# Lithium

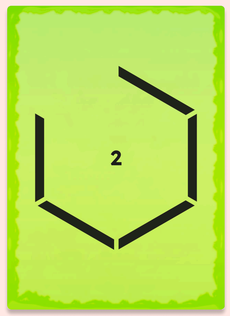
**In Lithium, you play as one of three social groups of your choice - Activists, Locals, or the City - while fighting against a planned lithium mining project in Cínovec, Czechia. The mining will significantly affect the entire Ústí nad Labem region.**

The developer of the project seeks to start the mining quickly, regardless of interests of any social group in the region. You aim to stop this project. In order to defeat the developer, you must cooperate with the other two groups. Each of your actions may bring unexpected reactions, which make you to consider various factors when creating a winning strategy. These factors span local community, global economy, climate crisis, an impact on nature and a fair energy transition. Each social group has different actions and tools at its disposal.

# Your goal

The goal of the game is to find a just and environmentally friendly solution to lithium mining in Cínovec. This can be achieved in three ways: by stalling mining, by blocking the developer, or by trying to disrupt or change the mining project politically. The latter can be pursued by successfully organizing a deliberative group.

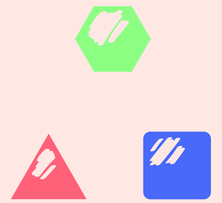
To win the game, it is essential to join forces with all social groups and gain broad societal support.




**Deliberation project cards**
A total of 9 project cards - when you complete them, you win the game.



**Degree of support**
Symbolizes your public support. It can replace other sources if you need to pay.



**Symbols of social groups**
If you have the same number of cards from each group, you win the game at the end of the turn.

# Lithium Contents

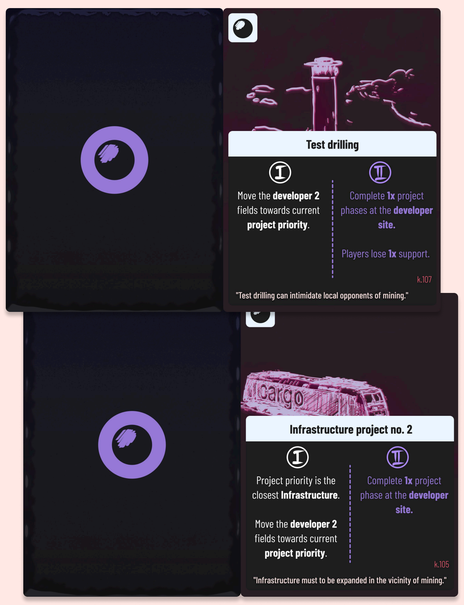
Resources: Motivation , Energy , Finances , and the degree of Support




**Map fields**
Total 34 hexes

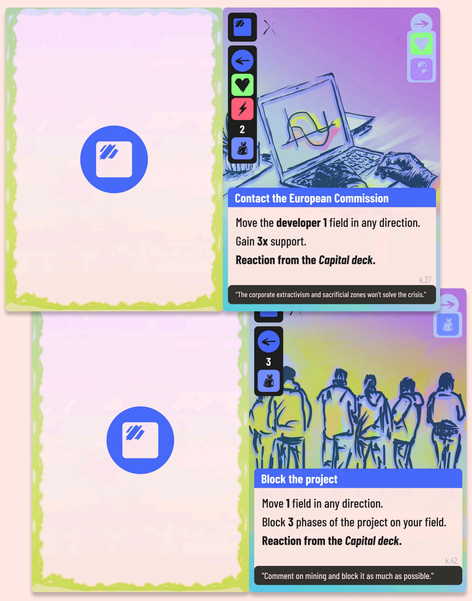



**Deliberation project cards**
A total of 9 cards sorted by the number on the back of the card - They are projects - if you complete them all, you win.




**Developer's cards**
A total of 10 cards that control the movement and actions of the developer in the game.

**Resource symbols**
Symbols (tokens) are used to count the resources available to you in the current round. (In the board game, you can replace them with coloured stones of your choice.) The number of tokens you play with determines the number of resources in the game.



