In the near future, emerging changes could drive social, economic, and environmental disruption. Ignoring or underestimating the rates of change could very well undermine our competitiveness, preparedness, and resilience.

**COMPONENTS**

10 "Job from the Future" Avatar Cards with Player Aid on backside

100 Impact Cards

8 Disruption Cards

96 Influence "Cubes"

5 Protect Tokens

1 Judge Token

10 Domain Tiles

1 Domain Quick Guide

**FOREST DOMAINS: A QUICK GUIDE**

- Forest Ecosystems: How biological processes of flora, fauna, and soil are adapting
- Water: How water resources and use are affecting human health and ecosystems
- Recreation: How tourism and outdoor activities are changing
- Food, Agriculture, Ranching: How food production is shifting
- Energy: How energy use and production are changing
- Healthcare: How health outcomes are impacted
- Transportation: How transportation systems are adapting
- Forestry Products: How timber, non-timber, and emerging innovative products are unfolding
- Community & Culture: How values, interactions, demographics, housing patterns, and social trends are transforming
- How people and product move to and from forests in our interconnected world
- How human wellness broadly, including how forests and nature impact health, is progressing
- How timber, non-timber, and emerging innovative forest products are unfolding
- How food grown in fields, produced in forests, and raised on grasslands is changing

This Rulebook!
**GAME OVERVIEW**

IMPACT is a foresight game. It is designed to help people imagine and think critically about the future. Players take on the roles of distinct characters, each with their own "Job from the Future" and unique set of preferred future conditions. They compete to create a world where their future job is relevant and secure.

A player wins when the number of influence cubes on three specific domains equal or exceed the respective numbers found in the preferred future listed on the back of their "Job from the Future" card.

**SETUP**

Randomly place the ten domain cards in a circle.
- Place 1, 2, or 3 cubes on each domain, depending on desired play length (90, 75, and 60 minutes respectively).
- Place all remaining influence cubes to the board's side.
- Shuffle the impact cards, dealing 3 to each player.
- Place the disruption cards into the impact deck, distributing them evenly throughout.
- Place the impact deck face down in the center of the domain card circle.
- Randomly deal each player a "Job from the Future" card containing their secret win conditions.
- The player who most recently visited a forest, other than for work, plays first. This player becomes the judge for the first round, and is given the judge token. Play proceeds clockwise.

**DOMAINS**

Ten domains are included in the game. These represent economic, infrastructural, and social domains that could plausibly be impacted by real world events and change drivers, as visualized through the use of influence cubes.

Their icons are as follows:

- **Forest Ecosystems**: How biophysical processes of forests - flora, fauna, and soil are adapting.
- **Water**: How relation to and use of the spring of life from surface, ground, ice, and all sources is altering.
- **Recreation**: How outdoor recreational behavior and opportunities are developing.
- **Community & Culture**: How values, interactions, demographics, housing patterns, and social trends are transforming.
- **Energy**: How energy use and production, including contributions from forests, are advancing.
- **Work**: How jobs are shifting in the Forest Service, the wider forest sector, and the broader economy.
- **Transportation**: How people and product move to and from forests in our interconnected world.
- **Medicine & Wellness**: How human wellness broadly, including how forests and nature impact health, is progressing.
- **Forest Products**: How timber, non-timber, and emerging innovative forest products are unfolding.
- **Food, Agriculture, & Ranching**: How food grown in fields, produced in forests, and raised on grasslands is changing.
**PLAY (turn)**

Each player's turn consists of 3 phases, with the player who most recently visited a forest (other than for work) going first, and proceeding clockwise.

**Phase 1: Play**
The current player plays one impact card from their hand, triggering its effects. Cards played are left face up for reference during the Headline of an Era phase at the round's end.

**Phase 2: Discard**
The current player may now discard any number of their remaining impact cards face down into the discard pile, located outside the game board (the circle of domain cards).

**Phase 3: Draw**
The current player now draws back up to 3 cards in-hand. If they draw a disruption card, its effect is immediately resolved before the player draws a card to replace it.

**PLAY (end of round)**

A round consists of each player having a single turn. Once a round ends, an amount of cards equal to the number of players (plus any disruption cards that were drawn) should be found face-up next to the board. Based on the cards played over the course of the round, players create a headline indicative of the world's current state.

These headlines will be submitted for consideration to The Judge.

**Headline of an Era**

Generating a "Headline of an Era" requires critical thinking into the potential world and cross impacts generated from the cards played over the course of the round. An era is not a specified amount of time; it could be as short as a season or as long as a generation. A good Headline synthesizes all impact and disruption cards into a single coherent idea like "the Summer of Love" or "the Age of Mechanical Reproduction."

**Example:**
With the cards "Do it for the 'gram", "Aging population", and "Environ-mental illness" played in the round, Renee summarizes the events into the following headline:

"Insta-grandmas: How tech and nature improve elderly quality of life"

**Starting a New Round**

Rotate The Judge token one player clockwise. Turn order resumes as normal.

**The Judge Token**
IMPACT CARDS

A central component to the game, impact cards represent actions players may take on their given turn. Each is representative of a real world event with speculative effects.

**Title**
A headline that highlights a future world event.

**Primary Impact**
An outline of the policy and/or event’s outcome along with a primary impact.

**Weak Signal**
Real world signals of change that are indicative of future impacts.

**Secondary Impact**
An ancillary outcome that comes as a result of the primary impact.

**Citation**
Online source of the weak signal.

**Primary Impacts**
Each impact card comes with a preset primary outcome that affects only 1 of the 10 main domains. The value of this impact can range from -2 to +3 in scope.

**Secondary Impacts**
In Impact, two types of impact cards can be drawn:

1. **Predetermined Secondary Impacts**
These impact cards will have both the primary and corresponding secondary impacts outlined for the player. Their secondary impact values are usually lesser in scope, ranging from -2 to +2, and will impact a maximum of one additional domain.

Example:
*Sam chooses to play "Wood wheels on the bus go round and round" and places 2 influence cubes on the Forest Products domain for the primary impact, followed by 1 influence cube on the Forest Ecosystems domain for the secondary impact.*

2. **Player-determined Secondary Impacts**
These impact cards give the player a corresponding action and allow them the choice of which domains they impact. However, the player must explain how the chosen domain is impacted by the card’s real world event. Secondary impacts cannot be to the same domain as the primary impact.

