

Level Booklet

Improve Income

Improve Health

Improve Footprint


SYSTEMS

STRATEGISING / MECHANISING / RECYCLING





Compost destination -> Me-We-World reserve

Waste destination -> Me-We-World 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

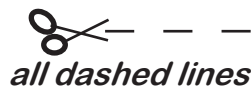
 livelihood tokens -> waste destination

 Community return:
none

 Player return:
 red die
+
 white low die
+
 white high die
+
 compost

 Other Players return:
none

Basic Level



all dashed lines

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 Footprint

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

leave out this part

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 Footprint

COMMUNITY ✓

livelihood tokens ->
waste destination

Community return:

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

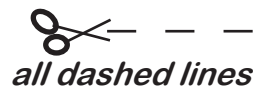
Player return:

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

Other Players return:

red die
+
white low die
+
compost

Level 2



all dashed lines

leave out this part

Improve Income


Improve Health



Improve Footprint

HEALTH

ENVIRONMENT

INTERACTION

 livelihood tokens from world reserve

 Sick card level: -1
 Compost level: 6

 livelihood tokens -> waste destination

 Community return:

!Sick card return to sick card stack

 Community return:

 red die
+
 white die




 Community return:
none




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

 Player return:

 Player return:

 Player return:

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



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

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



 Other Players return:

 Other Players return:

 Other Players return:

 red die
+
 white die


none

 red die
+
 white high die
+
 compost

Level 3

Level 3

Level 3

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all dashed lines

Improve Income

Improve Health

Improve Footprint

SYSTEMS ✓

STRATEGISING / MECHANISING / RECYCLING

Compost level: +3

Compost destination -> Me-We-World reserve


Waste destination -> Me-We-World reserve

***this means Cradle to Cradle is achieved**



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




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




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:

Other Players return:

-  red die
- +
-  white die
- +
-  compost