

GAME OVERVIEW

It's 2030, climate change has reached a tipping point. Greenhouse gases are driving extreme weather. Humanity must decarbonize quickly and bring emissions down to zero or face disaster.

To speed things up, the world launches **Mission Zero**, a global race calling on the private sector to pioneer, implement, and scale the decarbonization of the planet.

As CEOs of cutting-edge climate tech companies, you're on the front lines. To win, you'll deploy technologies and restore ecosystems, all while navigating disasters and competitions.

Your mission: reduce and remove emissions from the world's largest emission sources. Decarbonize them. Earn achievements. Outplay rivals. And hopefully save the planet.

DISCLAIMERS

Mission Zero is an educational game designed to raise awareness about climate change and possible solutions. While based on real data, it simplifies complex issues for gameplay and does not represent exact scientific models.

Source Cards reflect major emission sectors like energy, transport, buildings, and agriculture, though categories may overlap or omit some details.

Solution Cards are inspired by real climate strategies, but their impact and availability are approximated for playability.

The game is meant to spark curiosity and conversation, not to serve as a scientific or technical guide. Refer to sources like Project Drawdown, IPCC Reports, and Climate Action Tracker for deeper insight.

GAME OBJECTIVES

Each player competes to make the greatest impact in solving the global climate crisis by using technology or nature-based solutions to reduce or remove greenhouse gas emissions and fully decarbonize the emission sources to earn score. The player with the highest score at the end of the game wins.

WHAT'S IN THE BOX

SOURCE DECK



16 x Source Cards



4 x Disaster Cards

SOLUTION DECK



43 x Tech-Based Solution Cards



8 x Sabotage Cards



20 x Nature-Based Solution Cards



11 x Special Solution Cards

SET UP



1 SHUFFLE SOURCE DECK

REVEAL THE FIRST 3 SOURCE CARDS next to the deck. If you reveal Disaster Cards, set them aside and reveal until 3 Source Cards are placed. Shuffle the Disaster Cards back and place them face-down.

2 SHUFFLE SOLUTION DECK

REVEAL THE FIRST 3 CARDS next to the deck. If the revealed cards are identical, stack them into a single pile.

Always maintain 3 different face-up options.

3 DEAL

DEAL 6 CARDS from the Solution Deck to each player.

HOW TO PLAY

Randomly choose the first player, or the player that wins the last game becomes the first player. Then the turn proceeds clockwise.

During your active turn, you may perform the following actions in any order:

DRAW

A SOLUTION CARD

TRADE

SOLUTION CARDS

DECARBONIZE

A SOURCE CARD

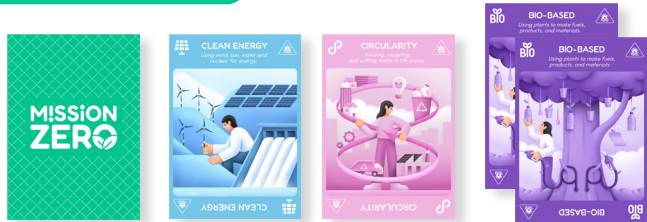
SABOTAGE

OTHER PLAYERS

CLEAR

GREENWASHING CARDS

DRAW A SOLUTION CARD



You may draw a card either from the Solution Deck or from one of the face-up cards. Each time a face-up card is taken, replace it with the top card from the deck. If any of the face-up cards are identical, stack them into a single pile.

TRADE SOLUTION CARDS



You may trade two identical Solution Cards from your hand for any one Solution Card from the discard pile, **except the Sabotage Card** (see Sabotage Card details on page 11)

DECARBONIZE A SOURCE CARD

You may decarbonize one Source Card in a single turn.

SOURCE CARDS

Each Source Card has Emission Points and Impact Points.

EMISSION POINTS

show how many IMPACT POINTS you need to collect to decarbonize the source.

IMPACT POINTS

show how effective each solution is in reducing emission from that source.



SOLUTION CARDS

These are existing or breakthrough technologies and natural ecosystem restoration processes that reduce and remove emissions. There are two types of Solution Cards.

