

# Game Cards



### Explosion!

Your factory drill breaks into a high-pressure reservoir of steam causing a deafening eruption releasing 220 tons of hot vapour. You need more village-workers to repair the damage and build more pipes for the extra hot vapour.

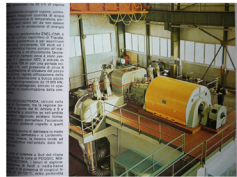
Throw the die to find out how many more workers come to work in your power station.



### Population Boom!

Geothermal energy production increases with the growing demand for electricity across the country. As a result, your power station expands and new homes designed by Giovanni Michelucci and his team are constructed by Larderello.

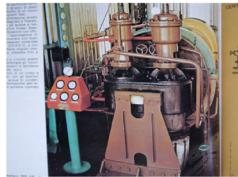
There is a population boom. Throw the die to find out how many more village workers come to work in your power plant.



### High-tech!

Congratulations - your factory is modernised! You have bought machines with the profits you made from selling electricity produced with geothermal energy. Your new automatic technologies can be controlled remotely and your high-tech power station needs fewer workers.

Throw the die to find out how many village-workers you have made redundant.



### Improvement!

Congratulations - you bought a new machine. Open a new power station remotely at any available source of geothermal energy. Your new machine is more efficient and you do not need as many labourers.

Dismiss 2 village-workers.



### Workers!

More people come from across the country to work for your pioneering geothermal industry at Larderello.

Throw to die to find out how many more village-workers work at your power station.



### New Investments!

Your power station is automated and produces enough electricity to sell to other countries. With your extra profit you open a new International School of Sustainable Energy Research and a leading Academy of Land Art which brings more people to the region.

Double your population of village-workers.



### Modernisation!

Congratulations - your factory is modernised. Open an automated power station remotely at any available source of geothermal energy. Your modernised power station is so efficient that you do not need as many village-workers.

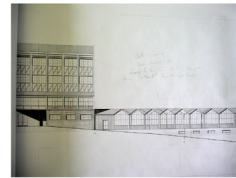
Throw the die to find out how many village-workers you make redundant.



### Modernisation!

Congratulations - your factory is modernised. Open an automated power station remotely at any available source of geothermal energy. Your modernised power station is so efficient that you do not need as many village-workers.

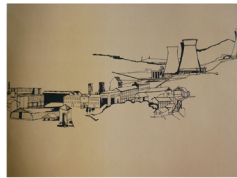
Throw the die to find out how many village-workers you make redundant.



### Modernisation!

Congratulations - your factory is modernised. Open an automated power station remotely at any available source of geothermal energy. Your new power station is so efficient that you do not need as many village-workers.

Throw the die to find out how many village-workers you make redundant.



### Automation!

Congratulations - your factory is automated. You can increase your profit.

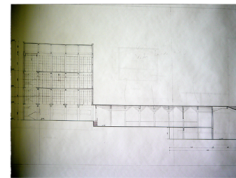
Keep only 4 workers to operate your machines with remote controls. The rest of your village-workers become unemployed and abandon the villages.



### Specialist Workers

You have decided to build new homes for your workers. The architectural design, health-care, education, safety and comfort provided in the new industrial village are so good that scientists and specialists also come to live and work in Larderello.

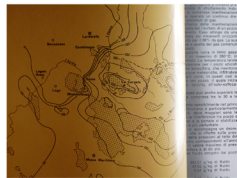
With the new geothermal engineers you employ your worker population is increased by 4.



### Automation!

Congratulations - your factory is completely automated! You can now maximise your profit. Keep only 1 worker to operate your machines with a remote control.

Dismiss the rest of your village-workers. Your opponent takes all the workers you made redundant.