Example:
*Gabi chooses to play "Crime goes down as trees grow up" which places 2 influence cubes on Medicine & Wellness and allows them to add 1 influence cube to a domain of their choice. Gabi chooses to target Work, providing a reason for Work being effected by the Medicine & Wellness-related primary impact of the card.*

**ACTIONS**

Four types of actions, along with their symbols, can be found as player-determined secondary impacts:

- **Add**
  Players may place an influence cube on a chosen domain

- **Remove**
  Players may remove an influence cube on a chosen domain

- **Move**
  Players may move an influence cube from one domain to another.

- **Protect**
  Players gain the ability to protect a chosen domain from any effects until their next turn.
DISRUPTION CARDS

Indicative of large-scale shifts in the system, disruption cards and their corresponding effects are immediately triggered when drawn, even if a protect token is on an impacted domain.

Carbon-neutral economy

Countries, states, cities and businesses set and surpass carbon-neutral goals by 2030.

Impact
Clean energy ushers in a new era of foreign and domestic trade, commerce, and travel.

** JOB FROM THE FUTURE CARD **

Every player will be dealt a "Job from the Future" to start the game. Preferred future conditions of each "Job from the Future" should be kept secret. Players may look at their own preferred future conditions at any time during gameplay.

Current Job: Logger

Brook Ramirez

Character Name: Brook Ramirez

Future Job: Biomass Harvester

Biography: Brook is a highly trained professional supplying biomass for energy, 3D printing, nano-materials, and more. Brook works hard to get the right materials from the field to the factory. Brook is also skilled in sustainable natural resource management, providing certified sustainable biomass to meet the needs of present and future generations.

Brook Ramirez

Power Sourcerer

Character Name: Patti Patel

Future Job: Grid Integration Engineer

Preferred Future Conditions

Player Aid

Every ROUND, each player takes 1 TURN

Each TURN, a player:
- Plays 1 Impact card, triggering its effects, and places it face up on the table with other played cards that round
- Discards 0, 1, or 2 Impact cards
- Draws back up to 3 Impact cards

Disruption cards instantly take effect at draw
- Place with played impact cards
- Player draws back up to 3 Impact cards

End of ROUND:
- Non-judge players write Headline of an Era merging played Impacts & Disruptions
- Don't overthink, you only have 2 minutes!
- Judge selects favorite
- Chosen Headline adds 2 cubes to 1 domain
- Meet or exceed Preferred Future at any point, you win!
**SUGGESTIONS**

Instead of printing all of the components here are some ideas for substitutions:

- pennies, pebbles, or upside-down Scrabble tiles for influence "cubes"
- meeples from Carcassonne and many other board games as protect tokens
- chess pieces for protect and judge tokens
- get creative!

Recommended sets of "Job from the Future" characters to use for your first time playing, either:

- Chad Keys, Patti Patel, Zhang Wei, Buzz Persad, and Faris Fanton
- Miles Muller, Brooke Ramirez, Nico Fuchs, Kim Jae-eun, and Berta Bosque, M.D.

**GAME AT A GLANCE**

**Objective**

IMPACT is a foresight game. It is designed to help people imagine and think critically about the future. Players take on the roles of distinct characters, each with their own "Job from the Future" and unique set of preferred future conditions. They compete to create a world where their future job is relevant and secure.

A player wins when the number of influence cubes on three specific domains equal or exceed the respective numbers found in the preferred future listed on the back of their "Job from the Future" card.

When a player achieves their character's win condition, they must immediately reveal their preferred future conditions and claim victory.

**Gameplay**

1) Keep preferred future conditions SECRET (on back of “Job from the Future” card with the Player Aid)

2) Each turn players
   - play 1 impact card from their hand and settle the resulting effects
   - discard 0, 1, or 2 remaining cards from their hand
   - draw back up to 3 in hand

3) Impact cards are how you influence the future towards your preferred conditions
   - primary impacts tell how influence cubes are added or removed
   - predetermined secondary impacts tell you how to add or remove additional influence cubes
   - player-determined secondary impacts have the player add, remove, move, or protect cubes following the logic of the card (i.e. "As a result of what happens in the primary impact, ____ domain would be...")

4) Disruption cards take immediate effect and can’t be stopped (even by protect tokens)

5) As impact and disruption cards are played, place them to one side of the board for later reference

6) Whoever has been to a forest most recently, other than for work, plays first and is the first judge

7) Round ends after everyone takes a turn, it’s now time for Headline of an Era
   - players, except Judge, write a headline combining impact or disruption cards played during that round
   - 2 minute time limit
   - choose 2 or 3 impacts/disruptions to be effective and fast
   - quick and pithy, not even a sentence; less than 10 words
   - GRAB ATTENTION, NOT DETAIL!
   - writer of Judge's favorite headline places 2 cubes on domain(s) of their choice

8) Pass the Judge token clockwise, this player takes the first turn of the next round
Brook Ramirez
Biomass Harvester

Brook is a highly trained professional supplying biomass for energy, 3D printing, nano-materials, and more. Brook works hard to get the right materials from the field to the factory. Brook is also skilled in sustainable natural resource management, providing certified sustainable biomass to meet the needs of present and future generations.

Patti Patel
Power Sourcerer

Patti works as an independent contractor integrating power sources, transmission, and use. Patti has excellent communication skills and is able to work with clients from small scale biomass harvesters to large scale nuclear power companies. Patti’s goal is to make energy systems safe, efficient, and reliable from source to use.

Kim Jae-eun
Bio-cultural Regional Forester

Jae-eun is an expert partnership builder and works to ensure natural resource management meets the goals of the whole society. Jae-eun believes that stewardship of the land should lead to healthy individuals and communities.

Faris Fanton
Future Generations Representative

Faris speaks for the generations to come and represents them in matters great and small to ensure that decisions made today do not harm their future choices. Faris is an excellent communicator, understands science, and is an outspoken voice for fairness, equality, and sustainability.
Every **ROUND**, each player takes **1 TURN**

Each **TURN**, a player:
- Plays **1 Impact** card, triggering its effects, and places it face up on the table with other played cards that round
- Discards 0, 1, or 2 Impact cards
- Draws back up to 3 Impact cards

**Disruption cards** instantly take effect at draw
- Place with played Impact cards
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End of **ROUND**:
- Non-judge players write **Headline of an Era** merging played Impacts (& Disruptions)
- Don't overthink, you only have 2 minutes!
- **Judge** selects favorite
- Chosen Headline adds 2 cubes to 1 domain

Meet or exceed **Preferred Future** at any point, you win!

**PLAYER AID**

**ADD:** accelerate
**REMOVE:** stall
**MOVE:** stall 1, accelerate another
**PROTECT:** stall & accelerate same

**Influence cubes** rate of change in a domain

---

Meet or exceed **Preferred Future** at any point, you win!

