Reference

Tags

- Energy (27%)
- Ecology (18%)
- Grid (10%)
- Infrastructure (17%)
- Solar (8%)
- Regulation (23%)
- Wind (8%)
- Incentive (20%)
- Nuclear (5%)
- Innovation (11%)
- Society (25%)
- Geoengineering (7%)

Emissions

- Transportation
- Fuel Extraction
- Industry
- Waste
- Agriculture
- Any type
- Buildings

Resilience

- Social
- Infrastructure
- Ecological
- Any type

Other

- Trees, Land, Soil
- Community in Crisis
- Oceans, Wetlands
- Not for Solo Play
- Direct Air Capture
- Player
- Carbon
- Thermometer
- Temperature Band
- Recent Emissions
- Planetary Effects die
- Geoengineering die
- Global Project
- Crisis
- Local Project
- Challenge

Energy

- Dirty Energy
- Energy Demand
- Clean Energy

Setup

Players	Trees	Oceans	World Powers used
4	24	16	All
3	16	12	Majority World, Europe, & US
2	11	7	China & US
1	6	4	Any (see Reference card)

Watch our how to play video at daybreakgame.org

Planetary Effects

- **Change in Major Weather Systems:** Draw 2 additional Crisis cards.
- **Desertification:** Remove 1 Tree token per player.
- **Ocean Acidification:** Remove 1 Ocean token per player.
- **Thawing Permafrost:** Add 2 Carbon cubes per player to Recent Emissions.
- **Loss of Arctic Sea Ice:** Add 2 Carbon cubes per player to the Thermometer.
- **Dieback of the Amazon:** Add 1 Carbon cube per player to Recent Emissions, and remove 1 Tree token per player.

DAYBREAK

How to play





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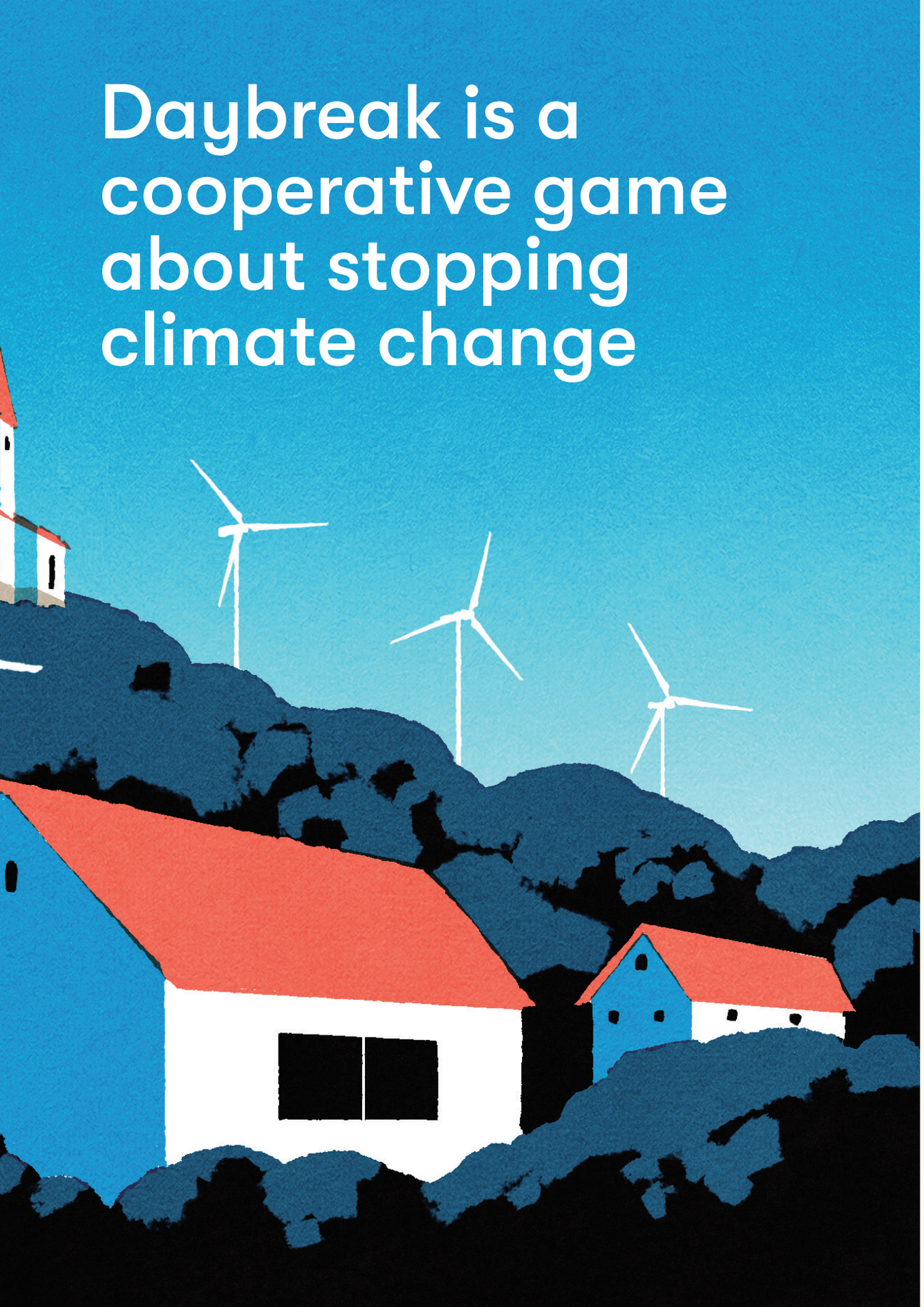
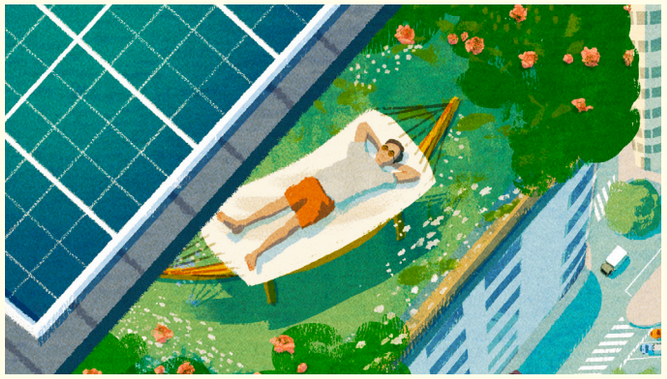
Watch how to play at daybreakgame.org

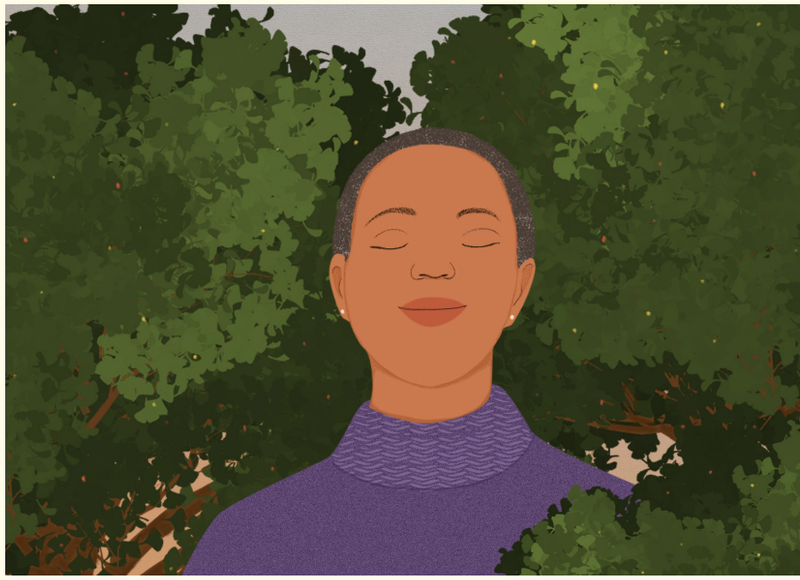
Daybreak is a cooperative game about stopping climate change

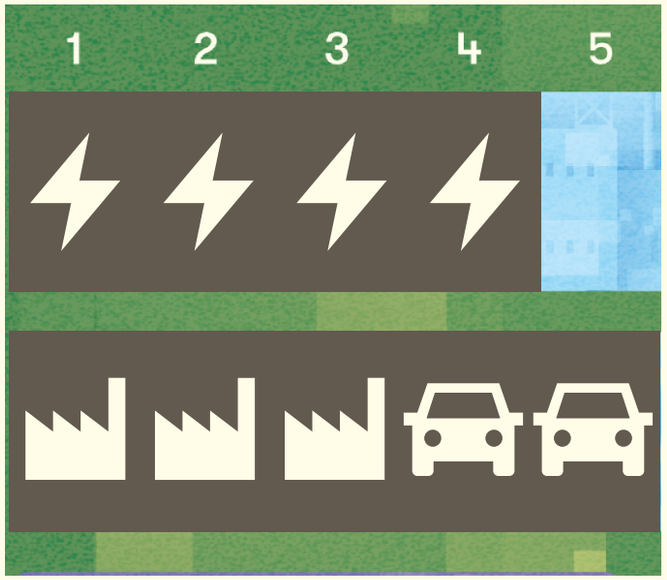




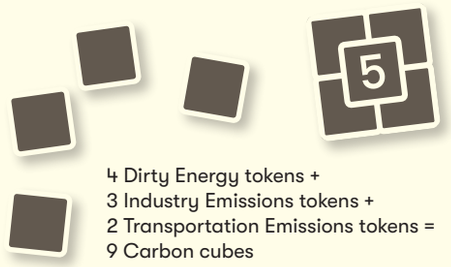
In Daybreak, you'll build the mind-blowing technologies and resilient societies we need for a warming planet.