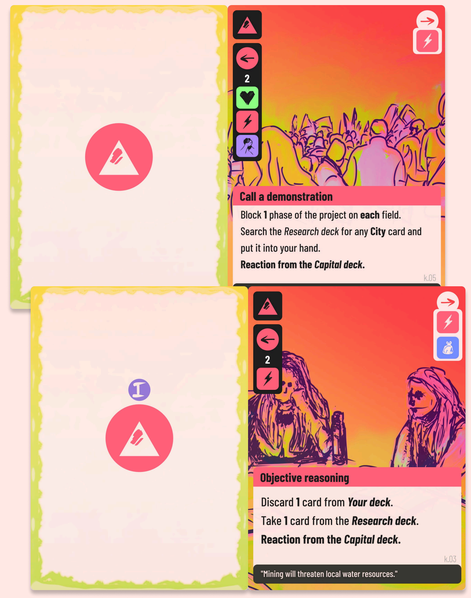

**City Action cards**
A total of 16 cards - 8 of which are starting cards with symbol I on the back.



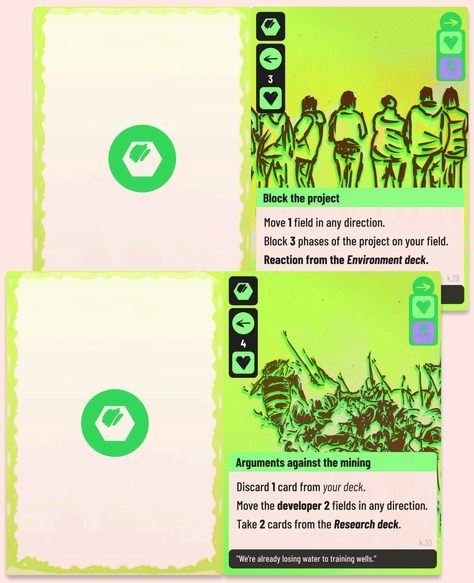

**Reaction cards**
A total of 24 cards divided into three decks: Capital , State and Environment .



**Project Phase Counters**
The progress on the hex parts shows the number of phases required to complete the developer's project on this field. A field without any of these hexes on has no assigned project. In a board game, you can replace them with dice.




**Activist Action cards**
A total of 16 cards - 9 of which are starting cards with the I symbol.




**Local Action cards**
A total of 16 cards - 9 of which are starting cards with the I symbol.



**Player and developer figures**
Used to mark the position of actions on the map.

# First scenario set-up

1. Choose your group (Activist, Local, or City) and take its starting deck - cards with the matching symbol. I

2. Shuffle your deck and place it to the left of the map (on the space designated for your deck).

3. Setup the map hexes according to the plan.

4. Shuffle the 3 reaction decks according to their symbols and place them on their respective spaces.

5. Shuffle the Developer's deck and place it in the upper right corner. Turn over the top card and place it in position I. Place the second card in position II.
On the first pla… 04, 105 and 109 from the de…

6. Shuffle the remaining starting group cards into a the new Research deck.

7. Create a research cards menu by flipping the top two cards of the Research deck up and placing them consecutively to the right of the Research deck.

8. Line up the Deliberation cards and turn over the first project: place a card to the right of the Deliberation deck.

9. Place your group piece on its starting space - according to the group's symbol on the map. Finally, place the Developer on any project space: this becomes Developer's priority.

10. Start the game. Take 3 cards from your deck into your hand and add the resources marked on your space.

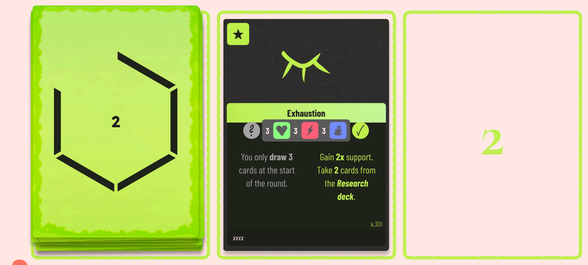
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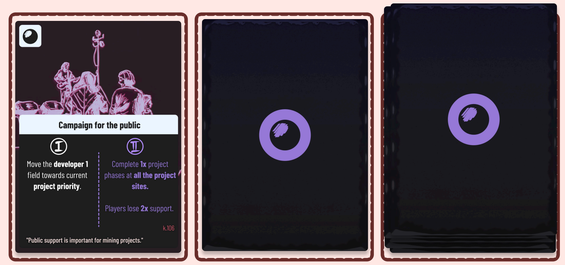

Research deck ? ?