---

**Faris Fanton**

**PREFERRED FUTURE**

**Future Generations Representative**
Current Job: Lobbyist

10 8 6

---

**Bio-cultural Regional Forester**
Current Job: Line Officer

10 8 6

---

**PLAYER AID**

**ADD:** accelerate
**REMOVE:** stall
**MOVE:** stall 1, accelerate another
**PROTECT:** stall & accelerate same

**Influence cubes** rate of change in a domain

---

Meet or exceed **Preferred Future** at any point, you win!
Miles Muller
3D/Nano Wood Producer

Miles takes biomass and transforms it into products our society needs. Compostable cellphones? No problem. 3D printed wooden house? You got it. Miles takes on-demand flexible manufacturing to a new level.

Buzz Persad
Habitat Pollinator

Buzz is the go-to insect expert. Do you need a field or forest pollinated? Do you have a problem with invasive insects? Buzz is able to develop a system-wide solution and deploy the solution with precision in field or forest. Buzz has started a whole new industry and is the face of today's bio-preneur.

Zhang Wei
Experience Concierge

Wei works for you! Where do you want to go today? Wei is a master of understanding individual needs and works to find the perfect experience to bring health, peace, and joy to your life. Wei specializes in water-based experiences for small and large groups.

Nico Fuchs
Smart Forest Technician

Nico designs, programs, and deploys smart forest technology in the field, providing real-time monitoring of vital forest and farm statistics. Using this powerful yet inexpensive tech, managers can now see how daily solar radiation, precipitation, and temperature impacts growth of every tree in a forest or plant in a field.
Experience Concierge
Current Job: Recreation Planner/Guide

3D/Nano Wood Producer
Current Job: Mill Operator

Player Aid

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Zhang Wei

PREFERRED FUTURE

10 8 6

Miles Muller

PREFERRED FUTURE

10 8 6

Nico Fuchs

Smart Forest Technician
Current Job: Forester Tech/IT

Buzz Persad

Habitat Pollinator
Current Job: Beekeeper

Player Aid

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Meet or exceed Preferred Future at any point, you win!
Berta Bosque, M.D.
Nature Epidemiologist

Berta is an expert that walks in the world of medicine, culture, and wellness. Berta is sought after to help families cope with a changing climate and increase access to the outdoors. Berta also works with communities large and small to ensure that everyone has access to the healing power of our relationship with each other and the earth.

Chad Keys
Climate Incident Commander

Chad takes logistical planning and implementation to a new level. With countless opportunities to deploy climate response teams, you will find Chad on the front lines of floods, droughts, fires, and hurricanes. Chad has a strong history of building teams that proactively work with communities to boost resilience in an ever-changing world.

FOREST DOMAINS: A QUICK GUIDE

Forest Ecosystems
How biophysical processes of forests—flora, fauna, and soil—are adapting.

Water
How relation to and use of the spring of life from surface, ground, ice, and all sources is altering.

Recreation
How outdoor recreational behavior and opportunities are developing.

Community & Culture
How values, interactions, demographics, housing patterns, and social trends are transforming.

Energy
How energy use and production, including contributions from forests, are advancing.

Work
How jobs are shifting in the Forest Service, the wider forest sector, and the broader economy.

Transportation
How people and product move to and from forests in our interconnected world.

Medicine & Wellness
How human wellness broadly, including how forests and nature impact health, is progressing.

Forest Products
How timber, non-timber, and emerging innovative forest products are unfolding.

Food, Agriculture, & Ranching
How food grown in fields, produced in forests, and raised on grasslands is changing.
**Chad Keys**  
**Climate Incident Commander**  
**Current Job:** Firefighter  

**Preferred Future**

| 10 | 8 | 6 |

**Berta Bosque, M.D.**  
**Nature Epidemiologist**  
**Current Job:** Environmental Psychologist  

**Preferred Future**

| 10 | 8 | 6 |

---

### Player Aid

**Every ROUND, each player takes 1 TURN**

Each **TURN**, a player:
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---

### Forest Domains: A Quick Guide

<table>
<thead>
<tr>
<th>Forest Domains</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Forest Ecosystems</td>
<td>How biophysical processes of forests - flora, fauna, and soil are adapting.</td>
</tr>
<tr>
<td>Water</td>
<td>How relation to and use of the spring of life from surface, ground, ice, and all sources is altering.</td>
</tr>
<tr>
<td>Recreation</td>
<td>How outdoor recreational behavior and opportunities are developing.</td>
</tr>
<tr>
<td>Community &amp; Culture</td>
<td>How values, interactions, demographics, housing patterns, and social trends are transforming.</td>
</tr>
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<td>How timber, non-timber, and emerging innovative forest products are unfolding.</td>
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<tr>
<td>Food, Agriculture, &amp; Ranching</td>
<td>How food grown in fields, produced in forests, and raised on grasslands is changing.</td>
</tr>
</tbody>
</table>
Wood wheels on the bus go round and round

Wood is used to reduce petroleum in tires.

Impact 1
+2
New market relationships develop between manufactures, chemical producers, and the wood product industry.

Impact 2
+1
Markets for low quality wood reduces fire risk.

Impact

Grill's on! Cultured meat

A lab-cultured meat company develops a way to produce thousands of pounds of beef from a single biopsy.

Impact 1
+2
As lab-grown meat becomes the affordable alternative, land and resources dedicated to traditional ranching operations can be repurposed.

Impact

Water from the air!

An international development organization develops technology to produce potable water from moisture in the air to aid rural water-scarce villages throughout the world.

Impact 1
+2
Climate refugee movement slows as more people can stay home and still have potable water.

Impact

Drones drone on

Currently, drones disrupt recreation with noise, but soon passenger drones will get people to further recreation sites quickly.

Impact 2
+2
Designated Wilderness, once only visited by those with the luxury of time to access them, are now open to all with the means to hire a ride.

Impact
https://www.hcn.org/articles/opinion-drones-interrupt-the-outdoor-experience

Impact 2
Move one influence cube from one domain to another.

Impact
Explain the occurring changes following the logic of the card.
<table>
<thead>
<tr>
<th>Fire sale</th>
<th>Do it for the ‘gram</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Impact 1</strong>&lt;br&gt;Drastic decline in forestry jobs, and in forest products for use in homes and other buildings.</td>
<td><strong>Impact 1</strong>&lt;br&gt;Permit restrictions are implemented to reduce overcrowding, restoring some level of tranquility for authorized visitors.</td>
</tr>
<tr>
<td><strong>Impact 2</strong>&lt;br&gt;Remove one influence cube from any domain.</td>
<td><strong>Impact 2</strong>&lt;br&gt;Ecological degradation from overuse such as soil compaction, trampling of vegetation, and littering is reduced.</td>
</tr>
</tbody>
</table>

Severe climate disasters affecting forests and the forest industry bankrupt firms in the forest products sector.