Each player takes the role of a different World Power—China, Europe, the United States, and the Majority World. All of you have a shared goal: cut carbon emissions before it gets too hot or too many communities are put into crisis.





At the beginning of the game, everyone is generating massive amounts of Carbon cubes from Dirty Energy and Emissions tokens on their player boards.

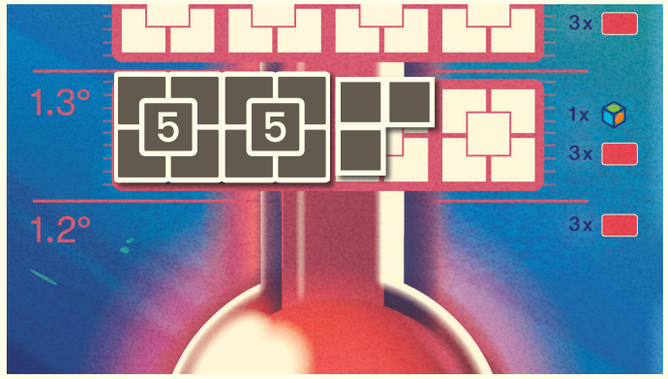


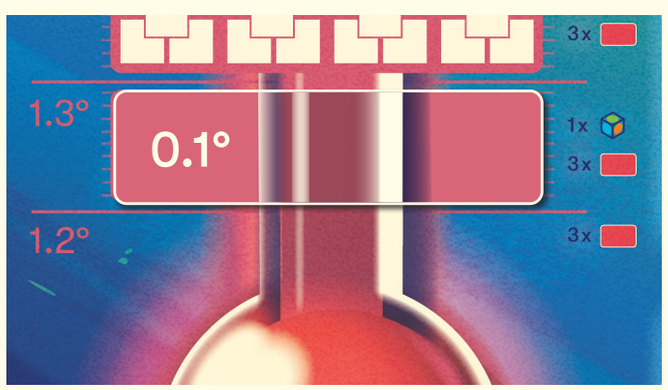
4 Dirty Energy tokens +
3 Industry Emissions tokens +
2 Transportation Emissions tokens =
9 Carbon cubes



Some of these cubes will be sequestered by Tree and Ocean tokens on the central board and have no negative effects.

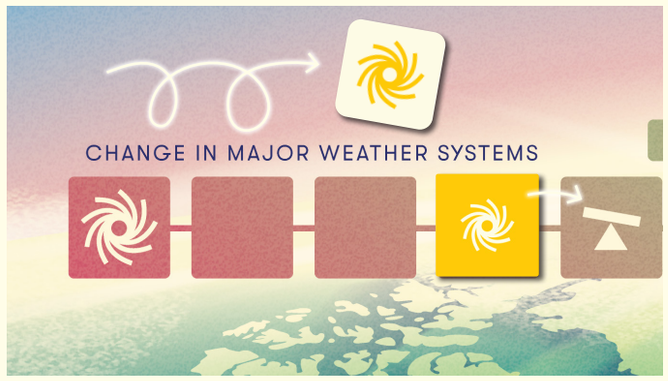
But you're all emitting way more Carbon than the planet can handle. Those excess cubes go directly onto a Thermometer that tracks global temperature rise.

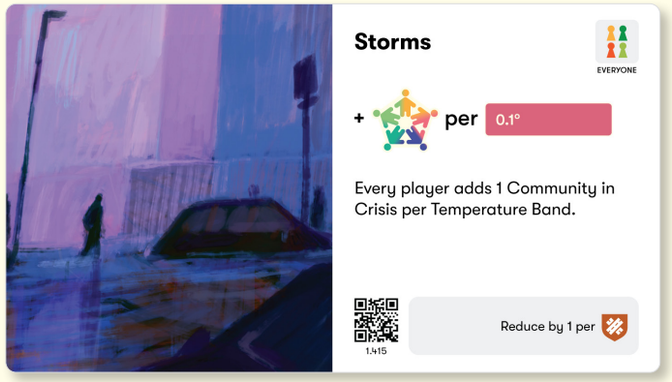




Once an entire row is filled with cubes, a Temperature Band is added, representing the planet heating up by 0.1° C. And if you ever have 8 Temperature Bands, you all lose.

For each Temperature Band, you'll roll a Planetary Effects die, which represents the planet reaching critical ecological tipping points and makes the game more challenging.





Rising temperatures also make you draw more Crisis cards, which all reflect the various real world impacts of climate change.

Crisis cards are what endanger your Communities. And if any player has 12 or more Communities in Crisis, everyone loses.





How do you protect your Communities? Build Social, Ecological, and Infrastructure Resilience.

The more Resilience tokens you have, the more protected you'll be.



Here's how you win

Reach **Drawdown**: the moment you collectively remove more Carbon from the atmosphere than you produce. You'll do that by playing cards that remove Dirty Energy and Emissions tokens from your player board, while adding Clean Energy tokens to keep up with the Energy Demand of your World Power.

Everyone begins with 5 cards that are unique to their World Power. China's starting Play Area is below, for example.

Each round, players will draw from a huge deck of cards filled with unique actions. You'll be playing these from your hand to your Play Area, either in front or behind of existing cards, to form powerful stacks of combos.

Remove Dirty Energy and Emissions tokens





Add Clean Energy tokens to keep up with Demand





Clean Electricity Plants •

per

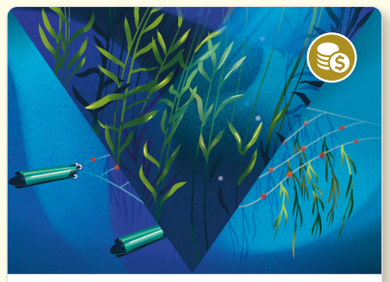
1.205



Dirty Electricity Phaseout •

per

1.206



Emissions Technology R+D •

Draw 2 per and keep any cards that reduce or .

LIMIT
Once per round

1.208



Resilience Volunteers •

1.207



Green Tech Exports •

Give or from your board to one other player.

LIMIT
Each round: once per

1.209

Play cards in 3 ways

1. Play cards in front of a stack to make their actions available. Here, you might play Long Range Transmission in front because you can use it once per blue Grid tag, which the Clean Electricity Plants card has. When you take actions, you get to use all the tags behind it!



Play in front



Tuck behind

2. Tuck a card behind, making the front card's action more powerful! You may want to play Tree Farms behind Dirty Electricity Phaseout to double the pink Regulation tags in the stack, letting you remove 2 Dirty Energy tokens, instead of 1.



Discard

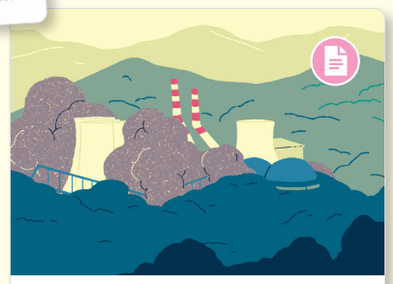
3. Discard a card to pay the cost of some actions. Here, you discard Alternative Cement to take the Resilience Volunteers action, getting your choice of Resilience token. Since that action has no Limit, you could discard additional cards from your hand to take that action again and again, if you wanted to!



Clean Electricity Plants •

→ + per

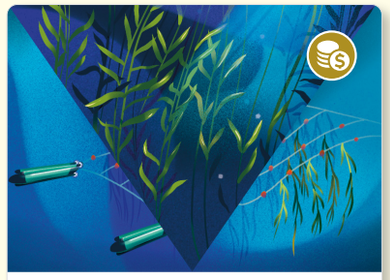
1.205



Dirty Electricity Phaseout •

→ per

1.206



Emissions Technology R+D •

Draw 2 per and keep any cards that reduce or .

