

Character Cards



Community Leader ×

Goal: Get the community well-being metric to 100

Ability: Once per game, your vote counts as two votes

You were ecstatic when you took over the community center of your beloved agricultural hometown. Your community is facing a changing economy and environment. Now it's time to use this opportunity to transform the system and bring economic prosperity and wellbeing to your town.

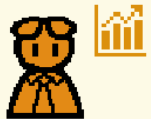


Environmentalist ×

Goal: Get the environment metric to 100

Ability: Once per game, you can double a project's environmental score.

You strongly believe that we can all live in harmony: humans, technology, and the environment. You want to bring back healthy land, air, and water. You also want everyone to remember that a healthy environment is essential for everyone.



Green Economist ×

Goal: Get the economy metric to 100

Ability: Once per game, you can halve the cost of a project

You can see firsthand how Townsville's agriculture-based economy is changing. You firmly believe you can increase the quality of life for the residents by introducing new sustainable economic opportunities that also bring environmental, public health, and social benefits to the town.



Local Farmer ×

Goal: Increase your land value to 100

Ability: Once per game, increase the land value on land that isn't yours.

Your family has been farming near Townsville for generations, and you have quite the impressive farm to show for it. Over the years, you have seen other family farms go out of business and sell to Farm Co. You would love to see local family farmers, like yourself, be able to sustain their businesses long into the future!

Initial Land Cards

Townsville



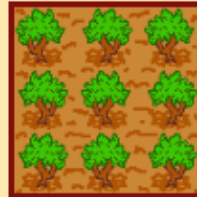
Per round effects of:



The town you all grew up in. It's suffering from water insecurity and pollution due to the surrounding cropland. Repurpose this cropland to help the town thrive again!

Farm Co.

nut trees



Per round effects of:

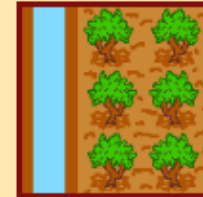


Owned by a large company that prioritizes profits, depletes groundwater, and pollutes the environment via pesticides

You must negotiate with the corporation to build here. You are more likely to succeed with more votes on your side.

Corporate River

river



Per round effects of:



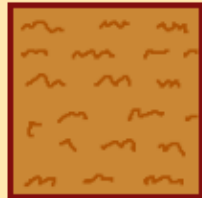
River owned by a large company that prioritizes profits, depletes groundwater, and pollutes the environment via pesticides

You must negotiate with the corporation to build here. You are more likely to succeed with more votes on your side.

Initial Land Cards (cont.)

Abandoned Land

empty land



Per round effects of:



Idle land acquired by a local land trust. It has not been put to use yet.

You are free to build whatever you decide on this land.

Local Farmer's Land

fruits & vegetables



Per round effects of:

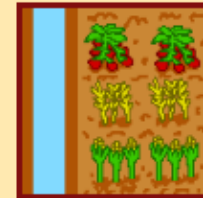


Crops grown by the local farmer. Uses some excess water and polluting pesticides, but provides healthy food for the community.

You must get the local farmer's vote to build on here.

Local Farmer's River

river



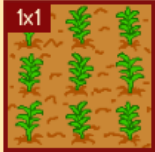
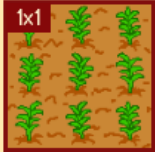
Per round effects of:



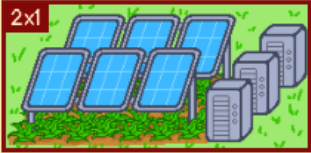
A river on the local farmer's land. Uses some excess water and polluting pesticides, but provides healthy food for the community.

You must get the local farmer's vote to build on here.

Multibenefit Land Repurposing Cards

Agroecology Practices  Building Requirements: This project may only be built on dry land. It cannot be built on top of rivers per-round effects: 10 40 15 50 Integrates ecological farming practices to strengthen soil, food security, and community stewardship. 15	Agroecology Practices  Building Requirements: This project may only be built on dry land. It cannot be built on top of rivers per-round effects: 1 2 1 15	Stormwater Basin  Building Requirements: This project may only be built on dry land. It cannot be built on top of rivers flood protection per-round effects: 10 30 20 0 Collects stormwater and releases it at a slower rate, which prevents flooding/erosion 10	Stormwater Basin  Building Requirements: This project may only be built on dry land. It cannot be built on top of rivers per-round effects: 1 1 1 10
Water Treatment Facility  Building Requirements: This project may only be built on dry land. It cannot be built on top of rivers per-round effects: 60 10 60 40 Processes and recycles water to support public health and industrial/commercial demand. 40	Water Treatment Facility  Building Requirements: This project may only be built on dry land. It cannot be built on top of rivers per-round effects: 1 1 2 40	Floodplain Restoration  Building Requirements: This project may only be built on rivers. It cannot be built on top of dry land flood protection per-round effects: 20 40 10 5 Restores natural river overflow zones to absorb flooding and improve ecological function. 20	Floodplain Restoration  Building Requirements: This project may only be built on rivers. It cannot be built on top of dry land per-round effects: 1 2 1 20

Multibenefit Land Repurposing Cards (cont.)

Green Areas / Parks  heatwave protection 60 20 10 10 A shared public green space that improves mental health, recreation, and local cooling. 25	Green Areas / Parks Building Requirements: This project may only be built on dry land. It cannot be built on top of rivers per-round effects: 2 1 1 25	Rangeland  drought protection 10 10 20 40 Low-intensity grazing lands that support habitat and drought-resistant cultural landscapes. 10	Rangeland Building Requirements: This project may only be built on dry land. It cannot be built on top of rivers per-round effects: 2 1 2 10
Solar Panels  heatwave protection 20 10 60 45 Generates renewable energy and improves local grid reliability, especially during heat events. 30	Solar Panels Building Requirements: This project may only be built on dry land. It cannot be built on top of rivers per-round effects: 1 2 1 30	Wetland Restoration  drought protection 10 40 5 0 Rebuilds natural wetlands to improve biodiversity, water filtration, and drought buffering. 10	Wetland Restoration Building Requirements: This project may be built on both dry land and rivers. per-round effects: 1 1 1 10