Geotagging in Instagram and other social media greatly increases visitation to some natural areas.

---

<table>
<thead>
<tr>
<th>Seek and destroy</th>
<th>Burning wood to get clean water</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Impact 1</strong>&lt;br&gt;Decrease of invasives helps water systems thrive.</td>
<td><strong>Impact 1</strong>&lt;br&gt;Fewer people contract waterborne diseases.</td>
</tr>
<tr>
<td><strong>Impact 2</strong>&lt;br&gt;Add one influence cube to any domain.</td>
<td><strong>Impact 2</strong>&lt;br&gt;Add one influence cube to any domain.</td>
</tr>
</tbody>
</table>

Robots are developed that can remove invasive land and aquatic species.

A Stanford engineer developed a process to use sunlight, wood, and combustion to create hydrogen peroxide to use to clean water for drinking.

---


https://www.robertise.org/

### Housing the public on public lands

- **Impact 1**: People moving from camp ground to camp ground increases the spread of invasive species.
- **Impact 2**: Remove one influence cube from any domain. Explain the occurring changes following the logic of the card.

---

### Blood sucking nightmare

- **Impact 1**: Rural health care facilities increase staff to address increased illness levels.
- **Impact 2**: Add one influence cube to any domain. Explain the occurring changes following the logic of the card.

---

### Free range kids

- **Impact 1**: Nature playgrounds are built in most cities or towns.
- **Impact 2**: +1 +2

---

### "Glamping", dah-ling

- **Impact 1**: Increase in luxury travel methods to reach glamping sites.
- **Impact 2**: Remove one influence cube from any domain. Explain the occurring changes following the logic of the card.
Not your grandpa's RV

RV owners are younger, and growing in number, traveling the country and taking in the sites.

Impact 1

Impact 2

RV parks sprout in and around major metro areas as more people live permanently in RVs.

Add one influence cube to any domain.

Explain the occurring changes following the logic of the card.

Impact 1

Impact 2

Climate change effects the amount of snow and length of winter, impacting the ski season.

Add one influence cube to any domain.

Explain the occurring changes following the logic of the card.

No snow for old skiers

Creative class takes root in rural areas

The creative class is not limited to urban areas, but contributes to rural social resilience through creative professionals.

Impact 1

Impact 2

Rural destinations with distinct natural or cultural features grow significantly.

Remove one influence cube from any domain.

Explain the occurring changes following the logic of the card.

Impact 1

Impact 2

Green burials turn deceased into soil for memorial parks.

Community attachment to the land and people deepens.

Add one influence cube to any domain.

Explain the occurring changes following the logic of the card.

Dust to dust -- or soil

Creative class takes root in rural areas

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Impact 1

Impact 2

Green burials turn deceased into soil for memorial parks.

Community attachment to the land and people deepens.

Add one influence cube to any domain.

Explain the occurring changes following the logic of the card.
Food from cities not farms

Indoor and rooftop urban farming provides fresh vegetables close to home.

Impact 1

Rustbelt cities transform to greenbelts.

Impact 2

Add one influence cube to any domain.

Explain the occurring changes following the logic of the card.

Crime goes down as trees grow up

Environments with trees in cities and towns have lower crime rates.

Impact 1

Funders mandate planting trees to mitigate crime.

Impact 2

Add one influence cube to any domain.

Explain the occurring changes following the logic of the card.

Greentrification

Green renovation in cities attracts the affluent, but pushes out some current residents - effectively increasing inequality in access to environmental benefits.

Impact 1

Water quality for the less affluent becomes a lower priority.

Impact 2

Environmental justice organizations demand equal access to quality of life improvements through greening in all communities.

WUI explosion

The rise of self-driving cars will create a boom of homes in the transition zone between wild and developed land because people can do more during commutes.

Impact 1

Free from the responsibility of driving, people can instead spend that time focused on work.

Impact 2

Roadworthy mobile offices become more common than home offices.
China's refusal of recycling materials has caused recycling efforts to move back to the US, and is reopening pulp mills.

New invasive species are on the horizon, and can impact many aspects of our lives.

Mill jobs return to rural forest communities.

Protect any domain from influence until your next turn.

Explain the occurring changes following the logic of the card.

Domestic markets for food increase as imports decline rapidly in an effort to reduce the arrival of invasive species.

Relatively undisturbed forests are designated for high levels of invasive protection and management, while invasions are allowed in others.

Vacated rural towns become home to the world’s climate refugees.

Add one influence cube to any domain.

Explain the occurring changes following the logic of the card.

Sustainability is factored into decision making in nearly all cases.

Move one influence cube from one domain to another.

Explain the occurring changes following the logic of the card.
## Pass the sunscreen

*Earth's slowly weakening magnetic field makes us more vulnerable to solar weather events.*

<table>
<thead>
<tr>
<th>Impact 1</th>
<th>Impact 2</th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="https://via.placeholder.com/50" alt="Heart" /> -1</td>
<td><img src="https://via.placeholder.com/50" alt="Battery" /> +1</td>
</tr>
</tbody>
</table>

*Solar storms overload power grids, short out satellites, and knock out communication systems - risking the health and safety of millions.*

---

## Optional aging

*Scientists discover how the brain’s hypothalamus controls aging – and manage to slow it down.*

<table>
<thead>
<tr>
<th>Impact 1</th>
<th>Impact 2</th>
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<tbody>
<tr>
<td><img src="https://via.placeholder.com/50" alt="Helmet" /> +2</td>
<td><img src="https://via.placeholder.com/50" alt="Cross" /></td>
</tr>
</tbody>
</table>

*Failed aging systems are replaced with newer, more efficient, and resilient energy technology.*

*Older people are able to continue work, and create new jobs and businesses.*

---

## Electric planes, trains, and automobiles

*Commercial transport goes electric for local and long haul shipping and other transportation (e.g. ferries, cruise ships)*

<table>
<thead>
<tr>
<th>Impact 1</th>
<th>Impact 2</th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="https://via.placeholder.com/50" alt="Star" /> +3</td>
<td><img src="https://via.placeholder.com/50" alt="Heart" /> +1</td>
</tr>
</tbody>
</table>

*People and goods are able to move freely without creating undue carbon impacts.*

*Asthma and related health conditions are on the decline due to cleaner air.*

---

## Forests go to pot

*As cannabis is legalized in more places, forests are used -- and abused -- for the growing of pot.*

<table>
<thead>
<tr>
<th>Impact 1</th>
<th>Impact 2</th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="https://via.placeholder.com/50" alt="Tree" /> +1</td>
<td><img src="https://via.placeholder.com/50" alt="Cross" /></td>
</tr>
</tbody>
</table>

*Public lands law enforcement doubles in an effort to control illicit uses of forest lands.*

*Add one influence cube to any domain.*

*Explain the occurring changes following the logic of the card.*

---
### Lions, and tigers, and mammoths. Oh my!