LIMIT
Once per round

1.208



Resilience Volunteers •

→ +

1.207



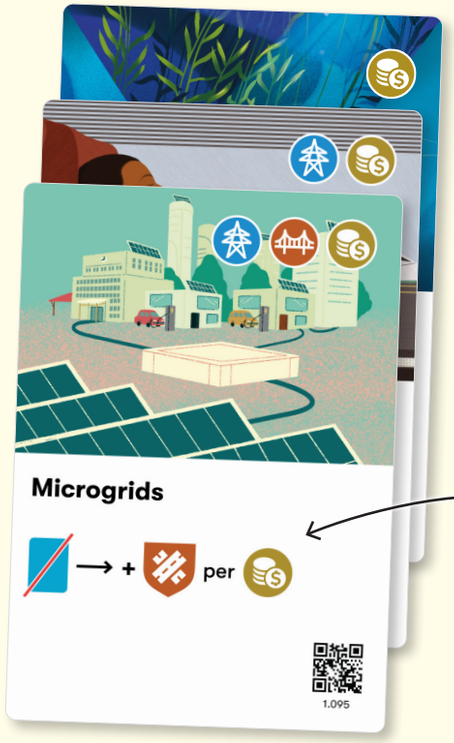
Green Tech Exports •

Give or from your board to one other player.

LIMIT
Each round: once per

1.209

Stack tags to create powerful combos



← Each card has 1-3 tags

The more Incentive tags in this card's stack, the more Infrastructure Resilience tokens you can create.



So do you tuck High Speed Rail behind this stack to build a huge Infrastructure Resilience engine? Or do you play it in front to take advantage of the stack's Grid tags, removing all your Transportation Emissions?

These are the kinds of decisions and tradeoffs at the heart of Daybreak!

Setup

Set up central board

A. Put the Current Round token with the clock side face up on the space marked 1 on the round tracker.

B. Put the 6 Planetary Effects tokens onto their matching starting locations.

C. Put all 8 Temperature Bands, the Planetary Effects die, and the Geoengineering die onto the bulb of the Thermometer, so they're within reach.

D. Add the number of corresponding Tree and Ocean tokens to the board, using the chart on the right. Put these anywhere on the map that you prefer.

E. Keep all the other tokens in their trays and in reach during play.

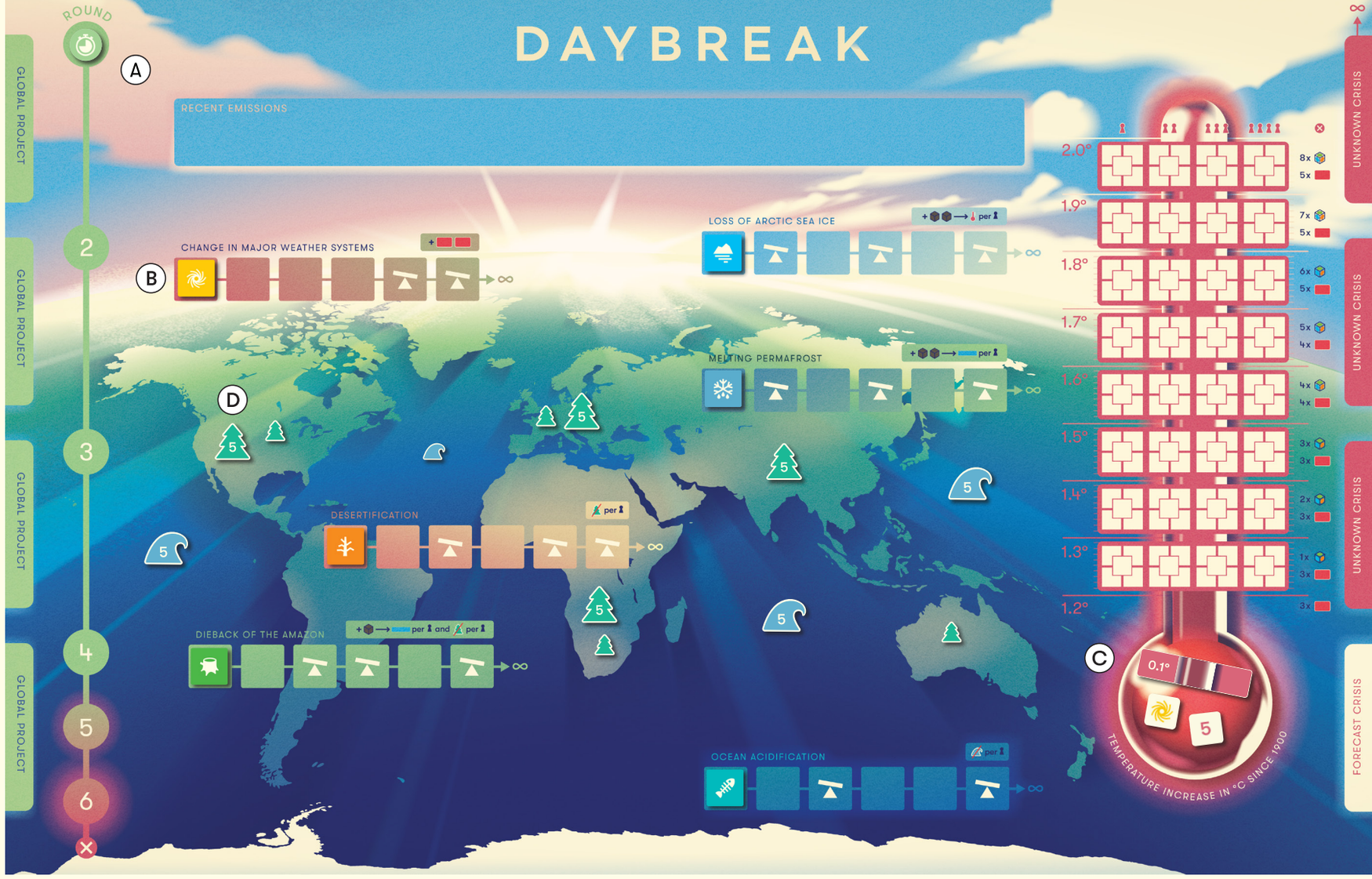
Prepare card decks

F. Shuffle the Global Project cards and place them face down to make a deck.

G. Shuffle the Crisis cards and place them face down to make a deck.

H. Shuffle the Local Project cards and place them face down to make a deck.

I. Do not use the Challenge cards in your first game. See page 35 for more info.



F



Players	Trees	Oceans
4	24	16
3	16	12
2	11	7
1	6	4

Tip: For ease of play, use 5-value Tree & Ocean tokens when you can.

G



E

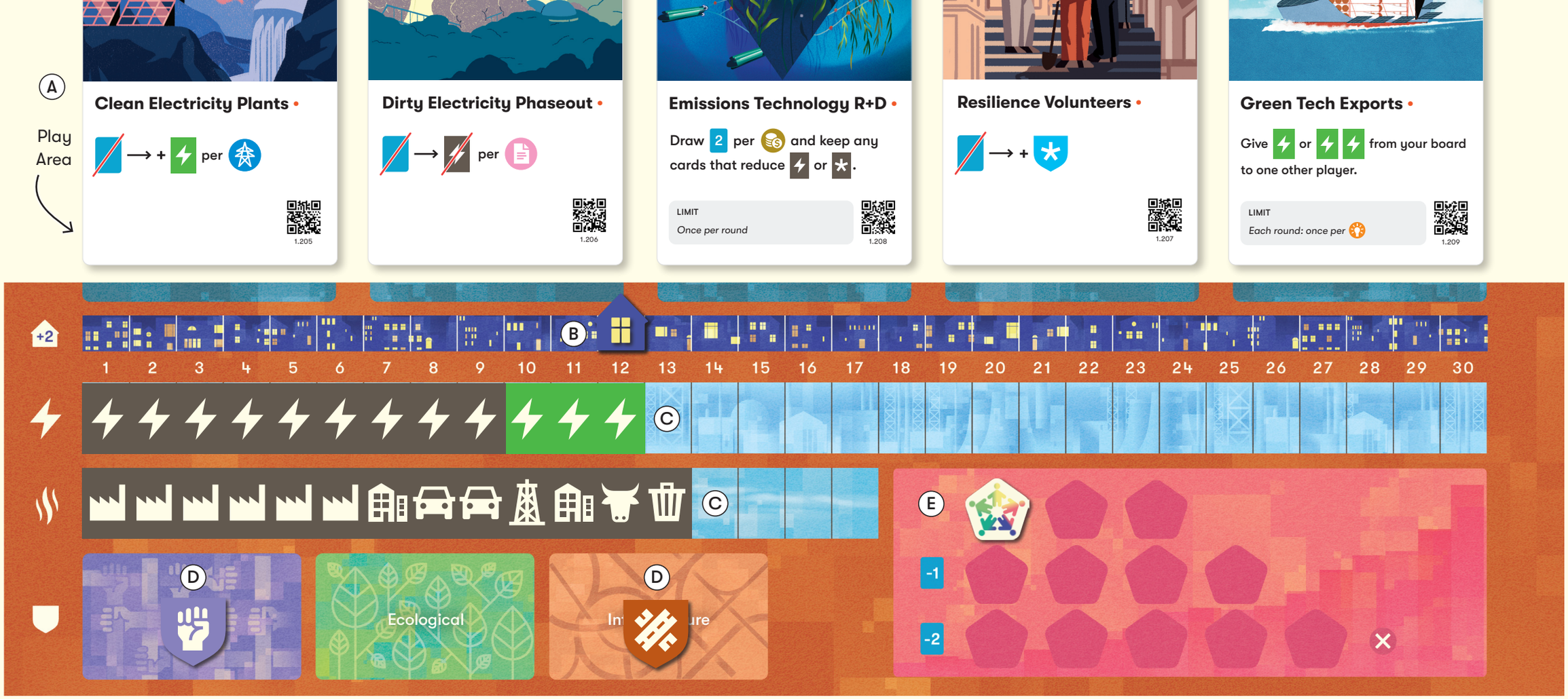


H



I





Choose World Powers

Depending on the number of players, distribute the player boards and Reference cards below. Between yourselves, decide who is going to play which World Power.

