

WELCOME!

Circular economy city

EKOPOLI

WELCOME TO AN ADVENTURE IN THE DREAM CIRCULAR ECONOMY CITY OF ECOPOLI!

OBJECTIVE OF THE GAME

The lease of your shared flat is ending, which complicates your daily lives a little bit. While you go about your hobbies and spend time together, you must recycle items left over during the move as ecologically as possible. Where do you take a broken E-Box or the awful sludge you found in the cabinet in the hallway? Find the fastest route through Ecopol by making use of the city bike Ecovelo, carpooling and public transport!

The game is played in teams. A team can have a maximum of 5 players and members of the team throw the dice on their own turns. Each player collects ecosteps that the team uses to move on their shared Ecopath so make sure to work together to hone your strategy! If the team takes more than 40 ecosteps, you can start a new round on the Ecopath and sum up the steps of both rounds. The duration of the game is 45 minutes, unless otherwise agreed. Solo game: see instructions of the back.

STARTING THE GAME

1. The players choose their counters and put them in the shared flat in the middle of the board.
2. One counter is put on the Ecopath to indicate the team's ecosteps.
3. Each player is dealt 3 item cards. You may show the cards to the other players.
4. Choose who starts. Every player throws the dice and the one with the highest value starts.

GAMEPLAY

1. Throw the dice and move forward on the board accordingly. You start the game through one of the four doorways of the shared flat. Please note that the players can start the game with a carpool.
2. Take the items to their designated place and collect ecosteps. You can only enter a building by landing exactly on a doorway that points towards the building. You can take several items to one building at the same time. Count the ecosteps of the cards and move the counter on the Ecopath. On your next turn, you can leave through any of the doorways. There are plenty of items to recycle at the shared flat, so if you run out of items, draw another item card.
3. When you land on an event card, item card or bus stop point, follow the instructions. Please find instructions for event cards, item cards and bus stops on the reverse side.
4. Once you have moved on the board and possibly recycled items or played a special card, it is the next player's turn.

END OF THE GAME

The game ends when the specified game time runs out. Then, ecosteps are deducted for each item card in your hand, according to the smallest number of points indicated on the card. The team that has the most ecosteps after this deduction is the winner!

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MOVEMENT POINTS ON THE BOARD


 **Movement point**
You use the green movement points for moving on the streets and the Ecopol cycle path, Veloway.

 **Doorway point** You can only enter buildings via doorway points. You can identify the correct building from the direction of the arrow. Doorway points are also movement points.

 **Location point**
Locations that do not have a separate doorway are indicated with location points. Location points are also movement points.

 **Item card point**
Draw one item card from the deck. Item card points are also movement points.

 **Event card point**
Draw one event card from the deck. Event card points are also movement points.


 **Bus stop point**
You can take the bus. Bus stop points are also movement points.

CARPOOL


Players who are in the same point can decide to travel with a carpool. The player who throws the dice also moves all the other players that ride together. Once the dice has been rolled, all participants must move together. The players can use carpooling for as many turns as they wish.

- If the player throwing the dice gets the exactly right number to enter a building, all of the carpool participants can leave their items on that turn.
- If the player throwing the dice lands on a bus stop, all the carpool participants can take the bus and move to another bus stop point on the board. You do not have to take the bus and you can also take the bus to different location than the other players.
- If the player throwing the dice lands on a event or item card point, only the player whose turn it is draws a card.


BUS STOP POINT

 If you land exactly on a bus stop point, you can move directly to any other bus stop point on the board. You do not have to take the bus even if you land on a bus stop point.


VELOWAY

 Veloway is the yellow bike path that allows you to travel quickly and ecologically around Ecopol. You can enter the Veloway from junction points between roads and the bike path. Some points are both on the road and the bike path.

ITEM CARDS AND ITEM CARD POINTS

 If you land on a green item card point, draw an item card. A number on the card indicates the number of ecosteps you get for recycling the item. You must take steps back on the Ecopath for any items left in your hand at the end of the game. If you have several items in your hand that can be recycled in the same building, you can recycle all of them at the same time. Put the played item card on the bottom of the deck. If you run out of item cards during the game, draw one item card from the deck.

EVENT CARDS AND EVENT CARD POINTS

 If you land in an orange event card point, draw an event card and follow the instructions. Most event cards are played immediately and then put back to the bottom of the deck. There are also some event cards that remain in the game for a longer period of time.

SOLO GAME

You can also play the Ecopol game as a solo game. In this case, each of the players has their own counter on the Ecopath and everyone plays against the other players. In the solo game you do not reveal your item cards to the other players. The player who takes the most ecosteps wins.