8




Deliberation deck

5




I II Developer's deck



Dice for counting years and rounds.

4



Capital reactions



State reactions



Environment reactions

3




9

Burnt Cards

Played Cards

Stash



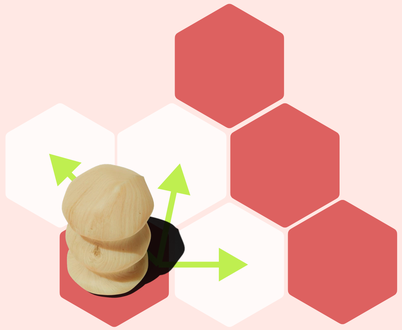
Your deck

1 2

10 ? ? ? 4

- You start each game with 4 x support.
- Your support stays the same between rounds - you can have a maximum of 10.
- Motivation, Energy and Finance resource tokens disappear after each round.

# Actions in each round



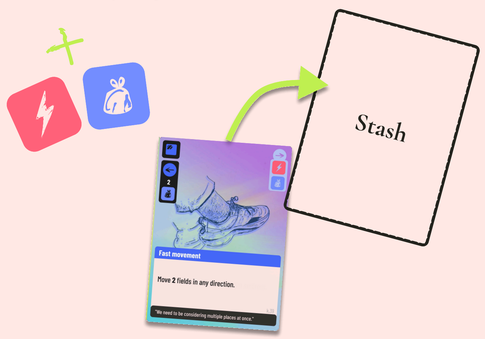
a. Move your figure 1 field.




b. Draw 4x cards from your deck.




1. Playing actions of a card.




2. Playing a card into the stash

## Actions at the beginning of your round

a. **Movement in the first phase of the round:** Move your figure 1 field.
b. **Draw 4x cards from your deck.**

## You can take actions in your round as long as you have cards in your hand

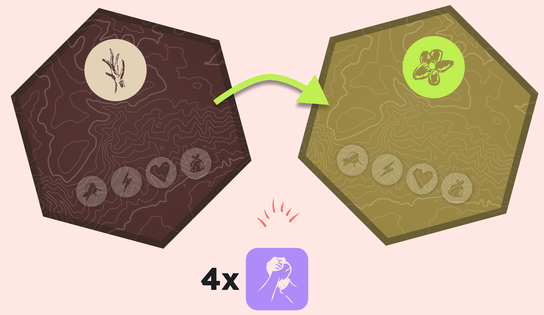
1. **Playing actions of a card:** Pay the necessary resources (top left corner of the card) and then play a card to the right of the played cards. Play its actions one by one. If you are missing any resources, you may use a support point instead of each one.
2. **Playing a card into the stash:** Play a card to the left of the stash and get resources by their symbols in the top right corner of the card.
3. **Deliberation:** Deposit resources on a project – once you have saved the required number of resources, complete the project and play the action written on the right side of that deliberation card.
4. **Land reclamation:** If you are standing on a brownfield, you can place 4 support points on it: mark it with the "reclaimed land" field and get a card from your Research deck.
5. **Skip the round:** If you don't have a reaction card in your hand, you may choose to skip the current round.

## Ending the round

i. **At the end of the round, always shuffle the cards in your hand into your deck.**
ii. **Always shuffle your stashed cards into your deck at the end of the round.**
iii. **If you are at the end of the year, shuffle your played cards into your deck.**




3. **Deliberation:** Desposit resources on a project.