Players	World Powers used
4	All
3	Majority World, Europe, & US
2	China & US
1	Any (see Reference card)

If you are playing the Solo game, remove and ignore all cards with this symbol from every deck as you play.

Prepare player boards

Connect and assemble each player board.

A. Hand each player their 5 starting Local Project cards, which all have the World Power's name printed on the back. Place these face up above your player board to form your Play Area, as shown above. Return unused starting cards to the box.

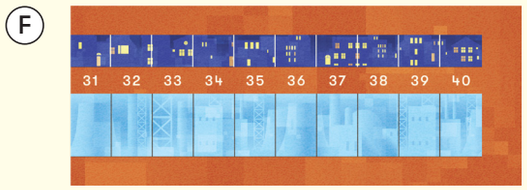
B. Put your Energy Demand token on the number shown on your Reference card.

C. Add the number of Dirty Energy tokens, Clean Energy tokens, and Emissions tokens indicated on your Reference card into their respective rows.

D. Add the number of Resilience tokens indicated on your Reference card to their matching areas.

E. Add the number of Community in Crisis tokens indicated on your Reference card to their area.

F. Leave the player board extenders in the box for now: these can be used if a player's Energy tokens or Demand increases beyond 30.



How to play

Daybreak is played in rounds, until everyone wins or loses together. There is no player order: you will all play simultaneously. Rounds have 5 stages:

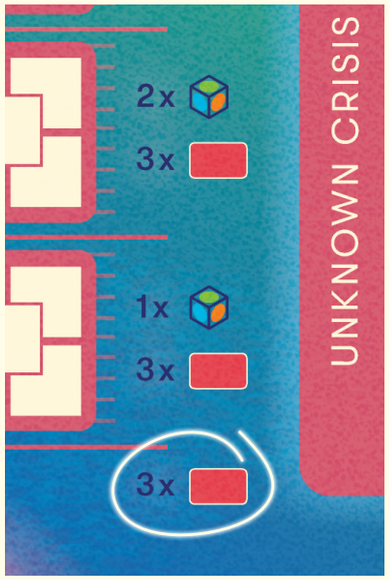
Global stage
Players hold a global summit to review the Forecast Crisis card and select a Global Project card.

Local stage
Players focus on their own boards, drawing and playing Local Project cards to remove Emissions and Dirty Energy, add Clean Energy, increase Resilience, and help their fellow players.

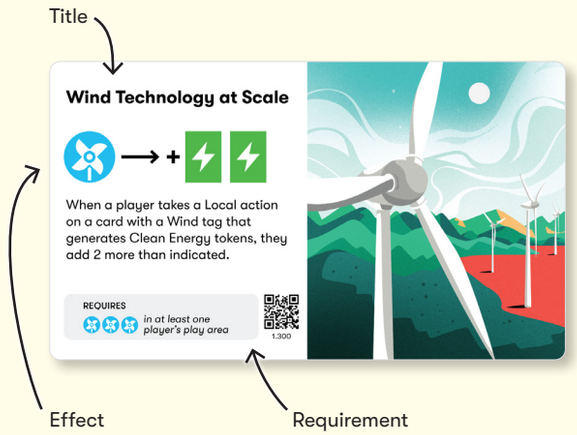
Emissions stage
Players total the amount of Carbon cubes generated this round, sequester as many as they can, and add the rest to the Thermometer.

Crisis stage
Players resolve Planetary Effects and Crisis cards to show their impacts on the planet and its communities.

Growth stage
Players check if they've won, and if not, they all increase their Energy Demand.



In the first round, players will draw a total of 3 Crisis cards: 1 face up (Forecast) and 2 face down (Unknown). This number will increase as more Temperature Bands are added to the Thermometer.



Global stage

Players hold a global summit to review the Forecast Crisis card and select a Global Project card.

Add Crisis cards

The number of Temperature Bands on the Thermometer determines how many Crisis cards you should add, indicated to the right of the Thermometer. Draw that many Crisis cards, placing one face up into the Forecast Crisis space and the rest face down in the Unknown Crisis spaces. There is no limit to the number of Crisis cards, so if you have more than 4 to resolve, simply continue to place them above the board.

For a detailed description of how Crisis cards work, see page 29.

Start a Global Project

Draw 2 cards from the Global Project deck. Then decide as a group which 1 of these 2 cards to keep. Place it face up in the topmost empty Global Project slot on the left side of the central board. Discard the other Global Project card, creating a discard pile next to the draw deck.

Once a Global Project's requirement is met, it becomes active and affects all players.

Up to 4 Global Project cards can be in play at any time. If players want to play a new Global Project card when 4 are already in play, they must discard 1 of their choice (along with any cards tucked under to activate it). You may also decide not to start a new Global Project that round.

Local stage

Players focus on their own boards, drawing and playing Local Project cards to remove Emissions and Dirty Energy, add Clean Energy, increase Resilience, and help their fellow players.

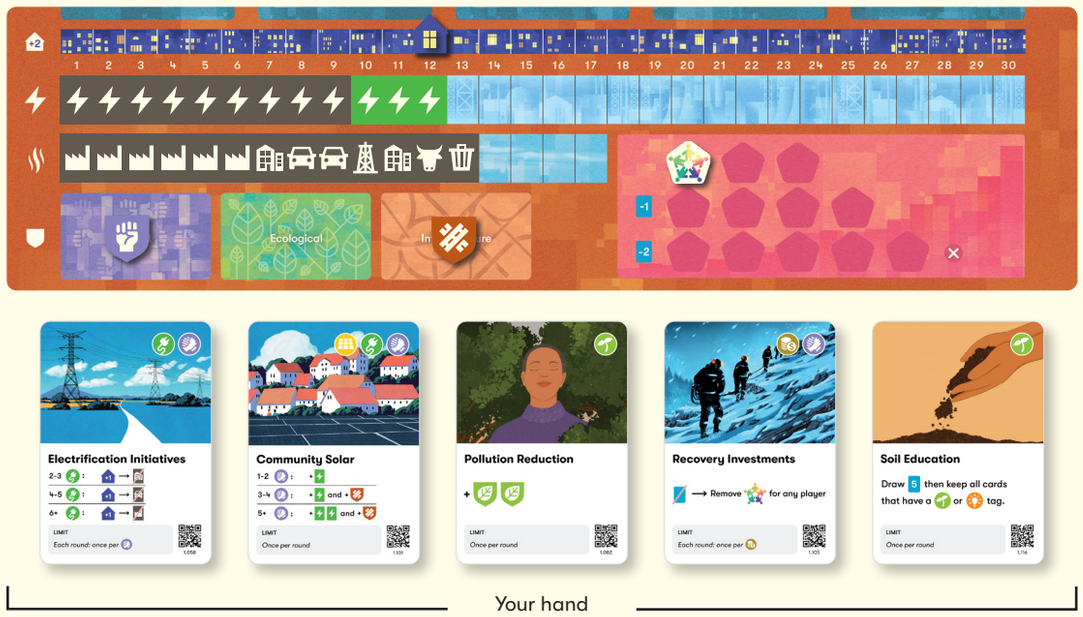
Draw Local Project cards

Each player draws 5 Local Project cards to add to their hand. Your hand is public, and you should keep it face up on the table below your player board. There is no limit to how many cards you can have in your hand.

At any time, players may look at and discuss each other's hands, Play Areas, and the discard piles. They may not inspect the contents of any face down deck.

If you ever need to draw a Local Project card and the deck has run out, turn the discard pile over, shuffle it, and form a new deck. Then continue drawing.

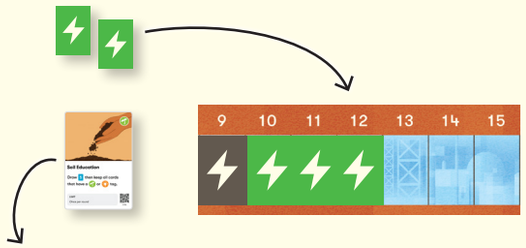
Note: Some Local and Global Projects increase the number of cards you draw each round. The number can also be reduced if you have 4 or more Communities in Crisis.