TECH-BASED SOLUTION CARDS



NATURE-BASED SOLUTION CARDS



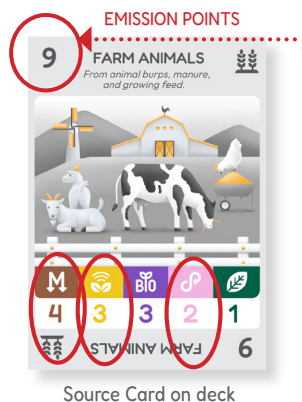
Each Solution Card impacts the decarbonization of Source Cards differently.

TO DECARBONIZE FACE-UP SOURCE CARD

You must play Solution Cards from your hand whose total Impact Points meet or exceed the Source Card's Emission Point requirement.

Each Solution Card type provides specific Impact Points towards certain Source Cards, as shown on the bottom of the Source Card.

Decarbonizing the 1st Source Card



sum of IMPACT POINTS



You cannot play more than one Solution Card of the same specific type towards a single decarbonization attempt.

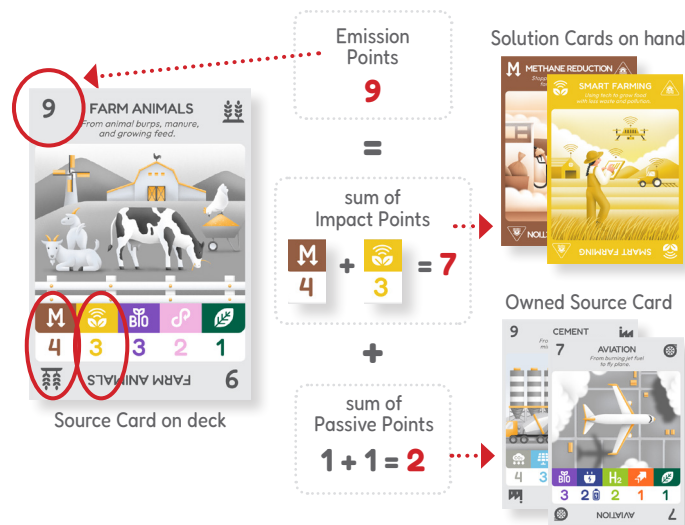
You can play multiple Nature-Based Solution Cards if they represent different types of ecosystems (e.g. one 'Forest' and one 'Wetland').

Once you decarbonize a Source Card, collect it into your area and replace it with the top card from the Source Deck. Discard the Solution Card played into the Discard Pile.

**AS A REWARD:
DRAW ONE ADDITIONAL SOLUTION CARD.**

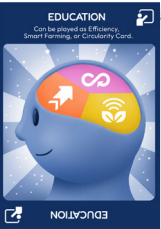
Each Source Card in your area **PROVIDES +1 PASSIVE IMPACT POINT**, which adds to all future decarbonization attempts.

Decarbonizing the subsequent Source Cards



SPECIAL SOLUTION CARD

There are three types of Special Solution Cards that enhance decarbonization:



EDUCATION

Education elevates climate literacy and encourages climate action.

You may play EDUCATION as a substitute for one of the following types of Solution Cards: **Efficiency, Smart Farming, or Circularity.**



INNOVATION

Innovation is a game changing technological breakthrough.

You may play INNOVATION to add **+3 IMPACT POINTS** to your total decarbonization for any Source Card.



BATTERY

Advanced Battery is an efficient power source that enhances certain tech solutions.

You may play BATTERY along with a Solution Card that matches the battery symbol shown on a Source Card. BATTERY **DOUBLES THE IMPACT POINTS** of that Solution Card during decarbonization.

Impact Points
 $4 \times 2 = 8$



DISASTER CARDS

When you replace a Source Card after decarbonization, you might draw a Disaster Card. The Disaster Card will be resolved immediately and affect all players according to their effects.

FLOOD



All players must **DISCARD 1 TECH-BASED SOLUTION CARD** or **Special Solution Card** from their hand that has the flood warning sign



WILDFIRE



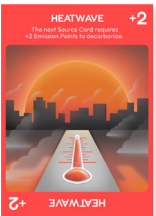
All players must **DISCARD A NATURE-BASED SOLUTION CARD** from their hand that has the wildfire warning sign



CYCLONE



The player who draws the Cyclone Card randomly takes one card from the left player and continue clockwise. Skip any player that has no card on hand.



HEATWAVE:

Place this card next to the face-up Source Cards.