Rewilding landscapes with substitute or extinct species, through resurrection biology, can solve multiple problems like loss of biodiversity and climate change.

- **Impact $^1$**: Depopulated rural areas return to wild spaces, populated with formerly extinct species.
- **Impact $^2$**: Add one influence cube to any domain. Explain the occurring changes following the logic of the card.

### The population bomb fizzles

Extremely low birth rates lead to a steady decline in population.

- **Impact $^1$**: Decreased demand for energy relieves pressure on the distribution systems.
- **Impact $^2$**: Remove one influence cube from any domain. Explain the occurring changes following the logic of the card.

### Here comes the (fake) sun

Fusion breakthrough as China's "artificial sun" reaches 100 million degrees, creating a new wave of alternative energy options.

- **Impact $^1$**: Cheap, clean, safe energy becomes abundant.
- **Impact $^2$**: Cheaper energy reduces overhead for agriculture, passing savings to consumers.

### Coffee buzzkill

Changing climate makes coffee growth in native habitats increasingly difficult.

- **Impact $^1$**: Farmers are now able to grow coffee where they previously could not thanks to warming in nonnative regions.
- **Impact $^2$**: Add one influence cube to any domain. Explain the occurring changes following the logic of the card.
Hunters going extinct

Steady decline in the number of hunters (5% of Americans over 16 yrs) is expected to accelerate in the coming decade.

Impact 1

Hunting schools flourish as hunters are trained to keep rural lifeways alive.

Impact 2

Protect any domain from influence until your next turn.

Explain the occurring changes following the logic of the card.

Have laptop, will travel

An increasing number of white-collar workers are cutting loose from corporations and companies to plug wirelessly into the wider world as digital nomads.

Impact 1

Work and recreation overlap as people work from mountain tops, beaches, and public squares around the globe.

Impact 2

Decreased congestion on roads as fewer workers need to physically commute.

CSI: Special Forests Unit

Advances in everything from chemistry to computing are helping authorities identify illegal timber and arrest its traders.

Impact 1

Timber harvesting is done more sustainably, and with fewer negative consequences, because illegal harvests are limited.

Impact 2

Indigenous populations' economies improve because they have greater control over timber harvests in their regions.

Still thirsting for more

Due to climate change and population growth, individual efforts at water efficiency aren't enough. If agriculture and energy sectors don't change, we fall short.

Impact 1

Residents in dry areas are forced to move to where there is a greater abundance of water.

Impact 2

Greater concentration of people allows for more efficient water delivery systems.

https://www.npr.org/2018/03/20/593001800/decline-in-hunters-threatens-how-u-s-pays-for-conservation

https://singularityhub.com/2016/12/15/digital-nomads-are-leading-a-seismic-shift-inwhere-we-work/

http://www.wri.org/blog/2017/04/rainforest-csi-how-were-catching-illegal-loggers-dna-machine-vision-and-chemistry

Baby, you can drive my carshare
Privately owned cars become a thing of the past as car share services, scooters, drone taxis, and other transportation options become widely available.

Impact

Land once given over to parking can be used in new ways.

Impact

Outdoor enthusiasts with the money can now enjoy the remotest wilderness in minutes.

Impact


The dystopian market
New products deal with the negative impacts of climate change and other dystopian changes: high design face masks, home bunkers, and more new products are created.

Impact

Health-wear clothing reduces illness such as asthma and skin cancer.

Impact

Add one influence cube to any domain.

Explain the occurring changes following the logic of the card.

Impact


Money out of thick air
Scientists develop coal, ink, and more from the carbon in air.

Impact

Carbon-based energy production becomes a closed-loop system, with emissions immediately recycled into fuel and products.

Impact

Move one influence cube from one domain to another.

Explain the occurring changes following the logic of the card.

Impact

https://bigthink.com/surprising-science/carbon-dioxide-into-coal

A huge, beautiful wall -- of energy
A "wall" of green infrastructure provides security, water, food, and energy along the US-Mexico border.

Impact

Abundant water is available to grow crops in currently dry regions.

Impact

Protect any domain from influence until your next turn.

Explain the occurring changes following the logic of the card.

Impact

<table>
<thead>
<tr>
<th>Take 2 trees and call me in the morning</th>
<th>Treescrapers</th>
</tr>
</thead>
<tbody>
<tr>
<td>Trails, campgrounds and other areas in forests and parks are identified not just for their level of difficulty or camping facilities, but also for the illnesses they can address.</td>
<td>Vertical forests and other tall buildings that incorporate trees and plants into their architecture multiply world wide.</td>
</tr>
</tbody>
</table>

**Impact 1**

- The Forest Service adds a public health staff to connect health care practitioners with nearby forests that provide healing environments.

**Impact 2**

- Add one influence cube to any domain.
- Carbon capture increases because more wood goes to long term uses, and increased markets encourage planting trees.

**Mind the workforce gap**

<table>
<thead>
<tr>
<th>Fake plastic trees</th>
</tr>
</thead>
<tbody>
<tr>
<td>The majority of the Federal workforce, including at the Forest Service, can retire any day now.</td>
</tr>
</tbody>
</table>

**Impact 1**

- The Forest Service is able to shape the workforce of the future more quickly, as it fills behind retiring workers with newly needed skills.

**Impact 2**

- Remove one influence cube from any domain.
- Carbon capture and energy production are both increased in just-in-time -- and place -- manufacturing.

---

For more information:

- [https://bmccomplementalternmed.biomedcentral.com/articles/10.1186/s12906-017-1912-z](https://bmccomplementalternmed.biomedcentral.com/articles/10.1186/s12906-017-1912-z)
- [https://today.uic.edu/moving-artificial-leaves-out-of-the-lab-and-into-the-air](https://today.uic.edu/moving-artificial-leaves-out-of-the-lab-and-into-the-air)
### Gene editing technology (CRISPR)

Gene editing technology (CRISPR) has given restoration ecologists new tools to restore ecosystems to be resilient to climate change.

**Impact 1**
- Invasion of destructive species is greatly slowed by genetic modification impacting their ability to reproduce.

