

CRISIS BOREALIS

WELCOME TO CANADA...

...the true north, strong and free. It's 2025 and climate change is particularly pronounced here.

Over the past few decades, floods, forest fires and heatwaves have increased in frequency and intensity.

Oil extraction has also increased despite the well-known link between burning fossil fuels and the rising average global temperature that drives climate disasters.

In CRISIS BOREALIS, players work together as a team to assist Canadians beset by climate disasters.

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Many locations in the game correspond to historical events in Canada where rescues were needed, and may be needed again.

Centres of oil production are also represented. Here, workers captured by the fossil fuel industry need help to transition to clean energy jobs.

The game is won only when political consensus to move away from fossil fuels is reached, mitigation measures for floods, fires and heatwaves have been put in place, AND all black cubes on the board have been removed.

The game is lost if disasters are allowed to accelerate.

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ACTIONS

SET UP AN EMERGENCY OPERATIONS CENTRE

Discard the card matching your location. Place EOC.

RESCUE

Remove 1 cube from your location. If that DISASTER enjoys CONSENSUS, remove all cubes of that colour.

SHARE INFORMATION

At a location with another player, give the card matching that location to them, or take it from them.

ACHIEVE CONSENSUS

Tuck the card matching your location, and discard 4 cards of the same colour to establish a CONSENSUS TO ACT on that type of DISASTER.

ACTIONS

DRIVE / FERRY / CARGO FLIGHT

Move your PAWN along a line to another location.

DIRECT FLIGHT

Discard a card from your hand to move your PAWN to the location named on that card.

CHARTER FLIGHT

Discard the card matching the location of your PAWN to move to any location.

GOVERNMENT TRANSPORT

At an EMERGENCY OPERATIONS CENTRE, move your PAWN to another EMERGENCY OPERATIONS CENTRE.

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