Example: A stack of Local Project cards. Note that actions use the tags on all cards in the stack.

Tip: Each card has a unique QR code that takes you to a page that describes the card's theme and gameplay in greater detail.



Example: Anjora wants to take the Clean Electricity Plants action above. She first selects a card from her hand that she doesn't think will be useful to her, and discards it to pay the action's cost. She then gets 2 Clean Energy tokens because this action gives her 1 token per Grid tag in this card's stack. She then adds the 2 tokens to her player board.

In the Local stage, there are 3 types of actions available. You may do them in any order and as often as you like.

Take a Local Action

Start a Local Project

Support a card

Take a Local Action

Each Local Project card in your Play Area has an action shown on it underneath its title. Typically, Local Actions only affect your own player board. For example, the card on the left's action is: "Discard a card from your hand to add one Clean Energy token per Grid tag in this card's stack."

Unless otherwise noted, you can take a Local Action as often as you like, provided you pay the required cost and meet the requirements printed on it, if any. Costs are typically paid by discarding other cards from your hand.

Local Actions often make use of tags that appear on the top right corner of each card. When taking a Local Action that uses tags, you can use the tags on the card itself, plus any other tags on the cards behind it in the same stack.

By doing so, you can create powerful combos that combine the tags on multiple cards in their stacks!

Start a Local Project

Add a card from your hand to the front of any stack of cards in your Play Area. Make sure to space the card so that the tags on all the cards behind it are still visible, as shown in the examples throughout this book.

Be careful which cards you cover, since you can only take actions on the card that is in front of a stack. But since a card's action is available immediately after it is added, clever players will be able to take an action on a card, add a new card in front that covers it, then take the action on the new card as well, using the covered card's tags!

Support a card

Local Project cards can be tucked behind other cards to support different Local Projects, Global Projects, or reduce the effects of a Crisis.

Support a Local Project
Take a card from your hand and tuck it behind one or more cards in a stack in your Play Area. This can help make another Local Project's action more effective by providing additional tags in its stack.

Support a Global Project
Take a card from your hand and tuck it behind a Global Project card to help meet its requirement. Once the requirement is met, you can remind yourself that the card is active by placing an Active token on it to indicate its effects are in play.

Active

Reduce the effects of a Crisis card
Some Crisis card effects can be reduced by tucking Local Project cards under them. If a card in your hand meets the conditions specified by a Crisis card, you can tuck it under that Crisis. You may not tuck cards under unknown Crisis cards.



Example: Anjora adds the Citizen Assemblies card, covering her starting card, Resilience Volunteers. This new card will let her get 2 Social Resilience tokens this round, one per Society tag in its stack. However, she will no longer be able to use the Resilience Volunteers card that she covered.



Example: Before taking the Citizen Assemblies action, Anjora tucks another card with a Society tag behind it to support that action. She can now gain 3 Social Resilience tokens per round since there are now 3 Society tags in this stack!



Example: Colleen tucks a card with a Regulation tag under the Global Project card, Tax Haven Regulations. Colleen encourages the other players to help support this project since they don't have the cards to do it alone.



Example: Anjora tucks a card with an Infrastructure tag under the Crisis card, Oil Industry Negligence. By tucking this, players can ignore the negative effects on this card.



Example: Raha can take this action to remove Building Emissions tokens by increasing his Energy Demand. He can do this once per round per Innovation tag in the stack. To keep track, every time he takes the action, he puts a cube on the card. At the end of the stage, he returns these cubes to the supply.

Keeping track of Local Actions

Some actions can be done a limited number of times each round. To help keep track of how many times you've done these actions, you can place Carbon cubes on the card each time you take its action, as shown on the bottom left of this page.

This is purely for keeping track and has no in-game effect.

Finishing the Local stage

When everyone agrees that they're finished, proceed to the Emissions stage.

Emissions stage

Players total the amount of Carbon cubes generated this round, sequester as many as they can, and add the rest to the Thermometer.

Check Energy Demand

Each player reviews their player board to ensure that they can meet their Energy Demand: the total number of Dirty Energy plus Clean Energy tokens must equal or exceed your Energy Demand on each player board, as shown in the example on the right.

If any player cannot meet their Energy Demand, they must add Communities in Crisis equal to the difference (see page 30).

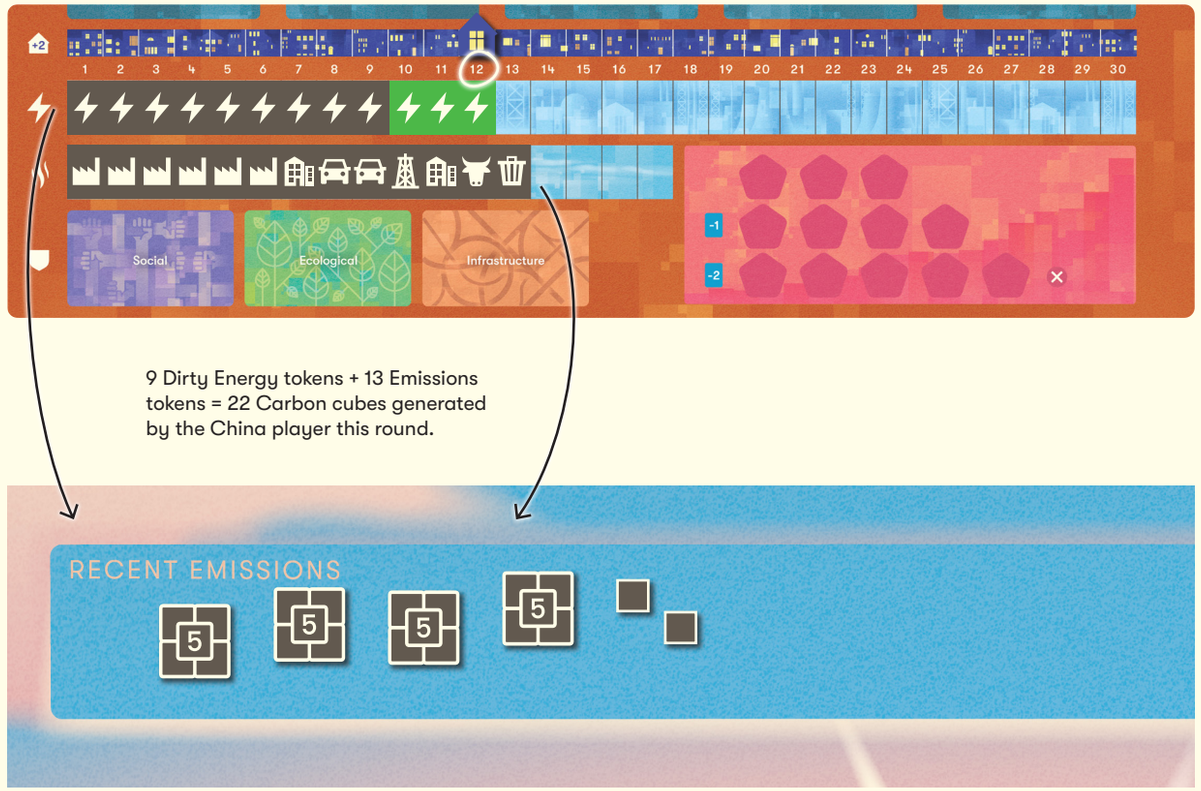
Add Emissions

Each player totals the number of Dirty Energy tokens plus Emissions tokens on their player board. Then they take the number of Carbon cubes from the supply equal to that total and add them to the Recent Emissions area of the central board.

You must count all of your Dirty Energy tokens each round, even if you can meet your demand more efficiently with Clean Energy tokens. There is no immediate benefit to producing more Clean Energy than your current Demand.

Removing Dirty Energy tokens is a great way to reduce your Emissions each round—just be sure to replace them with enough Clean Energy tokens to meet Demand!

Energy Demand of 12 is met by 9 Dirty Energy and 3 Clean Energy tokens.



9 Dirty Energy tokens + 13 Emissions tokens = 22 Carbon cubes generated by the China player this round.

Tip: You can match Carbon tokens in the Recent Emissions area with Tree and ocean tokens on the board to quickly determine how much carbon is sequestered by them.



Sequester Carbon

Take Carbon cubes from the Recent Emissions area and cover the equivalent value of Trees, Oceans, and Direct Air Capture (DAC) tokens on the central board. DAC tokens are added by certain cards and function exactly like Trees and Oceans in sequestering Carbon.

Return all Carbon placed in this way to the supply, since this represents Carbon that was successfully sequestered and will not lead to rising temperatures.

Did you reach Drawdown?

