOM OF THE DECK ONCE YOU HAVE USED IT.

BACK TO THE SHARED FLAT

You left home, but forgot to switch off the lights!

YOU MUST RETURN TO THE SHARED FLAT. MOVE YOUR COUNTER TO ANY POINT ADJACENT TO THE SHARED FLAT.

STRICTLY NECESSARY

Do not buy items in a hurry for the new flat. Think and compare products that you are about to buy.

LOOK AT THE TOP THREE ITEM CARDS IN THE DECK. CHOOSE ONE OF THE CARDS AND TAKE IT. RETURN THE TWO OTHER CARDS TO THE BOTTOM OF THE DECK. RETURN THIS CARD TO THE BOTTOM OF THE EVENT CARD DECK AFTER USING IT.

SHARE, RENT AND RECYCLE

Circular economy is an economic model in which constantly manufacturing new items is avoided and consumption is instead based on using services: sharing, renting and recycling.

EACH PLAYER TAKES ONE ITEM CARD FROM THE NEXT PLAYER. IN OTHER WORDS, YOU BEGIN AND THE LAST PLAYER TAKES ONE ITEM CARD FROM YOU.

IMPULSE BUY

You bought cardboard boxes for the move, even though you could have gotten banana boxes from the Market, recycling them at the same time.

YOU ARE FORGIVEN THIS ONCE, BUT DO NOT FORGET THIS THE NEXT TIME. DRAW YOURSELF AN ITEM CARD.

CHILL FOR A BIT

You decide to have a refreshing break at Lahdenranta, one of the most popular swimming spots in Ecopol!

MOVE YOUR COUNTER TO THE LAHDENRANTA POINT.

SATELLITE TANGLE

Oh no! You got lost on your way to Climate Refuge Aid! The satellites are not working and Velo Maps has gone crazy!

MOVE THE COUNTER OF THE NEXT PLAYER TO ANY POINT ON THE BOARD! THEN, EVERY OTHER PLAYER WILL DO THIS ON THEIR OWN TURNS, MEANING YOUR COUNTER WILL GET TO MOVE LAST.

CO-RECYCLER

An Ecopol bus driver sees you dragging a bag full of papers to be recycled and picks you up exactly when you need a ride.

KEEP THIS CARD ON THE TABLE. YOU CAN USE THE CARD ON A TURN WHEN YOU LAND IN AN EVENT POINT. INSTEAD OF THE EVENT POINT, YOU CAN PLAY YOUR TURN AS IF YOU HAD LANDED ON A BUS STOP. SO, MOVE YOUR COUNTER TO ANY BUS STOP POINT YOU WISH. RETURN THE CARD TO THE BOTTOM OF THE DECK ONCE YOU HAVE USED IT.

EXTRA STUFF?

YOU CAN RETURN ITEM CARDS FROM YOUR HAND TO THE DECK. YOU RECEIVE ONE ECOSTEP BY RETURNING TWO ITEM CARDS. YOU CAN ALSO RETURN JUST ONE CARD, BUT YOU WILL NOT RECEIVE ANY ECOSTEPS. YOU DO NOT HAVE TO RETURN ANY CARDS. IF YOU RETURN CARDS AND ARE LEFT WITH NONE, DRAW ONE NEW ITEM CARD.

PEER STORE

EACH PLAYER DRAWS ONE NEW ITEM CARD. WITHOUT READING THE TEXT, THE PLAYERS TELL EACH OTHER HOW THEY WOULD RECYCLE OR SORT THE ITEM ON THE CARD. IF THEY WISH, THE PLAYERS CAN TRADE THE DRAWN CARDS AMONG THEMSELVES, BUT NOBODY HAS TO. YOU RECEIVE ONE ECOSTEP FOR EACH CORRECTLY RECYCLED OR SORTED ITEM CARD UP TO A MAXIMUM OF 5 ECOSTEPS PER TEAM.

MY WAY OR THE VELOWAY

Ecopol's yellow bike lane takes you where you need to go quickly and ecologically. Let's go see!

MOVE YOUR COUNTER TO ANY BIKE LANE POINT.

HOORAY FOR CIRCULAR ECONOMY!

It's great that you can recycle even simple everyday items with your friends, like a floorball stick, a hairband or a smartphone cover.

CHOOSE ONE OF YOUR ITEM CARDS AND GIVE IT TO THE NEXT PLAYER, WHO WILL THEN GIVE ONE ITEM CARD TO THE NEXT ETC. FINALLY, THE PLAYER BEFORE YOU WILL GIVE YOU ONE ITEM CARD.

