

# Big World, Small Planet

## Introduction

Welcome to Big World! Your task, as a major world power, is to use your influence to lead humanity into a newer, greener age. By converting your main revenue streams to greener solutions and amassing your following to complete Small World projects, you must beat your opponents to the punch and become the most influential country on Earth. Can you complete your projects before your opponents and prove yourself among the greats?

*“We’ve gone from being a small world on a big planet to being a big world on a small planet.” - Robert Davies*

## Components

- Big World cards
- Small World Project cards
- Coins
- Green tokens
- Two 6-sided dice

## Setup

Sort the Big World cards by type and make a pile for each card. Lay them out on the table from lowest number to highest number. Each player starts with 5 coins, one farm, and one lumber company. Each player also starts with the four Small World Project cards, flipped to the incomplete side. The last player to use a plastic straw goes first.

## Game Overview

The objective of the game is to transition your economy from a big world economy to a small world economy. You will do this by purchasing “big world” cards to boost your economy in order to fund your large-scale “small world” projects.

# Rules

## Your Turn

### Roll Phase

The active player rolls 1 die (or 2 dice, if they have completed the \_\_\_\_ project). Starting with the active player and progressing clockwise around the table, each player may activate their Big World cards that correspond with the number showing on the dice (see Big World Cards).

### Buy Phase

The active player may either spend coins to purchase one Big World Card or spend green tokens to complete one Small World Project.

### Optional Degrowth

Any player may completely pass their turn to enter a degrowth phase. In the degrowth phase, the player chooses one building type (i.e. fishery) that they have at least two copies of. They must then pay coins equal to double the cost of the card, then return any excess copies of the card to the supply. The player flips the card to the degrowth side and takes a green token from the supply.

## Big World Cards

There are 4 colors of Big World cards: gray, red, orange, and green. Big world cards always activate in that order: first red, then gray, then orange, then green. Big world cards have a number displayed in the top, center of the card. When this number is shown on the dice, the card is then activated.

### Red Cards

Red cards are large corporations that have a heavy impact on the economy and environment. These can only be activated on an opponent's turn, and typically result in that player paying money to the owner of the red card. If you owe multiple opponents for a red card, first pay the player immediately to your right, then continue counter-clockwise around the table.

### Gray Cards

Gray cards are staple economic influences and can be activated on any player's turn, as long as the number shown on the dice matches the number at the top of the card. Gray cards typically give the player a small amount of income.

### Orange Cards

Orange cards are entrepreneurial ventures that give a stronger income than gray cards, but can only be activated on the player's own turn.

### Green Cards

When a card is flipped to the degrowth side, it shows the color green. Green cards only activate on your turn, but give a powerful reward. Once you have a green copy of a Big World card, you may not purchase additional copies of that card (ex. a player with a green agriculture card may not purchase agriculture cards).

### **Depletion Event**

When a card pile is depleted, all players except the active player must return all copies of that card to the supply (non-green sided cards). The active player loses 2 coins in addition to the cost of the card they purchased to deplete the pile. You may not deplete a pile if you cannot afford to pay this cost.

### **Small World Project Cards**

Small World cards are the victory condition for Big World, Small Planet. The first player to complete all four of their Small World cards immediately wins the game. Small World projects can be completed during the “Buy Cards” phase of a player’s turn.

#### **Green Committee (1 green token cost)**

When this project is completed, the player earns one green token each time one of their green cards is activated.

#### **Clean Energy (2 green token cost)**

When this project is completed, the player earns the option to roll 1 or 2 dice each turn.

#### **Renounce Consumerism (4 green token cost)**

Any player who has completed this project may reroll one or both dice once per turn.

#### **Global Influence (8 green token cost)**

Any player who has completed this project may pass their turn to immediately gain 1 green token.

### **End of Game**

The game ends immediately when a player completes their fourth Small World Project card. That player wins the game!

### **Credits**

Andy Bonny

Cammy Bonny

Marty Martinson

Jessica Martinson

Mozzie Bonny

9

**COAL MINE**  
Get 5 coins from the supply (anyone's turn)

6

9

**CLEAN ENERGY**  
After your turn, you may place 1 coin on this card. When activated, get coins equal to the number of coins on this card

12

10

**McPatty's**  
**RESTAURANT**  
Get 2 coins from the active player

3

10

**MAIPAL BURGERS + FRIES**  
**RESTAURANT**  
Get 5 coins from the active player

6

11

**PEACHES**  
**FRUIT PACKING PLANT**  
Get 3 coins from the supply (anyone's turn)

3

11

**ORCHARD**  
Get a green token from the supply (anyone's turn)

6

12

**LIVE BETTER**  
**SUPERMARKET**  
Get 5 coins from the active player

4

12

**market**  
**FARMERS MARKET**  
Get 6 coins from all players (your turn)

8

5

**FOREST**  
Get 1 coin from the supply (anyone's turn)

3

5

**FOREST**  
Get 3 coins from supply (anyone's turn)

6

6

**OIL MINE**  
Get 2 coins from all players (your turn)

6

6

**CLEAN ENERGY**  
Get 5 coins from two players (your turn)

12

8

**WATER BOTTLE PLANT**  
Get 3 coins from supply for each green big-world card owned

3

8

**WELL**  
Get 3 coins from supply for each green big-world card owned by all players

6

7

**FISHERY**  
If you have completed the green committee small-world card, get 3 coins from supply

2 (anyone's)

7

**FISHING BOAT**  
After every depletion event, take 8 coins from supply (anyone's)

4

1

**CORN FIELD**  
Get 1 coin from the supply (anyone's turn)

1

1

**CORN FIELD**  
Get 3 coins from the supply (anyone's turn)

2

2

**RANCH**  
Get 1 coin from the supply (anyone's turn)

1

2

**RANCH**  
Get 3 coins from the supply (anyone's turn)

2

3

**TECH STORE**  
Get 1 coin from the active player

2

3

**TECH STORE**  
Take 3 coins from the active player

4

4

**CLOTHING STORE**  
Get 3 coins from the supply (your turn)

2

4

**CLOTHING STORE**  
Take 1 card from any player and pay its cost (your turn)

4