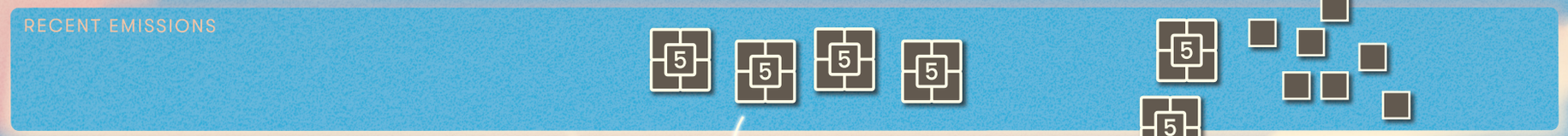
Draw down

After you Sequester Carbon, if you have 0 Carbon cubes in the Recent Emissions area, and there are remaining uncovered Trees, Oceans, and/or DAC tokens, you have reached an important milestone: **Drawdown**!

Continue sequestering Carbon onto the board, but instead of taking cubes from the Recent Emissions area, take them from the Thermometer.

Removing these cubes may help you survive the Crisis stage later this round. Note that you can even break down Temperature Bands and convert them into Carbon cubes, if you remove a row.

Then flip the round marker over: you are now on track to win the game—if you can survive one final Crisis stage.



Adjust Temperature

Move all remaining Carbon cubes in the Recent Emissions area to the Thermometer. Each 1-value Carbon cube fills one of the small squares and each 5-value Carbon cube fills a big square. Fill the Thermometer from bottom-to-top and from left to right.

Only fill columns equal to the number of players. For a 4-player game, you'll use all 4 columns before moving to the next row. For a solo game, you'll only fill 1 column before moving to the next row.

Whenever a row is completely filled with cubes, remove all the cubes in that row and replace them with a Temperature Band.

Each band on the Thermometer represents 0.1° C of warming and determines how many times you will roll the Planetary Effects die, plus the amount and severity of Crisis cards to resolve.

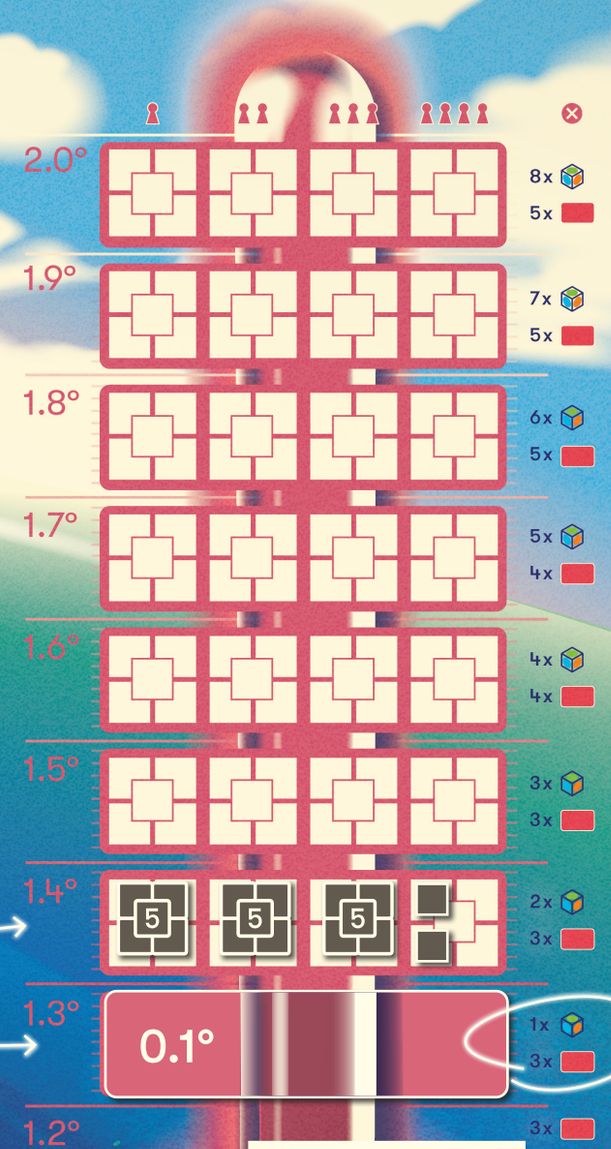
Whenever you add a Temperature Band to a space that shows a higher number of Crisis cards than you added in the Global stage this round, e.g. from 1.5° to 1.6° you go from drawing 3 to 4 Crisis cards, you must immediately draw the additional cards to resolve this round, face down.

If the Thermometer ever reaches 2.0° C (8 Temperature Bands), you lose the game!



In a 4 player game, 20 Carbon cubes equals 1 Temperature Band.

Tip: you can combine 5 individual Carbon cubes into a single larger token.



In the Crisis stage, you will now be rolling the Planetary Effects die one time, and you will still be drawing 3 Crisis cards per round.

TEMPERATURE INCREASE IN °C SINCE 1900

Crisis stage

Players resolve Planetary Effects and Crisis cards to show their impacts on the planet and its communities.

Resolve Planetary Effects die

Roll the Planetary Effects die 1 time for each Temperature Band on the Thermometer. For each roll, advance the corresponding Planetary Effects token 1 space on its track. If the token enters a space with a Tipping Point icon, resolve the effect, which is listed next to its track on the central board.

If a Planetary Effect adds a Temperature Band, you must roll an additional die.

If a Planetary Effect token reaches the end of its track, it will now trigger a Tipping Point every time that its effect is rolled, as indicated by the infinity symbol.

Planetary Effects

Change in Major Weather Systems: Draw 2 additional Crisis cards.

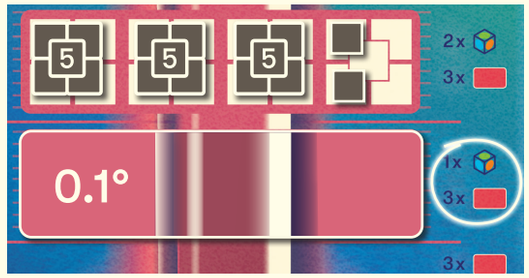
Desertification: Remove 1 Tree token per player.

Dieback of the Amazon: Add 1 Carbon cube per player to Recent Emissions, and remove 1 Tree token per player.

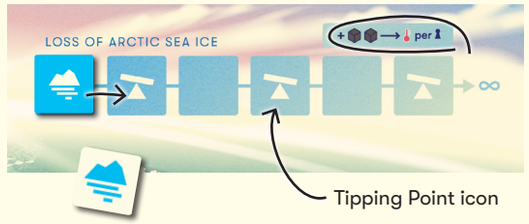
Loss of Arctic Sea Ice: Add 2 Carbon cubes per player to the Thermometer.

Thawing Permafrost: Add 2 Carbon cubes per player to Recent Emissions.

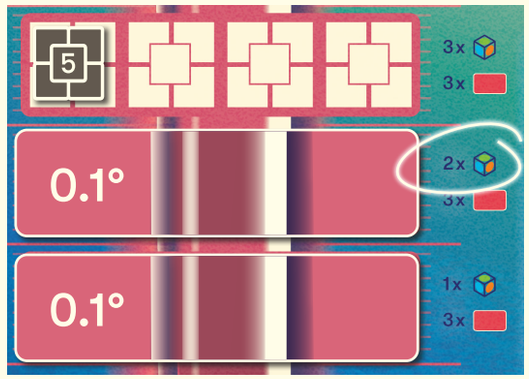
Ocean Acidification: Remove 1 Ocean token per player.



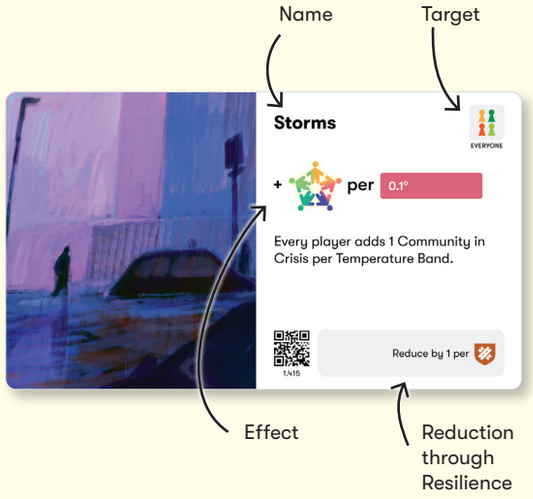
Example: The players roll the Planetary Effects die 1 time since there is one Temperature Band on the Thermometer.

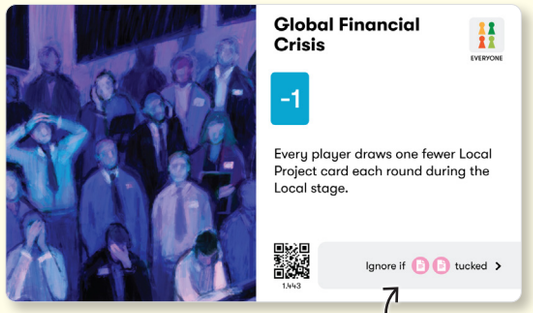


The result of the Planetary Effects die is Loss of Arctic Sea Ice. The players advance that token one space. This space has a Tipping Point icon, so they must add 2 Carbon cubes to the Thermometer for each player in the game.



