

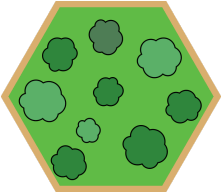
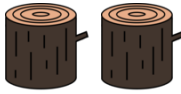
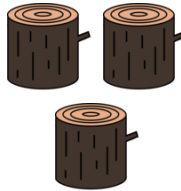

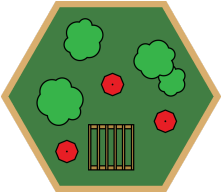


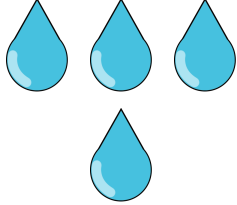
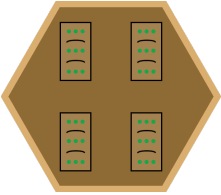

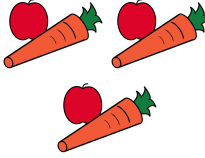
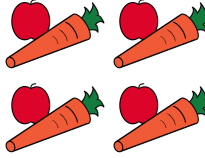
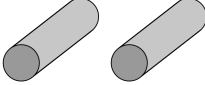
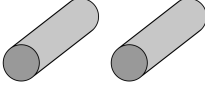
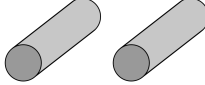
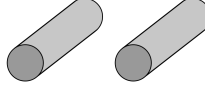
Circular Economy Game Information Sheet

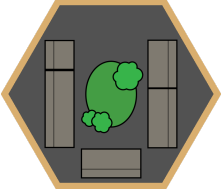

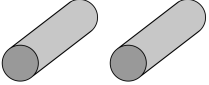
Turn

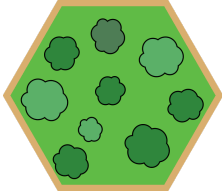
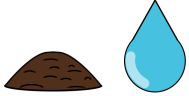
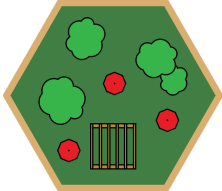
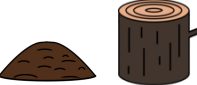
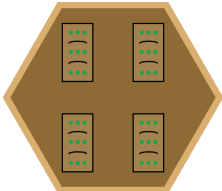

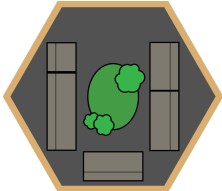
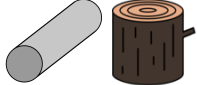
- You may Trade at any time during your turn with one other player according to the current Trade Limit.
- Your turn follows an *Action* → *Movement* → *Action* structure.
- Spin before taking Actions or Moving to plan out your turn.
 - You may move Tiles up to the number you spin, including 0.
- Actions include Gathering, Crafting, and Operating (see Instruction Rulebook for more information).

Resource Production

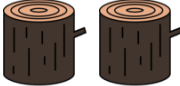
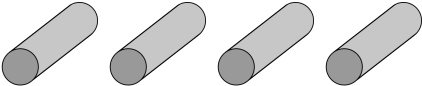

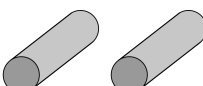
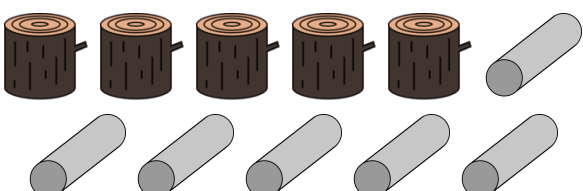
- Each tile produces a different type of Resource.
- The number of Resources produced from any Tile is increased by one if the Tile has an Upgrade on it.
- Note that Compost is not produced from a Resource Tile.

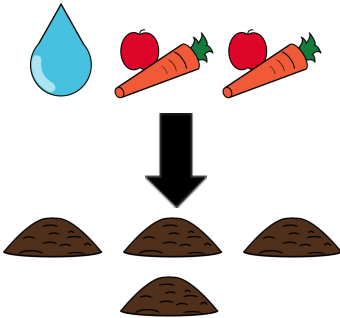
Tile	Resources Produced		
	Ring 1	Ring 2	Ring 3
Food Forest 			
Heat Haven 			
Community Garden 			
Social Housing 			

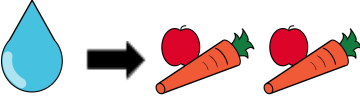
			
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Tile Crafting Costs	
Notes:	<i>Crafting can only be done on BGCS and requires you to Use Resources.</i>
Tile Name	Resources Required
Food Forest 	
Heat Haven 	
Community Garden 	
Social Housing 	

Upgrade Crafting Costs

Notes:	<u>Upgrades can only be built on their corresponding Tile.</u>	
Name	Tile	Crafting Cost
Composter	Community Garden	
Shipping Container	Social Housing	
Shelter	Heat Haven	
Irrigation System	Food Forest	
Bus Stop	BGCS	


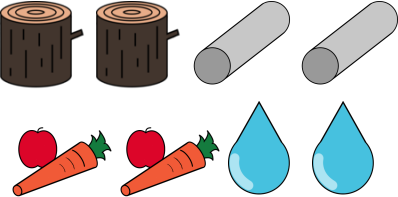

Upgrade Operations and Effects		
Notes:	<i>Upgrades can be Operated (requires players to Use Resources), and can also give latent Effects to all players.</i>	
Name	Operation	Effect(s)
Composter		Food or Water is Used instead of Wasted. Produces an additional Food when landed on.
Shipping Container	N/A	Each player's hand size (default: 7) is increased by 2 per shipping container (can be stacked). Produces an additional Metal when

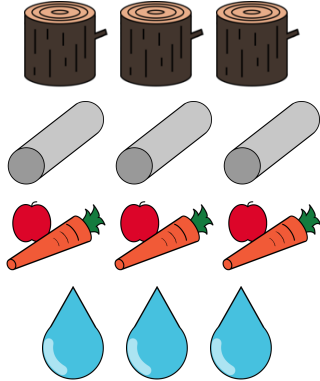
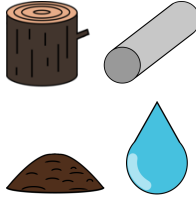
		landed on.
Shelter	N/A	Each player can trade 2 more total Resource Cards per Shelter (can be stacked). Produces an additional Water when landed on.
Irrigation System		Produces an additional Wood when landed on.
Bus Stop	Travel to the Shopping Center. Get any amount of Resource Cards of any type from the Resource Bank, then Waste that many Resource Cards from the Resource Bank.	Movement of all players is increased by +1 on any spin.

The Recycler



- The Recycler is a special Tile that can be Operated similar to an Upgrade.
 - The bottom 5, 7, or 9 Waste Cards are returned to the Resource Bank when it is ran.
- Its Crafting Cost is dependent on the Ring, but the Operation Cost is always the same.

Ring Location	Crafting Cost	Operating Cost	Waste Removal
1	N/A		5 Waste Cards
2			7 Waste Cards

3			9 Waste Cards
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Progression

- Players need a certain Total Number of Social Housings before moving to the next Ring. Players also must decrease the Waste Pile to 0 after Crafting the required amount of Social Housings.

Ring Progression	Total Number of Social Housings	Waste Pile
2 → 3	3	N/A
3 → Win	6	0