**Impact 2**
- Remove one influence cube from any domain.
- Explain the occurring changes following the logic of the card.

### Forest management for carbon storage

Forest management for carbon storage employs local residents, providing jobs as well as carbon benefits.

**Impact 1**
- Developing countries and poor regions in developed countries create new jobs in forest and landscape management.

**Impact 2**
- Move one influence cube from one domain to another.
- Explain the occurring changes following the logic of the card.

### Urban areas begin adopting underground parks

Urban areas begin adopting and creating underground parks and recreation areas to provide these amenities in dense neighborhoods.

**Impact 1**
- Places for play without worry about excess sun exposure are available for all neighborhoods.

**Impact 2**
- Add one influence cube to any domain.
- Explain the occurring changes following the logic of the card.

### Logging is transformed

Logging is transformed due to increased reliance on self-driving logging trucks.

**Impact 1**
- Trucks can drive for longer stretches, without interruption, and all through the night now that human needs are eliminated from the equation.

**Impact 2**
- Protect any domain from influence until your next turn.
- Explain the occurring changes following the logic of the card.
DIY enthusiasts are creating homes, garages, sheds, and cabins out of wooden lego-like blocks. Responding to desertification and intrusive seawater, managers are trying new techniques to grow native and crop plants adapted to saltier soils.

**Lego log cabins**
- Impact 1
  - Sustainable building is affordable for most people.
- Impact 2
  - Protect any domain from influence until your next turn.

**High salt landscape diet**
- Impact 1
  - These crops require less fresh water.
- Impact 2
  - Water-conserving crops receive agricultural subsidies.

**Finding your happy place**
- Impact 1
  - Patriotic citizens wage a war on depression.
- Impact 2
  - Guaranteed job placement enacted to fight chronic unemployment - something highly associated with depression.

**Algae bloom and bust**
- Impact 1
  - Decreased agricultural runoff improves water quality.
- Impact 2
  - Cleaner water and healthier downstream wildlife improve tourist conditions.

Measures of happiness replaces GDP as the primary indicator of a country's well-being and standing. Sensors buried in farmers' fields help them monitor fertilizer use and may help cut back the increasing number of harmful algal blooms.
Animals on the move

Climate change pushes wildlife to leave habitats where they once resided.

- Impact 1
  - +1
  - Emigrant species increase biodiversity in new habitats.

- Impact 2
  - +1
  - Local wildlife viewers can enjoy seeing animals that are new to their region.


R2D2 & Tree-3PO

Drones and robotics are used to plant trees wherever possible to combat climate change.

- Impact 1
  - +2
  - Remove one influence cube from any domain.

- Impact 2
  - +1
  - Work that would have required roads, can now be done from a desk.

  Explain the occurring changes following the logic of the card.

https://www.trendhunter.com/trends/plant-trees

Asia first

Following lengthy trade disputes, China gradually stops importing from the USA, opting instead to substitute these goods by increasing trade within Asia.

- Impact 1
  - +2
  - US lumber industry establishes new trade relationships abroad to make up the difference.

- Impact 2
  - +1
  - Move one influence cube from one domain to another.

  Explain the occurring changes following the logic of the card.


Ply in the sky

Timber is used to build skyscrapers and other tall buildings, reducing use of concrete, metal, and other carbon-emitting materials.

- Impact 1
  - +2
  - More forestry jobs created to meet market demand.

- Impact 2
  - +2
  - Remove one influence cube from any domain.

  Explain the occurring changes following the logic of the card.

More trees please!

Massive reforestation efforts worldwide rapidly expand forest cover, absorb carbon. Technological advances help the trees thrive.

Impact 1
New forests improve soil quality.

Impact 2
Water erosion decreases.


(Not) taking it to the bank

Seed banking is not an option for one third of plant species.

Impact 1
Increased rate of biodiversity loss.

Impact 2
Remove one influence cube from any domain.

Explain the occurring changes following the logic of the card.


Forest kindergarten

All-outdoor early childhood learning environment grows due, in part, to parents' concerns that their children are disconnected from the natural world.

Impact 1
Childhood obesity rates go down.

Impact 2
Healthier children grow up seeking healthier food options.


Edible city parks

Plants put in parks for public consumption change both food systems and the use of urban parks.

Impact 1
Big agricultural companies open pick-your-own food parks.

Impact 2

Remove one influence cube from any domain.

Explain the occurring changes following the logic of the card.

New apps let private landholders grant hikers, hunters, and other outdoors people access for recreational activities - competing with public parks and forests.

Contrary to popular belief, there is increased public interest in conservation and climate change.

States with minimal public land can now entice outdoor enthusiasts. People with different values increase diversity.

Work related to sustainability and the natural world grows in popularity. New innovators make clean renewable energy realistic and cost-effective.

The US Forest Service mission changes to focus on recreation and habitat maintenance to respond to climate change, wildfires, and public demand.

National Forests become more popular destinations than National Parks. Much greater need for forest recreation employees.

Wood pulp finds new value. Remove one influence cube from any domain. Explain the occurring changes following the logic of the card.

New advances in material science and social responsibility expands wood-based clothing in the market.
**Turn off the lights!**

The Dark Sky movement is acted upon by public land management to provide new "dark sky" experiences across the country.

- **Impact 1**
  - +2
  - Headlight restrictions significantly reduce night time driving within these dark sky zones, increasing driver safety.

- **Impact 2**
  - +1
  - Reduced roadkill incidence.


**Blinded by the white**

Environmental and conservation groups struggle to connect with minority communities.

- **Impact 1**
  - +2
  - These groups intentionally incorporate diverse backgrounds and experiences, creating a shared sense of community.

- **Impact 2**
  - +2
  - Move one influence cube from one domain to another. Explain the occurring changes following the logic of the card.

**Ridding the water of excess "P"**

Scientists have developed a process to remove pollutants in water from fertilizer runoff, like phosphorous and nitrogen, during the treatment process.

- **Impact 1**
  - +2
  - Phosphorus, a non-renewable resource, can be extracted and sold by water treatment facilities.

- **Impact 2**
  - +2
  - Recycled phosphorous achieves high crop yields.


**I'm not a termite**

Food manufacturers turn to wood fiber to create smooth-textured, fiber-rich foods like yogurt and baked goods.

- **Impact 1**
  - +2
  - Cheaper ingredients increases profit margin for food products.

- **Impact 2**
  - -1
  - With decreased overhead costs, industry has less motivation to pursue energy efficiency.

**Learning Entish**

Scientists unlock the secrets of how trees communicate with each other and tend to their offspring.