SUN FLOATER

You have just hopped on the sun floater, Ecopol's fully emission-free mode of transport.

IF YOU WISH, YOU CAN THROW THE DICE AGAIN AND MOVE ACCORDINGLY.

THE BUZZ APP

The smartphone app Buzz is handy and saves time when using public transport, checking schedules and buying tickets. Is the new shared flat along a bus route?

YOU CAN MOVE YOUR COUNTER TO ANY BUS STOP POINT. YOU DO NOT HAVE TO DO THIS.

HOW ARE WE SORTING?

How many different sorting containers are there at your shared flat?

YOU AS A TEAM HAVE 30 SECONDS TO LIST ALL SORTING CONTAINERS THAT YOU CAN REMEMBER. YOU GET ONE ECOSTEP FOR EACH ONE, WITH A MAXIMUM TOTAL OF 5 ECOSTEPS. IN THE SOLO GAME YOU MUST LIST THE CONTAINERS BY YOURSELF.

HELPING A FRIEND

A friend of yours has their hands full with moving and you want to help.

TAKE ONE ITEM CARD FROM THE PLAYER WITH THE MOST ITEM CARDS. IF TWO PLAYERS HAVE THE SAME NUMBER OF CARDS, YOU CAN CHOOSE WHO YOU TAKE THE CARD FROM.

RECYCLING, RECYCLING!

You find a broken wooden chair at the shared flat that needs to be recycled. However, you cannot agree on how it should be recycled.

YOU AS A TEAM HAVE 30 SECONDS TO LIST ALL THE POSSIBLE WAY THE CHAIR COULD BE RECYCLED. YOU GET ONE ECOSTEP FOR EACH ONE, WITH A MAXIMUM TOTAL OF 5 ECOSTEPS. IN THE SOLO GAME YOU MUST LIST THE RECYCLING METHODS BY YOURSELF.

AT THE AMUSEMENT PARK

You have a fun day at the Amusement Park and in exchange for the ticket you help your friend who works at the wave swinger clean up. However, that is time you do not spend moving.

MOVE TO THE AMUSEMENT PARK POINT. YOU LOSE ONE ECOSTEP. ECOSTEPS CANNOT GO INTO THE MINUS.

A HANDY HELPER

Your friend, who you helped to move before, promised to give a hand in emptying the shared flat. The friend is the player before you.

KEEP THE CARD TO YOURSELF AND USE IT DURING YOUR TURN IMMEDIATELY AFTER THROWING THE DICE BY THROWING AGAIN. THEN, YOU COUNT BOTH THROWS TOGETHER AND MOVE ACCORDINGLY. YOUR FRIEND CAN ALSO MOVE, IF THEY LIKE. RETURN THE CARD TO THE BOTTOM OF THE DECK ONCE YOU HAVE USED IT.

SUN FLOATER SPOTTING

There are brand new emission-free sun floaters flying around Ecopol. One has just landed on Ecofair.

MOVE YOUR COUNTER TO THE SUN FLOATER POINT ON ECOFAIR.

RACE TO THE CIRCULAR ECONOMY STATUE

Everybody wants to see it! The Circular Economy Statue, made entirely out of recycled goods!

SHOW THIS CARD TO ALL PLAYERS. WHEN TWO OR MORE PLAYERS LAND AT THE CIRCULAR ECONOMY STATUE AT THE SAME TIME, YOUR TEAM GETS 5 ECOSTEPS. IN THE SOLO GAME, EVERY PLAYER THAT GETS TO THE STATUE AT THE SAME TIME GETS 5 ECOSTEPS. RETURN THE CARD TO THE BOTTOM OF THE DECK.

ECOfAIR WITH GRANDMA NEXT DOOR

The Ecofair is the perfect place to make great finds and, regardless of your objections, the grandma next door buys all kinds of things for you, too.

MOVE TO THE ECOFAIR. ASK THE OTHER PLAYERS, IF THEY WOULD LIKE TO TRADE ITEM CARDS WITH YOU. EACH CARD CAN ONLY BE TRADED ONCE.

SACK BARROW

Some of your friends emptying the shared flat rented a moving van, even though the items could have been taken using the sack barrow and Ecocar from the community borrowing hub.

EACH PLAYER TAKES TURN THROWING THE DICE. IF YOU GET AN EVEN VALUE, YOU GAIN ONE ECOSTEP. WITH AN UNEVEN VALUE, YOU LOSE ONE ECOSTEP. YOU CANNOT GO INTO NEGATIVE POINTS ON THE ECOPATH.