

bind upper part to make booklet

# Level Booklet

## Improve Income

## Improve Health

## Improve Waste Processing

### SYSTEMS

STRATEGISING / MECHANISING / RECYCLING

Compost destination -> World reserve

Waste destination -> General waste bin

### BASIC

livelihood tokens  
from world reserve

Community return:  
none

Player return:

red die  
+  
white low die  
+  
white high die

Other Players return:  
none

### BASIC

Sick card level: 0  
Compost level: 3

Community return:  
none

Player return:

red die  
+  
white low die

Other Players return:  
none

### BASIC

livelihood tokens ->  
waste destination

Community return:  
none

Player return:

red die  
+  
white low die  
+  
white high die  
+  
compost

Other Players return:  
none

Basic Level

all dashed lines

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Improve Income

FOOD

livelihood tokens from world reserve

Community return:

red die + white low die

Player return:

red die + white low die x2 + white high die

Other Players return:

none

Level 2

Improve Health

WEALTH

Sick card level: 0  
Compost level: 3

Community return: none

Player return:

red die + white high die

Other Players return:

none

Level 2

Improve Waste Processing

COMMUNITY

livelihood tokens -> waste destination

Community return: none

Player return:

red die + 2x white low die + white high die + compost

Other Players return:

none

Level 2

leave out this part

all dashed lines

page 2

## Improve Income

### FOOD ✓

livelihood tokens  
from world reserve

Community return:

red die  
+  
white high die

Player return:

red die  
+  
white low die  
+  
2x white high die

Other Players return:

red die

Level 2

## Improve Health

### WEALTH ✓

Sick card level: -1  
Compost level: 6

!Sick card return to sick card  
stack

Community return:  
none

Player return:

red die  
+  
white low die  
+  
white high die

Other Players return:

none

Level 2

## Improve Waste Processing

### COMMUNITY ✓

livelihood tokens ->  
waste destination

Community return:

red die  
+  
white low die  
+  
white high die  
+  
compost

Player return:


red die  
+  
white low die  
+  
2x white high die  
+  
compost

Other Players return:

red die  
+  
white low die  
+  
compost

Level 2

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Improve Income

HEALTH

livelihood tokens from world reserve

Community return:

red die + white die

Player return:

red die + white low die + 2x white high die

Other Players return:

red die + white die

Level 3

Improve Health

ENVIRONMENT

Sick card level: -1  
Compost level: 6

Sick card return to sick card stack

Community return: none

Player return:

red die + 2x white low die + white high die

Other Players return:

none

Level 3

Improve Waste Processing

INTERACTION

livelihood tokens -> waste destination

Community return:

red die + 2x white low die + white high die + compost

Player return:

red die + white low die + 2x white high die + compost

Other Players return:

red die + white high die + compost

Level 3

leave out this part

all dashed lines

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# SYSTEMS ✓

STRATEGISING / MECHANISING / RECYCLING

Compost level: +3

Compost destination -> World reserve

Waste destination -> World Reserve

## Improve Income

### HEALTH ✓

livelihood tokens  
from world reserve

Community return:

red die  
+  
2x white die  
+  
white high die

Player return:

2x red die  
+  
2x white die

Other Players return:

red die  
+  
white die

## Improve Health

### ENVIRONMENT ✓

Sick card level: -1  
Compost level: 9

Sick card return to sick card  
stack

Community return:  
none

Player return:

red die  
+  
white low die  
+  
2x white high die

Other Players return:

none

Level 3

## Improve Waste Processing

### INTERACTION ✓

livelihood tokens ->  
waste destination

Community return:


red die  
+  
white low die  
+  
2x white high die  
+  
compost

Player return:

2x red die  
+  
2x white low die  
+  
2x white high die  
+  
compost

Other Players return:

red die  
+  
white die  
+  
compost

 all dashed lines

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