The **Emission Point** required to decarbonize any Source Card is **increased by +2**

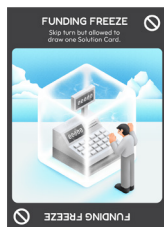
EMISSION POINTS

7	HOUSE	7	AVIATION	8	PASSENGER CAR	HEATWAVE +2
3	3	2	2	1	4	4
3	3	2	2	1	4	4
7	7	7	7	8	8	8
7+2=9	7+2=9	8+2=10				

Player who decarbonizes the next Source Card keep the heatwave card, which will worth +2 at final scoring

SABOTAGE OTHER PLAYERS

You may play multiple Sabotage Cards during your turn.



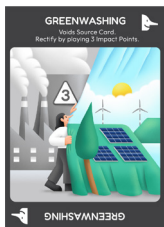
FUNDING FREEZE

The mission can not progress without funding. The investment delay leads to stagnation.

You may play a Funding Freeze Card on any player.

THAT PLAYER CANNOT PERFORM ANY ACTIONS ON THEIR NEXT TURN EXCEPT DRAWING A CARD.

After their turn ends, discard the Funding Freeze Card to the discard pile.

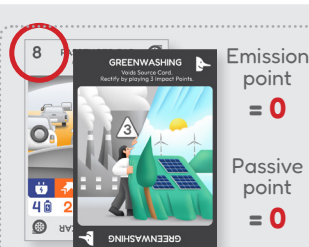
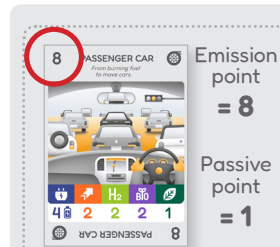


GREENWASHING

Greenwashing is the practice of promoting misleading or false solutions that do not make a real impact.

You may play a Greenwashing Card to cover a Source Card in another player's area.

GREENWASHING CARD CANCELS ALL BENEFITS OF THAT OWNED SOURCE CARD, INCLUDING ITS PASSIVE IMPACT POINT AND END-GAME SCORING. Each Source Card can only have one Greenwashing Card at a time.



CLEAR GREENWASHING CARDS

You may play any Solution Card(s) with a total of **THREE OR MORE IMPACT POINTS** that match the Source Card covered by a Greenwashing Card. This removes the Greenwashing Card and restores all benefits from that Source Card.

You may clear multiple Greenwashing Cards in a single turn.

Clear the Greenwashing Card by collecting the total of **3 or more** Impact Points.



GAME END AND SCORING

The game ends when the last Source Card is decarbonized, or the last Solution Card is drawn.

No further action can be taken after it. Proceed to the scoring immediately.

THE PLAYER WITH THE HIGHEST SCORE WINS

FINAL SCORE CALCULATION:

SUM TOTAL EMISSION POINTS

sum emission point of your decarbonized Source Cards except ones covered by Greenwashing Cards.

ADD POINTS FROM NATURE-BASED



Each Nature-Based
+3

Own all four
Add +12

Example



Sum of
Emission
points
(7+7+9+7)
30 pts.

Nature-Based
(3x2)
6 pts.

+ combo
bonus
*For Full Mission Mode
only (refer to next page)

FINAL SCORE
+ 56 pts

FULL MISSION MODE

For experienced players who understand the game mechanics and want a deeper strategic challenge. Play as usual. At the end of the game, calculate scores normally, then apply any additional combo bonuses.



COMBO BONUS



Energy Cleaner

ELECTRICITY and OIL AND GAS

+20



Manufacturing Expert

Any 2 of CEMENT, STEEL, or PLASTIC

+10

All 3 of CEMENT, STEEL, and PLASTIC

+20



Master of Transport

Any 3 of CAR, TRUCK, AVIATION, and SHIP

+20

All 4 of CAR, TRUCK, AVIATION, and SHIP

+30



Green Developer

Any 2 of BUILDING, HOUSE and WASTE

+10

All 3 of BUILDING, HOUSE and WASTE

+20



Agriculture Decoder

Any 2 of FARM ANIMALS, CROPS or F&B

+10

All 3 of FARM ANIMALS, CROPS and F&B

+20



Nature Restorer

DEFORESTATION

+ any Nature-Based Cards on hand

**+6 for each
nature**



THE RULE BOOK

IF ALL SOURCE CARDS ARE DECARBONIZED,
MISSION ZERO IS COMPLETE—
HUMANITY AVOIDS CLIMATE CATASTROPHE.

