

Displacement: Rules

Getting Started

- Draw one of the green region cards. This card will tell you the climate of your country.
- Draw one pink goal card. Every player has their own objective; this card will tell you what you need to do to win the game. It may be in your interest to keep this card hidden from other players.
- Every player starts with five tokens. Draw five tokens. Keep them in the “Tokens” space on your game board.
- Every player starts with three communities (three population pins per community). Draw three communities (small cork squares) and populate them with three population pins each (population pins, of any one color). Keep your communities on the square grid on your game board, starting with the triangular start position. A community is full when it has three population pins living in it.
- Every player also starts with three displaced population pins. The displaced population pins can be kept on the cork board attached to your wooden game board.
- It costs three tokens to buy a community.



Example Gameboard Setup

Your Turn

- The oldest player gets the first turn. Turns proceed clockwise after the first person.

- When it is your turn, draw a blue scenario card. You may want to use tokens to block the scenario; the number of tokens required to do so is listed on the card as its cost. If you do not have enough tokens or do not wish to block it, you must deal with it otherwise.
 - If you block a scenario, the scenario does not have any effect (on active players or any other players).
 - If a scenario card notes that it has Safe Regions, and your country matches the description of those Safe Regions, you are unaffected by the scenario. If the active player is a Safe Region but the scenario card specifies that it impacts other players, the other players may still be affected.
 - You cannot go into debt or have negative tokens. If the monetary cost of a scenario card you've drawn is greater than the amount of money you have, you simply lose all of your tokens.
 - Once you have drawn your scenario card and decided not to block it, you must face the consequences of the card. These consequences may include:
 - Population loss: When population pins die from a scenario card, return their population pins to the game box. Remove unhoused population pins first and housed population pins second.
 - Community loss: If the result of a scenario card is a loss of housing, begin removing communities at the top left square of your board. Any population pins in those communities are moved to your displaced cork board.
 - Population growth: If a scenario card results in an increase in your population, draw more population pins that are the same color as your native population.
 - Financial change: Draw or lose tokens.
 - Migration: All players follow the instructions on the scenario card.
 - Once the situation card has impacted your board, you must account for your population's needs. You may respond by:
 - Buying permanent communities for three tokens each to house a larger population, and moving any displaced residents to these communities.
 - If you have displaced population pins but cannot afford a full community, you can keep them in your country by paying for emergency shelter. The cost of emergency shelter is one token per displaced population pin. Doing this does not grant you a full cork square, it only allows your displaced residents to remain on your large cork emergency area for an additional turn.
 - If you do not have tokens to pay for emergency shelter, you must ask another player to accept your displaced population pins. Distribute your

displaced population pins as you wish to the different players. They may not refuse your migrants.

- Beginning with your second turn, at the end of your turn, collect one token per full community (e.g., if you have two communities with three population pins and one with two population pins, collect two tokens at the end of your turn.)
- Put used scenario cards in a discard pile. Once you have depleted the original deck of scenario cards, shuffle the discard pile and use the shuffled cards as the new scenario card deck.
- If at any point in the game you have no populations, you continue playing as you can.

How to Win

- When the objective stated on your goal card is fulfilled, you must announce that you have won the game.
- Objectives
 - Humanitarian nation: ensure that all population pins among all players are housed in permanent communities.
 - If you are a humanitarian nation and your goal is for every population pin on the board to be housed, you may win in conjunction with another player. If there are two humanitarian players, once their goal is achieved, they both win simultaneously.
 - Metropolitan nation: fill all 16 communities on your own board.
 - Entrepreneurial nation: collect 15 tokens.

Scenario Cards

- Individual Crises
 - These are crises that only affect one nation at a time, and only for the duration of one turn. Most are natural disasters (Tornado, Flood, Hurricane...) except for Regional Conflict. If you are not safe from a Crisis you must pay the specified cost, or sustain the specified damage.
 - Example: You draw Forest Fire. Sparse regions are safe, but your region is Taiga, a boreal forest with mountains-- not sparse. You have the option to pay 3 tokens to avoid it, or lose one community and one population pin.
- Baby Boom
 - Baby Booms also affect only one nation at a time, and only for one turn. No regions are safe from a Baby Boom (although it's not necessarily a Crisis). You may pay to avoid it, though.
 - Example: You draw a Baby Boom. No one is safe from a Baby Boom. You have the option to pay the specified amount of tokens (every Baby Boom is different) or take the specified amount of population pins.
- Stock Market Crash

- Stock Market Crash affects the nation that drew it for multiple turns, and all other nations for just one turn. No regions are safe from the Stock Market Crash unless the player who drew it is able to pay the specified amount to avoid it.
- Example: You draw a Stock Market Crash. You have the option to pay 7 tokens to avoid it, but you don't have 7 tokens. You lose 3 tokens, and all other players lose 2 tokens. You must now keep the card. You will not earn tokens for any fully house nation for this turn and the next turn. After your next turn you can discard the Stock Market Crash card. The other players only lose tokens, they can continue earning tokens.
- Pandemic
 - Pandemics affect all nations, and only arid nations are safe from it. It only lasts one turn, and can be avoided if the player who draws it pays the fee.
 - Example: You draw a Pandemic. You are not an arid nation, so you will be affected by it. You have the option to pay 5 tokens and avoid it, but you do not have 5 tokens. You and all other players, except for arid nations, must lose 3 population pins.
- Market Boom
 - Market Boom affects the nation that drew it for just one turn. No nations are safe from it and it cannot be avoided by a fee (because it is not a Crisis).
 - Example: You draw Market Boom. You gain 1 community and 2 tokens.
- Tech Innovation
 - Tech Innovation affects the nation that drew it for just one turn. No nations are safe from it and it cannot be avoided by a fee (because it is also not a Crisis).
 - Example: You draw Tech Innovation. You gain 2 tokens.
- Mass Urbanization
 - Mass Urbanization requires participation from all players for just one turn. No nations are safe from it and it cannot be avoided by a fee (because it is not a Crisis).
 - Example: You draw Mass Urbanization. Each player sends one population pin to the nation with the most communities. If two or more nations have the same number of communities, whichever of the eligible group is closest going clockwise from the player who drew the card, receives the migrants.
- Development Aid
 - Development Aid requires participation from the wealthiest nation for just one turn. No nations are safe from it and it cannot be avoided by a fee (because it is not a Crisis).
 - Example: You draw Development Aid. The nation with the most tokens must donate 4 to the player with the least tokens. If there are two players with the same amount of tokens who have the most tokens of all the players, the player that is

closest to the player who drew the card going clockwise gives their tokens to the poorest nation. If the wealthiest nation has less than 4 or fewer tokens, they must give however many tokens they have to the poorest nation.