Since this is a 4 player game, the players add 8 cubes to the Thermometer, which fills up the second band! Since there are now 2 bands on the Thermometer, the players will have to roll an additional Planetary Effects die this round.





Resolve Crisis cards

Resolve all Crisis cards in play. Go one at a time, from bottom to top, starting with the Forecast Crisis.

If the number of Crisis cards in play is ever higher than the number shown to the right of your highest Temperature Band, you must still resolve all of them.

1. **Flip the card face up**, if it isn't already.

2. **Check who is targeted.** Some Crisis cards affect every player and some only affect the player that meets certain criteria. If players are ever tied, they each roll the Geoengineering die: the single player with the lowest die roll is targeted. Repeat rolling if necessary.

3. **Read the effects.** Some effects can be reduced with Resilience tokens: if you are targeted and have tokens of this type, reduce the effect by 1 for each matching token you have. Note that this is reduced only for yourself and not other players. Resilience tokens used in this way are not discarded.

   Some Crisis cards can be reduced or ignored if cards with certain tags were tucked under them during the Local stage. Cards tucked in this way reduce the effects for all targeted players, as described on the Crisis card.

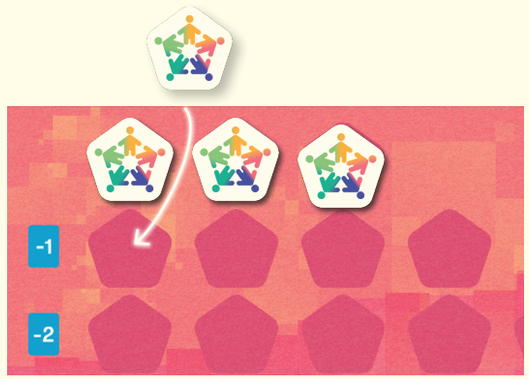
4. **Carry out the effects** against each targeted player.

5. **Discard the Crisis card** and any Local Project cards tucked under it.

Adding Communities in Crisis

Crisis cards often add Communities in Crisis. To do this, add a Community in Crisis token to that area of your player board.

Fill the top row first, then the middle, and finally the bottom, going left to right.



Add Communities in Crisis left to right, top to bottom.

Reducing card draw

If you have 4–7 Communities in Crisis, you will draw 1 fewer Local Project card during the Local stage each round. If you have 8–11 Communities in Crisis, you will draw 2 fewer cards.



If you add a fourth Community in Crisis, you will draw one fewer Local Project card each round.

Losing Resilience, Trees, & Oceans

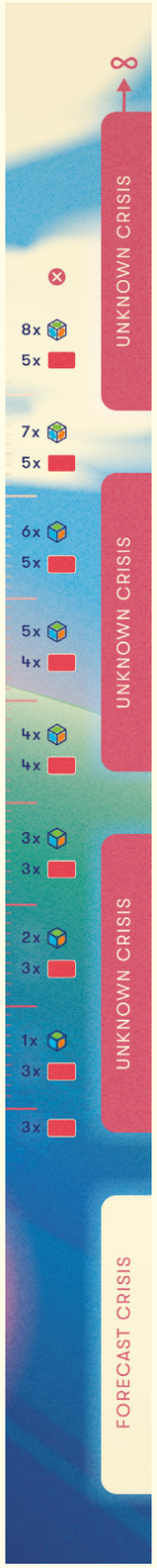
If a Crisis card or Planetary Effect makes you lose Resilience, Trees, and/or Ocean tokens, return them to the supply.

If you must lose Resilience and you have none of that type to lose, you must add 1 Community in Crisis for each Resilience token you would otherwise remove.

If you must lose Tree and/or Ocean tokens and you have none of that type to remove, all players must add 1 Community in Crisis for each Tree and/or Ocean token you would otherwise remove.

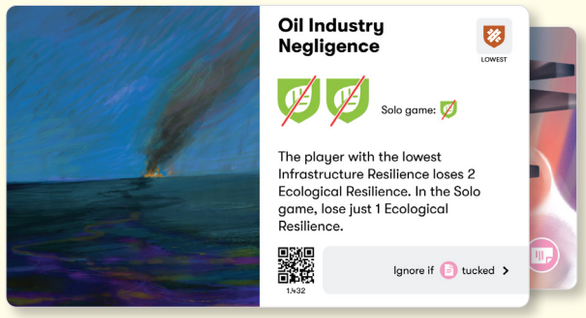
Losing Cards Due to Crises

When a Crisis card forces you to lose Local Project cards, discard them from your hand or your Play Area. Cards discarded from your Play Area can come from anywhere in any stack, including the front card. If you discard the front card from a stack, the action on the card directly beneath it becomes available.









5

There is no maximum to the number of Crisis cards that can resolve each round. And if you ever need more cards than the total present—e.g. if you added a Temperature Band in the Emissions stage—draw that many more and add them face down above the rest.

4

If the temperature had risen considerably and added a fourth Crisis card, they would have drawn another one and placed it into this Unknown Crisis slot, face down.

3

The last Crisis revealed is Storms, which also affects everyone. Players must add 1 Community in Crisis for every Temperature Band, unless they can individually reduce the effects with their Infrastructure Resilience tokens. Every player has 1 Infrastructure Resilience, but since there are now 2 Temperature Bands in play , all players have to add 1 Community in Crisis token to their player boards.

2

The next Crisis revealed is Global Financial Crisis. It affects every player and there is no way to reduce its effects since it was an Unknown Crisis. Each player will draw 1 fewer Local Project card during the Local stage next round.

1

The first Crisis drawn, Oil Industry Negligence, was forecast during the Global stage this round, meaning that players could see and respond to it. It makes the player with the lowest Infrastructure Resilience to lose 2 Ecological Resilience tokens. Anjora tucked a card with a Regulation tag under this Crisis card during the Local stage, so it has no effect.

Growth stage

Players check if they've won, and if not, they all increase their Energy Demand.

Check for victory

Draw down

If the round marker shows Drawdown at this point, you win! Otherwise...

Advance the round

Advance the Current Round token to the next space on the round tracker. All the Local Project cards in your Play Area and hand carry over into the next round.

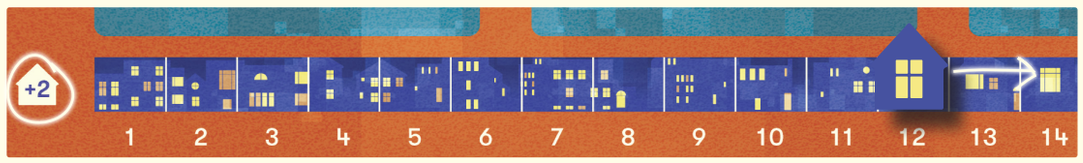
If you do not win by the end of Round 6, you all lose the game!



Increase Energy Demand

Each player moves their Energy Demand token to the right, by the amount shown on their Reference cards.

By default, the United States and Europe grow their demand by 1, China by 2, and the Majority World by 3. In the solo game, grow your demand by 2.

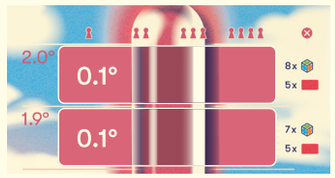


Example: China increases their Energy Demand by 2, from 12 to 14, as shown on the upper left of their player board.

Game end

Players win the game if they reach Drawdown during the Emissions stage (see page 25), while managing to survive one final Crisis stage.

Players lose the game if any of these conditions are met:



The Thermometer reaches **2.0°C** (8 Temperature Bands)



