

PLANETOTOLOGY



HANDBOOK

LIFE IN MAYA

Maya is a large country with a population of around 200,000. For centuries it has been a naturally blessed place



to live, with a large abundance of plants and animals, living in harmony with humans. In the past fifty years however, humans have increased in population, meaning they have had a larger and larger footprint on the natural systems of Maya. Groups that once lived in harmony together now battle for ever dwindling natural resources. The once abundant landscape is now threatened by numerous threats, both pressing and long term. Your challenge is to assume the roles of the people of Maya and meet the many challenges that await, while coping with difficult circumstances as they arise. You will need all your creative thinking, problem solving, communication, negotiation and research skills to save Maya!

SAVING MAYA



To win the game of Planetology and save Maya, you must:

- Solve all Planet Challenges
- Have at least 100% air purity
- GHGs must be below 400ppm
- Have at least 100% sea water purity
- Have at least 100% fresh water purity
- Deal with the lack of biodiversity:
 - land biodiversity must be at least 20 species (starts at 25 species)
 - sea biodiversity must be at least 25 species (starts at 33 species)
 - air biodiversity must be at least 10 species (starts at 15 species)
- Have no outstanding circumstances that haven't been dealt with
- Each role must have a positive income and no debt

How do you win? Who knows! That is up to you. All we can suggest is that a combination of creative thinking, inventions, policies, treaties, trading and research might get you some of the way there.

SOLVING PLANET CHALLENGES

Each role has three Planet Challenges. To solve a Planet Challenge you must present your solution on your turn. Fate will decide whether your suggested solution is enough to solve the challenge. A few ways to solve Planet Challenges include inventions, new policies and contracts.

Inventions

Fate has blank invention forms. To invent something, you must write the name of the invention, what it does, and draw a picture of it. Fate will then decide whether it is allowed, and how much it will cost.

Policies

A policy is a rule or law that a role might put into place. The president holds blank policy forms. To make a new policy, show it to the President and they will decide whether or not it is allowed. **Policies can only be made by the government or by one role or group that has power over another.**

Contracts

A contract is a deal made between two or more roles, outlining some agreement. The Minister for Commerce has blank contracts. To make a contract, make up a name for the contract, what it means, what will happen if someone breaks the contract, get all parties to sign it, then show it to a member of the government who will decide if it is okay and then will sign off on it. **Contracts are between any role or group as equals.**

All Planet Challenges are represented by a piece on the board. Once you solve a Planet Challenge, you must change the board in some way to represent it being solved.

THE PROCESS OF THE GAME

Everyone will pick their roles. The game alternates between open negotiation, where everyone decides what they're going to do, negotiate with other people, and try to solve their Planet Challenges. Then one group will have their turn, where each role within that group has a turn each. Then back to open negotiation, and so on. Once every group has had their turn, it is the end of that game year, and the process repeats again. Note that when it is your turn, you are just there to take actions and submit your budget form. You must have already decided what you are going to do before it is your turn.

1. Open negotiation
2. Industry turn (transport, oil, mining, tourism)
3. Open negotiation
4. Primary producers (farmer, logger, grower, fisher)
5. Open negotiation
6. Planners (Civil engineer and developer)
7. Open negotiation
8. NGOs (Public Alliance and Green Ninjas)
9. Open negotiation
10. Citizens (Young, Old, Indigenous)
11. Open negotiation
12. Bank
13. Open Negotiation
14. Government (President, Secretary of Commerce, Environment Minister)
15. **PAYDAY**
16. Open Negotiation
17. Fate can say anything if they want

What to do on your turn:

1. Say “I’m _____, and I’m the _____, and these are my actions:”
2. Take any actions (e.g. table a contract, build invention, release new policy...)
3. Give budget form to Bank, who will then either give you money or take money off you
4. Take a “circumstances” card

Time Limits

- There are strict time limits:
 - 5 minutes per turn, 7 minutes open negotiation
- If you haven’t finished your go by the end of 5 minutes, there is a \$300,000 fine paid to the Vault.

To stick to these time limits, when it is your turn coming up you should:

- Have your budget form completed
- Have any actions ready to do, for example:
 - have contracts ready to table
 - have invention forms ready to submit
 - have new pieces ready to put on the board, or be ready to change / move existing ones

GROUPS AND ROLES

There are 6 groups that have 2-4 roles in them, and there are two individual roles.

- Primary Producers
 - Farmer
 - Grower
 - Logger
 - Fisher
- NGOs
 - Green Ninjas
 - Public Alliance
- Planners
 - Civil Engineer
 - Developer
- Industry
 - Energy
 - Mining
 - Tourism
 - Transport
- Citizens
 - Old
 - Young
 - Indigenous
- Government
 - President
 - Environment Minister
 - Secretary of Commerce
- Banker
- Fate

Each role has a number of Planet Challenges that need to be solved. Your group as a whole is responsible for all the roles within your group. Your group will also have a job that needs to be done by someone in your group.

Fate is a special role that helps run the game, and doesn’t play the game the same way others do. Fate gets given an extra set of secret information.

INITIAL CONDITIONS

STARTING WEALTH

- Primary producers \$4,000,000
- NGOs \$1,000,000
- Planners \$2,000,000
- Industry \$5,000,000
- Citizens \$1,000,000
- Bank \$5,000,000
- Government \$3,000,000

ENVIRONMENTAL CONDITIONS

- Energy prices start at \$1,000 / GWH
- Food prices start at \$160 / ton
- Air and water purity start at 100%
- GHGs start at 400ppm
- Land biodiversity starts at 25, sea biodiversity starts at 33 and air biodiversity starts at 15

FORMS

Form	Purpose	Who to give it to
Contract	Creates an agreement between two roles, which has negative consequences if broken	Government must sign then you keep it
Policy	Creates a rule that applies to people under the command of whoever makes the policy	President must sign then you keep it
Invention	Show what a new invention does and how much it costs to make	Fate puts price on it then you keep it