<table>
<thead>
<tr>
<th>Impact 1</th>
<th>Impact 2</th>
</tr>
</thead>
<tbody>
<tr>
<td>+2</td>
<td></td>
</tr>
</tbody>
</table>

Greater empathy for trees increases tree planting and carbon capture.

Remove one influence cube from any domain.

Explain the occurring changes following the logic of the card.

---

**The living grid**

New directions in electricity management stress collaboration, connectivity, adaptability, and storage mimicking natural systems.

<table>
<thead>
<tr>
<th>Impact 1</th>
<th>Impact 2</th>
</tr>
</thead>
<tbody>
<tr>
<td>+1</td>
<td></td>
</tr>
</tbody>
</table>

Improved energy resilience.

Add one influence cube to any domain.

Explain the occurring changes following the logic of the card.

---

**Fireflies save the day**

Insect tourism is on the rise, as people travel to see swarms of fireflies and other beautiful insects.

<table>
<thead>
<tr>
<th>Impact 1</th>
<th>Impact 2</th>
</tr>
</thead>
<tbody>
<tr>
<td>+1</td>
<td>+1</td>
</tr>
</tbody>
</table>

Bugs bring tourists to new areas.

Communities see smallest creatures as part of their culture.

---

**Public land is good for business**

More public lands are good for the local economy.

<table>
<thead>
<tr>
<th>Impact 1</th>
<th>Impact 2</th>
</tr>
</thead>
<tbody>
<tr>
<td>+1</td>
<td></td>
</tr>
</tbody>
</table>

Local markets request public management of their forests.

Remove one influence cube from any domain.

Explain the occurring changes following the logic of the card.
White water wattage

In-stream flow energy harvesting systems now work in all river types, including river channels with sandy beds.

Impact 1

Rivers now have economic incentive for conservation.

Impact 2

Restricted access in energy-producing water zones.

Impact

https://www.futurity.org/sandy-rivers-renewable-energy-1853232/

Infrastructure interrupted

Decades of building roads, dams and more have taken a toll on the world’s wild places. Now, these projects are increasingly opposed or abandoned.

Impact 1

Restricted access in energy-producing water zones.

Impact 2

New projects stall, slowing the speed of commerce.

Impact

https://e360.yale.edu/features/is-the-global-era-of-massive-infrastructure-projects-coming-to-an-end

Free-flowing movement

With 171 removal projects completed in 2017-18 alone, we are now deconstructing dams and freeing rivers faster than we’re damming them.

Impact 1

Healthier river systems improve water quality and wildlife habitats.

Impact 2

Remove one influence cube from any domain.

Impact


Biomimicry biofuel

Research on a type of beetle's hardy and unique digestive system shows us a potential roadmap for our own production of nature-derived fuels.

Impact 1

Wood-based fuels become economical environmentally friendly options to use waste wood.

Impact 2

Add two influence cubes to any domain.

Impact

https://www.sciencedaily.com/releases/2019/03/190311125148.htm
**Working smarter, not harder**

Due to automation and AI, the need for social and emotional skills in the workplace will accelerate. Basic cognitive and physical skills will be less needed.

Impact ¹
- +2

The role of forestry professionals will shift to being more partnerships and planning, less manual labor, since robots and other automation will perform those duties.

Impact ²
- +2

Forestry work becomes safer.

Impact ¹
- +2

Impact ²
- +2

Forestry work becomes safer. Consumers demand sustainably-harvested, fair trade timber. New market for guilt-free timber products.

---

**Timber tracker**

Radical transparency via blockchain, the technology bitcoin is built on, empowers all stakeholders to monitor supply chains from origin to end consumer.

Impact ¹
- +2

Impact ²
- +2

Impact ¹
- +2

Impact ²
- +2

---

**Environ-mental illness**

Acute and chronic climate-related impacts are harming mental health for many who have a relationship with the natural world, creating a sense of loss as it's altered.

Impact ¹
- +2

Impact ²
- +2

Rural areas develop mental health programs to address landscape change-related mental health issues. Communities develop programs to protect local landscapes for recreational mental-health benefits.

---

**Fossil fuel is the new tobacco**

Climate change lawsuits could lead to multibillion-dollar payouts from Big Oil, and force governments to make cutting greenhouse gases a central priority.

Impact ¹
- +2

Impact ²
- +2

Impact ¹
- +2

Impact ²
- +2

Sustainable sources of power fill the void in the wake of institutional upheaval. Move one influence cube from one domain to another. Explain the occurring changes following the logic of the card.

---

**Additional Resources**

- [https://www.popsci.com/climate-change-mental-illness](https://www.popsci.com/climate-change-mental-illness)
Many in the food service industry adopt circular economy products and materials to meet consumer demand.

A decrease in single-use plastics leads to increased demand for reusable wooden products.

Forest management practices find new ways to adapt to reality of increasing forest parcelization.

Maintaining water quality across multiplied jurisdictions proves more challenging.

Exposure via social media to high risk recreation on public lands leads to newbies' misperceptions of the risk involved.

Protect any domain from influence until your next turn.

FEMA partners with NEA to offer cultural restoration support post natural disaster.

Move one influence cube from one domain to another.

Investing in cultural cohesion and preservation can help rebuild cities devastated by war or natural disasters.

After several high-profile tragedies, demand for guide services increases dramatically, thereby offering solid outdoor jobs in rural areas.

Explain the occurring changes following the logic of the card.

Move one influence cube from one domain to another.

Explain the occurring changes following the logic of the card.
Unaffordable housing

Rebuilding regulations push lower income residents out after hurricanes and other natural disasters, leaving behind the more well-off.

Impact 1
-2

Residents that would be most at risk of financial ruin from such a disaster move out of harm's way.

Impact 2

Move one influence cube from one domain to another.

Explain the occurring changes following the logic of the card.

Out with the old (values)

Values are shifting away from a "throw away" culture and towards sustainability, quality of life, and shared humanity.

Impact 1

Impact 2

Protect any domain from influence until your next turn.

Explain the occurring changes following the logic of the card.

Eek! Nature!

A growing number of Americans are suffering from "biophobia" -- a fear of natural environments.

Impact 1

Impact 2

Outward Bound-type programs are developed to offer beginner experiences in more developed outdoor areas to introduce people to outdoor play.

Explain the occurring changes following the logic of the card.

A pill to make exercise obsolete

A drug confers the beneficial effects of exercise without the need to move a muscle.

Impact 1

Impact 2

Workers in physically-demanding fields flock to the wonder-drug, boosting their stamina for a time, before side effects sideline these early adopters.

Explain the occurring changes following the logic of the card.
We're scientists and we're here to help you

Science regains trust and a place at the center of solving problems.