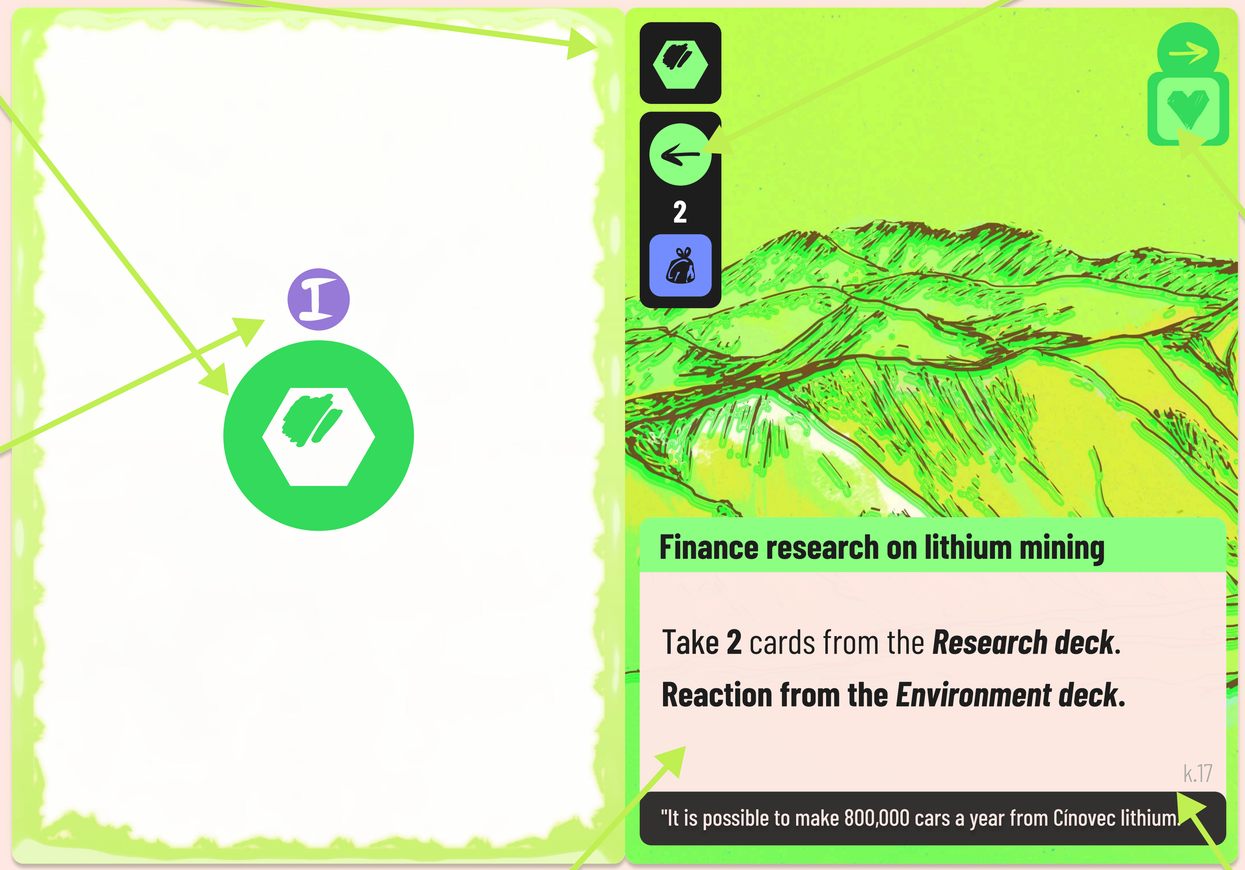

4. **Land reclamation:** Place 4 support points on a brownfield.

4. **Skip the round:** If you don't have a reaction card in your hand, you may choose to skip the current round.

i. ii. iii. At the end of the round, shuffle the cards from your hand and stack into your deck.

# Card actions

**Symbol of a social group -**
**there are three in the game:**
Locals (the hexagon symbol), Activists (the triangle symbol) and City (the square symbol).




**Price of playing a card -**
Playing tha actions of this card costs 2x Finance.

Cards played to the right are not shuffled into your deck at the end. They are shuffled at the end of the year!

**Resources from the stash**
After playing this card into your stash, you will receive the resource tokens listed on the card.
In this case: 1x Motivation

Cards played into the stash are shuffled into your deck at the end of the round.