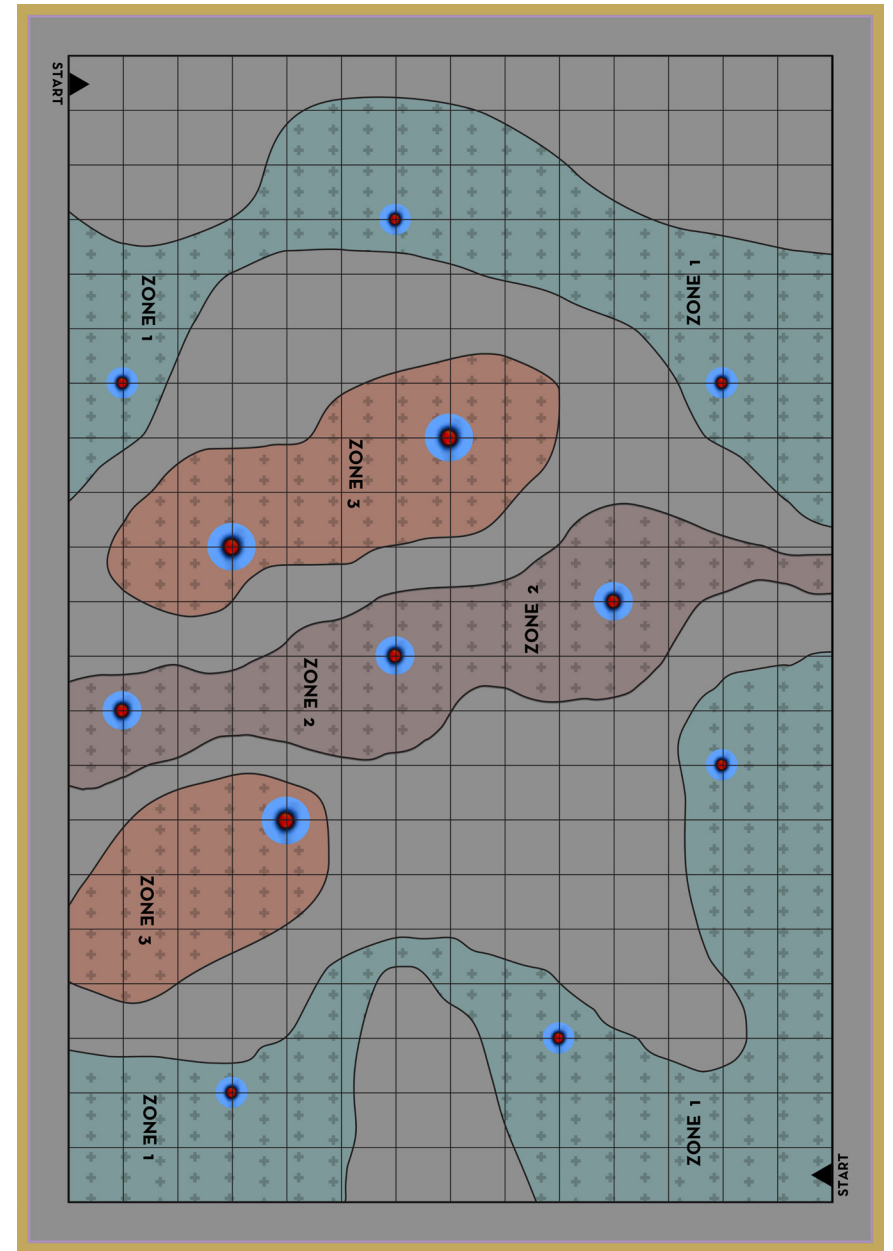


### Low Pressure!

You have over-drilled the earth to release hot vapour and make more electricity. As a result, the pressure across Valle Del Diavolo has decreased and no machines can operate.

Both you and your opponent close half of your power stations and make redundant half of your village-workers who abandon their homes and go to live elsewhere.

# Board



## Instructions

LARDERELLO: the board-game  
for 2 players / 2 teams

### GAME PIECES

Game board

1 die

Pipe-tiles (arrange them in one or more stacks)

Village workers

Power stations

Cards corresponding to each of the 3 zones

### ENVIRONMENT

A region with 3 zones (1 = warm, 2 = hot, 3 = boiling) which have sources of energy indicated with blue and red dots.

### TASK

Using pipe-tiles, each player/team must build a pipeline connecting the sources of energy on the game board starting from zone 1, moving to zone 2, and then to zone 3.

Each time a player/team connects to a source of energy, a power station is constructed and the player/team wins a population of village-workers equal to the number of steps traversed since the previous station (be it the start of the game or a previous power station).

The player/team who finishes with the largest number of village-workers wins the game.

### RULES

Throw the die in turns. The player/team with the highest score starts the game.

Each player/team begins with a population of 1 village-worker.

Players/teams play in turns using the die, laying on the game board a number of pipe-tiles equal to the number shown on the die, and selecting one pipe-tile at a time.

Pipe-tiles must connect directionally to form a continuous pipeline.

If a selected pipe-tile is not desired by a player/team, put it back at the bottom of the stack and continue selecting your remaining number of pipe-tiles.

More than one pipeline may start from one power station (as long as one of the four positions around the source of energy is available).

A player/team with more than one power station may construct more than one pipeline simultaneously.

Some pipe-tiles direct the players/teams to cards. Follow the instructions on the cards. Make sure to select a card which bears the number of the zone where you are still operating:

- Select card 1 if there are still available sources of geothermal energy in zone 1.
- Select card 2 when all zone 1 sources of energy have power stations and there are available sources in zone 2.
- Select card 3 when all zone 1 and zone 2 sources have power stations.