

consequence CARDS

When completing a turn, the *active player* has to draw a new consequence card. There are few types of consequence cards:

- **Immediately:** the effect on the card has to be applied immediately.
- **Keep:** the player keeps the card and apply the effect until the card is removed or the game ends.
- **Next turn:** the effect is applied on the next turn.
- **Once:** the player keeps the card and can use it at anytime, then discard it.

contents

45 *positive consequence cards*

45 *negative consequence cards*

36 *solution cards*

36 *problem cards*

1 rule book

ABOUT THIS GAME

This game was created by a team of 3 people during the Global Game Jam 2020 in Inno Games. The theme of the Jam is “Repair” and the event lasted a full weekend.

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INTRODUCTION

Welcome to **Fix Humanity** game. This game is a cooperative game where players try to fix the many problems that humanity is causing and facing before hope fades away. This should be played with a grain of salt in a relaxed atmosphere where everyone can share its views and discuss about various topics.

GAME SETUP

- Shuffle all the *problem cards* and reveal 4 faceup for everyone to see.
- Shuffle all the *solution cards* and give 4 to each player.
- Determine the first player to start as the *active player*.
(eg. the person who most recently did a good deed).

TURNS

1 - THE ROLE OF THE **ACTIVE PLAYER**

One of the players is the **active player** for the game turn. That **active player** must:

1. Examines the revealed **problem cards** and the **solution cards** in his hand.
2. Secretly choose one of the revealed **problem cards** to try to solve during the current turn.
3. Reveal 1 or more **solution cards** from his hand to the other players. The picture should somehow provide a way to fix the previously chosen **problem card**. Be creative and try to think out of the box.
4. Replenish your hand up to 4 **solution cards**.

2 - THE ROLE OF OTHER PLAYERS

1. The other players can discuss among themselves to find which problem was chosen by the **active Player**. The **active player** can not take part in this or communicate in any way.
2. As a team, the players announce what **problem card** they think the **active player** is trying to solve.

3 - REVEALING THE CHOSEN PROBLEM CARD

The **active player** reveal the chosen **problem card**: the players successfully solved the problem if they found the correct one.

4 - END OF TURN

✓ PROBLEM SOLVED

If the **problem card** was solved, the **active player** must:

1. Take a **positive consequence card** and apply its effect.
2. Put the resolved **problem card** in a stack of resolved problems.
3. Reveal a new **problem card** from the deck of **problem cards**.

✗ PROBLEM NOT SOLVED

If the problem was not solved, the **active player** must:

1. Take a **negative consequence card** and apply its effect.

Check the winning and losing conditions for the game. If none of them are met, the game continues, the player to the left of the current **active player** becomes the new **active player** and a new turn starts.

END OF THE GAME

The players wins the game if they manage to solve 8 **problem cards**.

The players loses the game if they have 8 **problem cards** revealed.