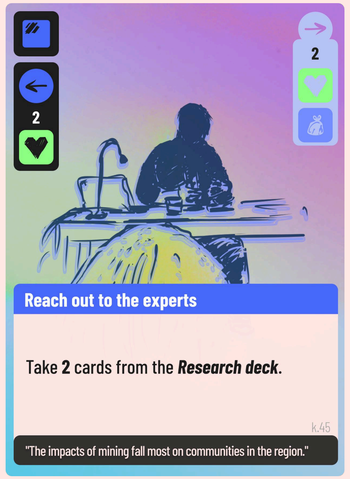
**Starting deck symbol:**
The symbol indicates that the card is part of the starting deck of the locals.

**Actions of a card -**
**After playing, perform all the actions listed on the card from top to bottom.**
Here, you first draw 2 cards and then draw a reaction card.

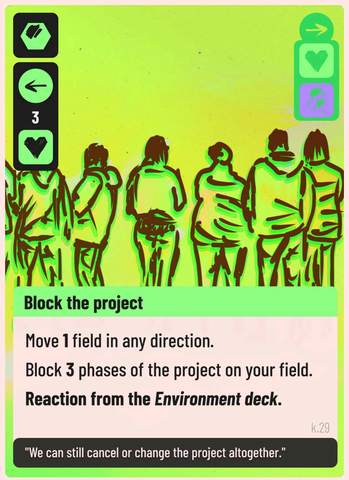
**Card reference number**

# Actions of played cards

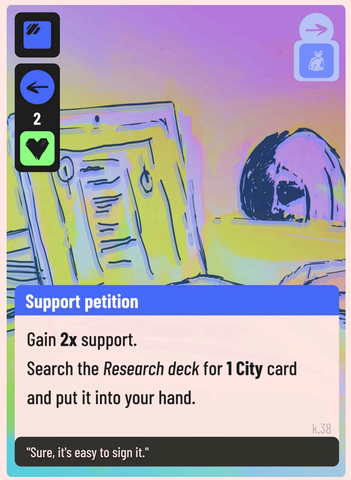
**Once you have played a card action for the number of resources (you can spend one of your support instead of any resource) in the upper left corner of the card, place it in the designated space for played cards.** Played cards are not shuffled back into the deck at the end of the round - they are only shuffled at the end of the year.




**1. Draw Cards:** This card allows you to draw a card from the top of the Research deck or its offer (2 cards revealed). Pick up the given number of cards and complete the offer.

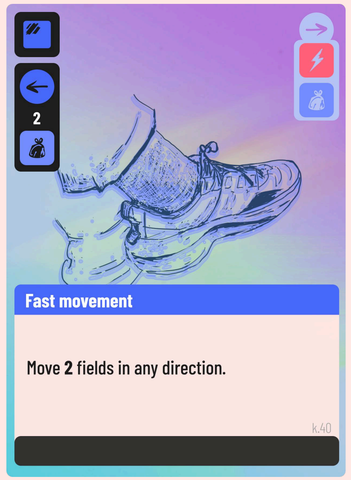



**2. Move and Block:** This card allows you to move a field during your turn. It also allows you to block the Developer's action on a field: You then block a given number of plays from the Developer's action cards.




**3. Gain/add:** These cards give you resources and Support tokens.

4. **Find any card of a *group*:** These cards search for a card in the Research deck by group affiliation. Take the card straight into your hand.




**5. Move:** Quick Move cards let you get where you need to go quickly. You can also play them in your stash and use their resources for other actions.

X **11. Exhaustion: (hard game)** If an X appears on a card, discard it out of play into the burn deck after playing it. You can only play an X once.




**6. Move the developer:** This action allows you to move the Developer's figure, thus ruining his plans on his original field.

7. **Open deliberation card:** Open another project from the top of the Deliberation deck. Note - you can only have two projects active at a time!




**8. Discard a card from your deck:** Clear your deck of unnecessary cards and dangerous reaction cards.

9. **Reaction:** Take a reaction card from the named deck and shuffle it into your deck.