Any player has **12+** Communities in Crisis

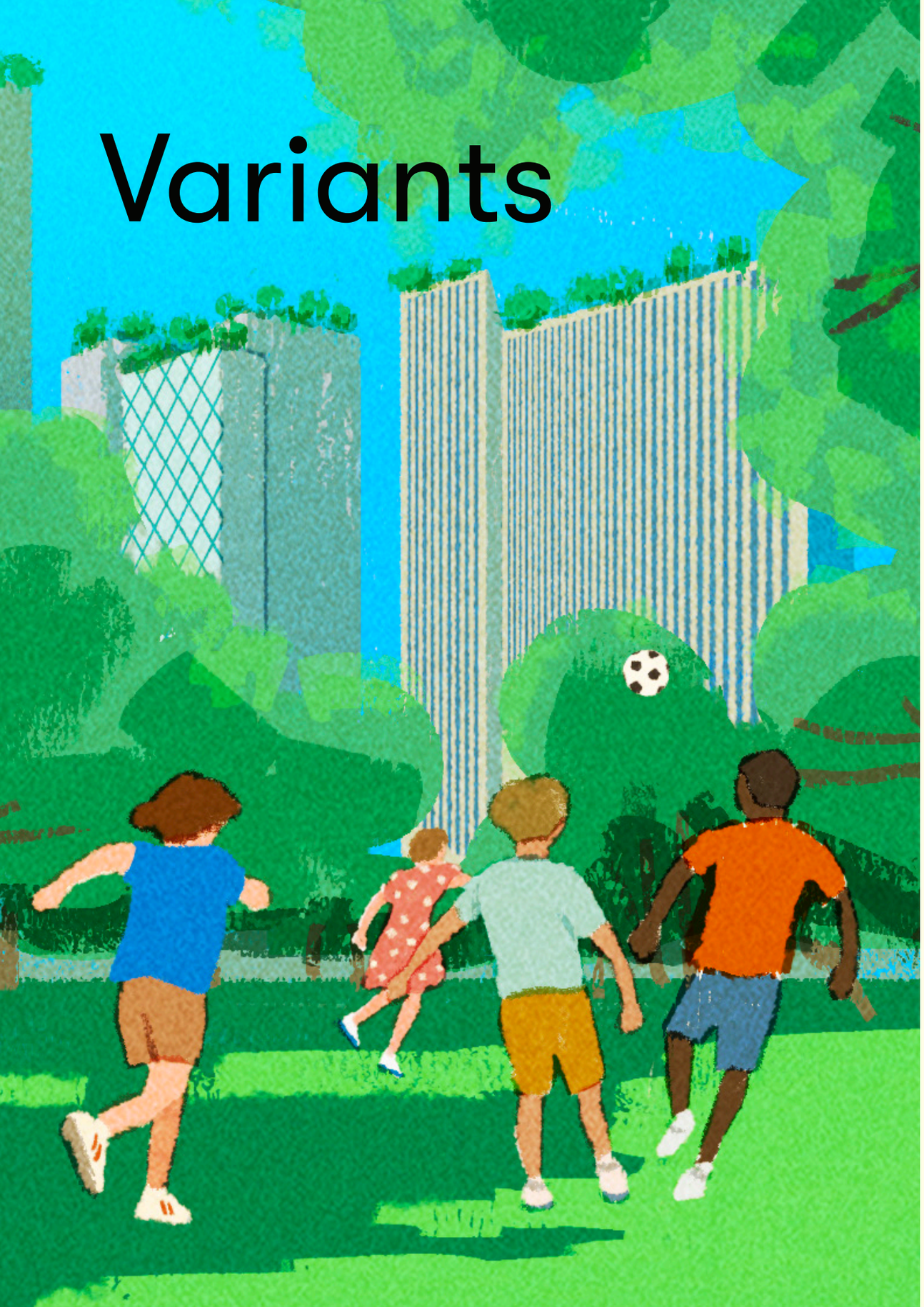


Players haven't won by the **end of Round 6**

Reminders

- To start a Local Project, you can play a card in front of any stack in your Play Area.
- A Local Project card's Requirement only refers to taking its printed action. You can still play and use it in other ways.
- Tags on a card can be used to meet that same card's Requirement.
- You can take a Local Action multiple times on your turn, unless specified otherwise.
- You can take a Local Action, then cover it, then do the new action using the tags on the recently covered action.
- You can take a Local Action multiple times on your turn, unless specified otherwise.
- There is no limit to the number of actions you can take in the Local stage, as long as you can pay their costs.
- There is no hand size limit and you may keep them between rounds.
- To keep your Communities safe, plan on having 1 Resilience token of each type for every Temperature Band.
- You can have up to 5 stacks of cards in your Play Area. Each stack can be of any depth.
- Temperature Bands added during a round can trigger additional Planetary Effects die rolls and make you draw more Crisis cards to resolve in that same round.
- Forecast Crisis cards with ongoing effects don't take effect until the Crisis stage.

Variants



Challenge cards

Want to make your game more challenging, less difficult, or just add variety? We've included a deck of Challenge cards that let you adjust the difficulty of the game or explore different climate scenarios.

Challenge cards each have rules that either affect everyone or just an individual player.

To make the game harder, either turn 1 red "minus" group challenge card over and follow its instructions, or deal 1 individual red card to each player. To make the game easier, do the same, but with green "plus" icons. For variety, you can use the gray "question mark" icon cards that way as well.

Or feel free to mix and match the Challenge cards however you like.



Makes the game harder and affects everyone



Makes the game harder and affects one player



Makes the game easier and affects everyone



Makes the game easier and affects one player



Adds variety and affects everyone



Adds variety and affects one player

Other setups

You can also change the difficulty level of the game by using different combinations of World Powers, shown below.

Players	Difficulty	World Powers				Trees	Oceans
4	Standard	MW	China	Europe	US	24	16
3	Easier		China	Europe	US	15	10
	Standard	MW		Europe	US	16	12
	Harder	MW	China		US	19	14
		MW	China	Europe		20	14
2	Easier			Europe	US	8	5
	Standard		China		US	11	7
			China	Europe		11	8
	Harder	MW			US	12	9
		MW		Europe		13	9
	Extreme	MW	China			16	11
1	Standard	Solo				6	4

About Daybreak

Daybreak was inspired by our love of games like Wingspan, Terraforming Mars, and Race for the Galaxy. We set out to design a game in this genre to tell an uplifting story about decarbonizing the world—one where all of us can not just survive, but thrive.

Daybreak contains no plastic components or harmful textiles. It uses 100% FSC certified wood and paper products. For more information about our sustainability commitments, go to daybreakgame.org

Acknowledgments

We would like to thank the people whose feedback and support have immeasurably improved this game: Julie Arrighi, Carina Bachofen, Elizabeth Bagley, Marco Contiero, Erin Coughlan de Perez, Martha Dillon, Declan Finney, Solomon Goldstein-Rose, Sabine Harrer, Sanne Hogesteeger, Peter Irvine, Justin Jacobson, Bettina Koelle, Laurie Laybourn-Langton, Amy Lee, Janot Mendler de Suarez, Bill McKibben, Ruth Meza, Oliver Morton, Andy Parker, Kate Raworth, Sayanti Sengupta, Andrew Sheerin, Pablo Suarez, Kevin Taylor, and Mark Turner.

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Matt would like to thank Matteo for being such an enthusiastic and unwavering design partner, and Donna for her generous, unending support.

Contents

Boards
1 central board
4 player boards (2 pieces each)
2 player board extenders

Cards
158 Local Project cards
48 Crisis cards
24 Global Project cards
42 Challenge cards
9 Reference cards

Cardboard tokens
60 Clean / Dirty Energy (1-value)
14 Clean / Dirty Energy (5-value)
48 Resilience (1-value)
12 Resilience (5-value)
69 Emissions
48 Communities in Crisis
10 Temperature Bands

Wood tokens
40 Carbon cubes (1-value)
20 Carbon "cubes" (5-value)
6 Planetary Effects trackers
1 Current Round tracker disc
4 Global Project tracker discs
4 Energy Demand tracker "houses"
8 DAC (1-value)
1 DAC (5-value)
8 Trees (1-value)
5 Trees (5-value)
8 Oceans (1-value)
3 Oceans (5-value)

Dice
1 Planetary Effects
1 Geoengineering

Other
1 rulebook
6 pulp storage trays

Playtesters

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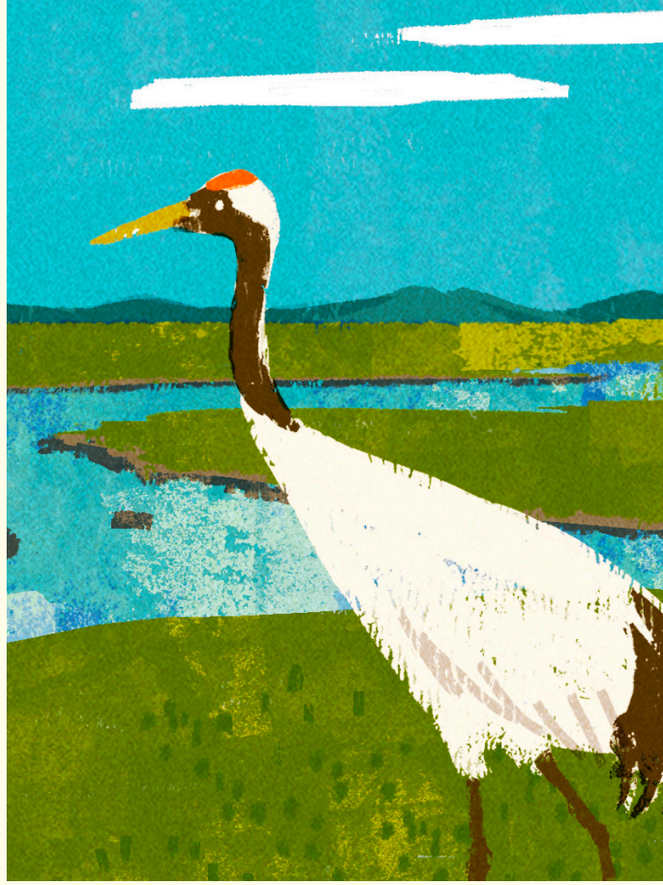





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Atlantic Council | Adrienne Arsht-Rockefeller Foundation Resilience Center

PROJECT DRAWDOWN | Climate Centre