Cities, rather than nations, become the focus of growth, development, leadership, and problem solving.

Impact 1
Science education is fully funded in public schools.

Impact 2
Protect any domain from influence until your next turn.
Explain the occurring changes following the logic of the card.

Impact 1
Cities, rather than nations, become the focus of growth, development, leadership, and problem solving.

Impact 2
Shortened supply chains use less energy.
Remove one influence cube from any domain.
Explain the occurring changes following the logic of the card.

Think locally, act locally

Reality bites

Nature's pharmacy is out of business

As virtual reality improves and becomes more common, virtual forests increasingly substitute for real forests.

Loss of biodiversity drastically impacts the ability to create new medicines.

Impact 1
More positions and facilities for health practitioners are created to meet the challenges of a society that is less physically active.

Impact 2
Big pharmaceutical companies buy large swaths of forested lands worldwide in an effort to preserve biodiversity and possible plant-based medicines.

Impact 1
Would-be visitors, too afraid of the unfamiliar outdoors, can learn about the beauty and benefits of nature from the comfort of their living room.

Impact 2
Move one influence cube from one domain to another.
Explain the occurring changes following the logic of the card.

Impact 1

Impact 2

Impact 1

Impact 2

https://ensia.com/voices/science/

https://www.theamericanconservative.com/articles/a-renaissance-of-localism/

https://www.ibtimes.co.uk/into-vr-wild-metaworlds-massive-virtual-reality-experience-10000-square-miles-relaxation-1571637

https://newatlas.com/biodiversity-loss-medical-possibilities/57057/
Microbes with the munchies

Deep-sea microorganisms are used to "eat" greenhouse gases in order to combat climate change.

Impact

1
+2
Instead of having to prioritize carbon capture above all else, forests can stay focused on multiple-use management.

Impact

2
Protect any domain from influence until your next turn.

Good day sunshine!

Solar, wind and other alternative energy replaces coal-fired energy production.

Impact

1
+2
Greenhouse gas emissions from energy production plummet as most electricity comes from renewable energy sources.

Impact

2
Rail systems, no longer needing to carry oil trains, are converted to trails and other uses.

At your service

National service is instituted, with one option being a renewed conservation corps.

Impact

1
+2
Forest thinning and invasive species management are ramped up with service members working on public lands.

Impact

2
Water quality improves, flooding is reduced due to increases in tree cover and forest management.

Waiting to inhale

Loss of ocean flora, like seaweed forests that produce most of earth's atmospheric oxygen, drastically impacts human's ability to survive on earth.

Impact

1
The field of marine forestry is developed, focused on reforestation of the oceans to support oxygen levels in the atmosphere.

Impact

2
Add 1 influence cube to any domain.
It’s the motion of the ocean

Extremely small but strong structures made of carbon nanotube yarn capture energy from people breathing, ocean waves, and other motions.

Feel the burn

Global increase in the use of wood fiber as a source of bioenergy.

Impact 1
Uniforms and other types of clothing are able to charge electronics on the go.

Impact 2
Because waste wood can be easily turned into carbon nanotubes, it becomes the backbone of energy infrastructure.

Impact 1
Forest management increases with new markets for low quality wood.

Impact 2
Remove one influence cube from any domain.

Power floors

Wooden floors capture energy for the home from footsteps and other movement.

Drones with secret sauce

Disaster relief efforts are aided by drones that not only deliver food supplies, but can themselves be eaten.

Impact 1
Wood floors receive more points in green building rating programs such as LEED because they can also produce electricity.

Impact 2
Buildings are lit by energy produced on site.

Impact 1
Disaster response agencies are more effective in providing necessary food to victims of natural disasters.

Impact 2
Remove one influence cube from any domain.

https://www.sciencemag.org/news/2017/08/these-tangled-carbon-nanotubes-can-harvest-energy-directly-breathing-and-ocean-waves
https://www.sfiprogram.org/thenatureconservancysfiexplore/
https://newatlas.com/triboelectric-generating-floor/46079/
https://aviationweek.com/technology/drone-you-can-eat-promises-faster-humanitarian-relief
<table>
<thead>
<tr>
<th><strong>Carbon-neutral economy</strong></th>
<th><strong>Out of control weather</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>Countries, states, cities and businesses set and surpass carbon-neutral goals by 2030.</td>
<td>Melting polar ice and other changes dramatically intensifies hurricanes, wildfires, and other natural disasters.</td>
</tr>
</tbody>
</table>

**Impact**

Clean energy ushers in a new era of foreign and domestic trade, commerce, and travel.

Extreme weather tests the limitations of power grids as quality of life in the US drops to the lowest levels seen since the Great Depression.

---

<table>
<thead>
<tr>
<th><strong>Water fight</strong></th>
<th><strong>Bugs be gone</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>Drastic reductions in available water impact life in the US and elsewhere, increasing conflicts to the point of battling over water.</td>
<td>50% of insect species go extinct.</td>
</tr>
</tbody>
</table>

**Impact**

As the war for access to clean drinking water rages on, international commerce and cooperation grind to a halt.

Without the bug community, whole ecosystems and food systems collapse.

---

**Links**

- [Out of control weather](https://www.washingtonpost.com/news/energy-environment/wp/2016/03/22/we-had-all-better-hope-these-scientists-are-wrong-about-the-planets-future/)
- [Bugs be gone](https://www.theatlantic.com/science/archive/2017/10/oh-no/543390/)
Gaia guerrillas
Ecological and social unraveling lead to growing conflict, from legal conflict and protests to eco-sabotage.

Impact
The forest product industry is bogged down in years of litigation, meanwhile public sentiment turns against all "disharmonious" forms of outdoor recreation.

Indigenous empowerment
Across the globe, Indigenous cultures engage beyond borders in a position of influence.

Impact
Policy and management of forests and natural areas reduces environmental gridlock.

Aging population
The number of people over 100-years old swells due to improved healthcare services and new medical breakthroughs.

Impact
Prolonged life does not increase quality of life for many while a retirement tidal wave leaves whole industries short-staffed.

Geoengineering
Deliberate intervention in Earth's climate system is deemed worth the risk in order to address the climate change effects of greenhouse gases in the atmosphere.

Impact
Manipulation of the elements proves successful, resulting in healthier ecosystems and greater access to water for the world's most threatened communities.
Game Pieces

JUDGE & PROTECT TOKENS
Cut out the five Protect tokens and one Judge token (right).

INFLUENCE "CUBES"
Cut the 96 rectangles (below) along the black horizontal and vertical lines, then fold each in half to create a wood-like triangular stand to represent your Influence Cubes.

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