**10. Sabotage:** Allows you to shuffle any card from your hand into the Developer's deck, slowing down their plans for future rounds.

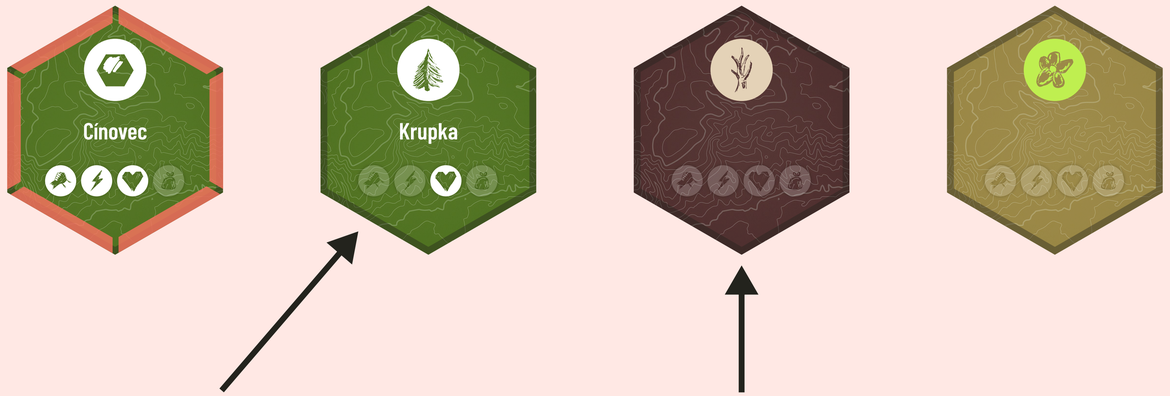
# **Map fields** (hexes)

**Active field with the Developer's project.**

Mining is planned in the Cínovce field. The project at Cínovec has 6 phases that the developer needs to complete before the project is finished.

**The Cínovec's field at the beginning of the round gives the avatar 1x Support, 1x Energy, and 1x Motivation.**

Once the project is complete, cover the box with one of the exhausted hexes.




**Land/city field.**

The Krupka field gives the avatar on the field at the start of the round +1 Motivation. The other fields give different combinations of resources.

**Exhausted hex / brownfield.**

A field depleted by project construction or mining.

