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.

**IMPACT: a foresight game**

**Forestry Edition**

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**
- **100 Impact Cards**
- **8 Disruption Cards**
- **96 Influence "Cubes"**
- **5 Protect Tokens**
- **1 Judge Token**
- **10 Domain Tiles**
- **1 Domain Quick Guide**

**Brook Ramirez**

Brook is a highly trained professional supplying biomass for energy, 3D printing, nanomaterials, 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.

**Wood wheels on the bus go round and round**

Wood is used to reduce petroleum in tires:

- **Impact 1**
  - New markets relationships develop between manufactures, chemical producers, and the wood product industry.

- **Impact 2**
  - Markets for low-quality wood reduce fire risk.

**Carbon-neutral economy**

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

- **Impact 1**
  - Clean energy ushers in a new era of foreign and domestic trade, commerce, and travel.

- **Impact 2**
  - Countries, states, cities, and businesses set and surpass carbon-neutral goals by 2030.

**Forest Domains: A Quick Guide**

- **Forest Ecosystems**
  - How biodiversity, evolution, and adaptation of flora and fauna are adapting

- **Water**
  - How rainfall and river systems adapt to climate change

- **Recreation**
  - How outdoor recreational behavior and opportunities develop

- **Wellness**
  - How values, interactions, demographics, housing patterns, and social trends transform

- **Energy**
  - How energy use and production, including contributions from forests, advance

- **Food, Agriculture, and Ranching**
  - How crops and livestock adapt to climate change

**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.

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

The number of cubes on a given domain represents that domain's rate of change. Impact cards - social, technological, economic, environmental, and political events with resulting effects - influence the number of cubes on specific domains, stalling or accelerating change.

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 "Environmental 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.

Wood wheels on the bus go round and round

Wood is used to reduce petroleum in tires.

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

Impact 2
Markets for low quality wood reduces fire risk.


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.

This gives players a chance to think about the implications of weak signal and potential impacts.

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.
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.

-2 +2

**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**

**Character Name**

Brook Ramirez

**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.

**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 (not 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!

**ADD:** accelerate

**REMOVE:** stall

**MOVE:** stall, accelerate another

**PROTECT:** stall & accelerate same

**Front**

Brook Ramirez

Biomass Harvester

Logger

**Back**

Patti Patel

Power Sourcerer

Current Job: Grid Integration Engineer

**Preferred Future**

Influence cubes rate of change in a domain

10 8 6

**Player Aid**


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