**Brownfield doesn't add any resources at the start of the round.**

**Reclaimed land.**

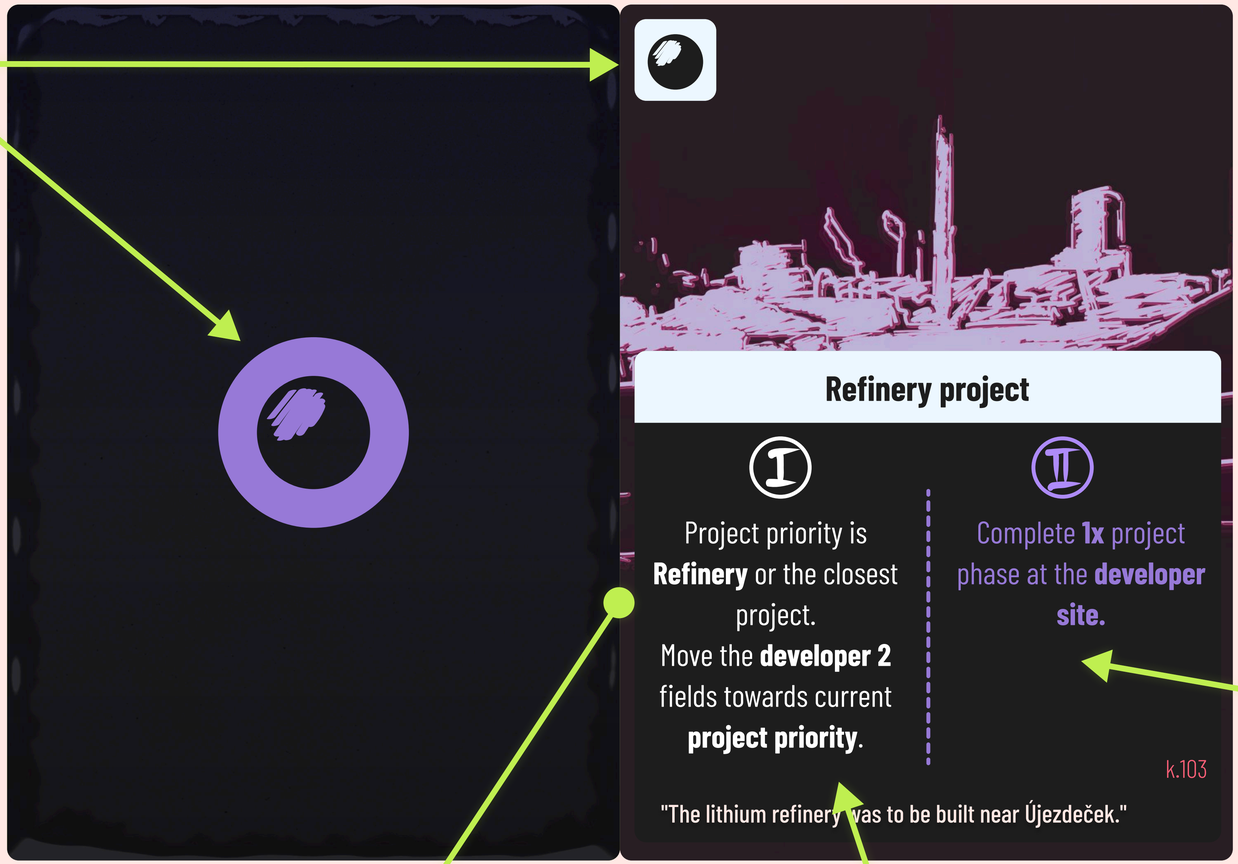
The exhausted fields can be reclaimed by placing 4x of Support on them.

Reclaimed land doesn't add any resources at the start of your turn.

**(hard game) If you have 5x reclaimed lands on your map, you gain 4x Support at the beginning of your turn.**

# Developer’s cards

**Developer's symbol:** Developer's actions are governed by the text on the Developer's cards in the order in which the card is laid out (I) and (II).




**At the beginning of each round, the Developer first shows the first phase of the movement (I).** At the end of the round, the Developer performs the second phase (II): at his current field, he completes the given action.

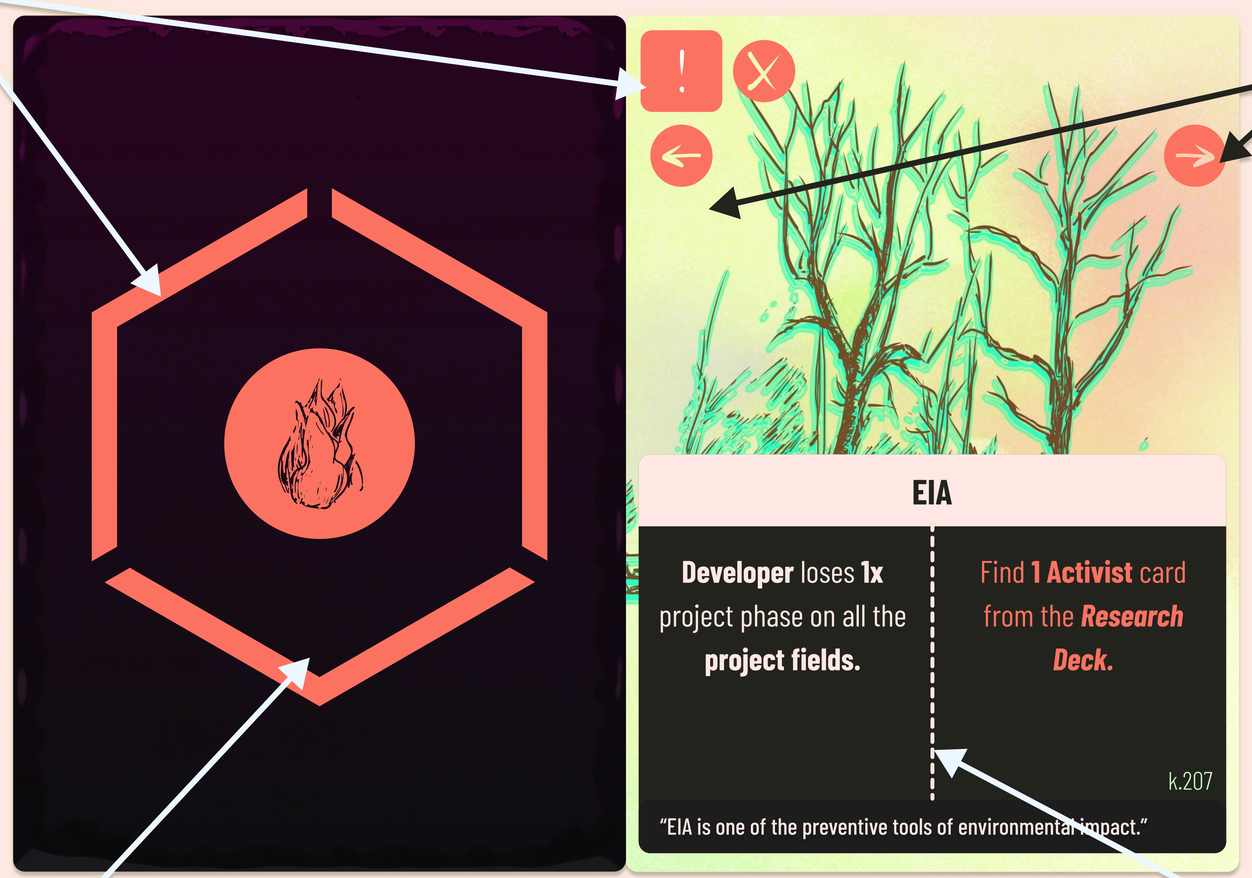
**The Developer's first phase (I):** Setting the Developer's goal and movement. He moves towards the target.

**Developer's Phase II (II):** The Developer's actions at the end of the round.

The Developer performs an action on his current field.

# Reaction cards

**The symbol of the reaction**




**The reaction card must be played during the round you draw it.**

Once played, the reaction card is moved to the Burnt deck (X).

Reaction cards are not included in the starting deck and the player re-draws them according to the actions of the played cards.

**A type of the reaction card: There are three decks of reactions:** Capital( ), State ( ) and Nature ( ).

Selecting an action on the reaction card:
**These cards present you with a dilemma.** If you have to play a reaction on your hand, you can choose which of the two actions to play.

# Deliberation project cards

**The symbol of the deliberation project and its ordering.**

This is the phase of your project. In the game, you draw these cards according to the order on the back, which symbolizes a possible real-life implementation of deliberation.




**The price for completing this project card. Enough tokens generated by cards played into the stash must be placed on the project during the player's round to complete it.**

For example, the first deliberation project - Exhaustion - requires 3x Motivation, 3x Energy and 3x Funding:
After completing a project, you do not automatically take another one; opening another project is a separate action on cards.

**Global Effect (?) - This card effect lasts each turn until you complete a project:**
For example, this card says that until it is completed, you only draw 3 cards at the beginning of each round.

**One-time effects that will be evaluated after the completion of the project.**

# Scheme of the game round

1. The beginning of the round
- Take 4 cards from your own deck (if you don't have enough cards in your deck, take how many are left).
- The Developer lays out two cards: a revealed Movement card (I) and a hidden Action card (II). If the developer's deck is empty, the year ends!
- Don't forget the active Deliberation cards, which can affect the start of the round.

2. The developer's movement
- One field towards the current project goal.
- The automata always draws at least two cards from its deck. If the Developers's deck is empty, the year ends!
- The automata reveals the first movement action drawn from the left.

3. The phases of players' movement
- Players may move one space.
- Add resources according to the field on which your figure stands. (If you have multiple groups of figures, add the resources of all fields).

4. Choosing your actions
- Each round, play all Reaction cards you have in your hand.
- Play the actions on your cards.
- Save resources on deliberation project.
- Reclaim the brownfield on your figure's field.
- Skip a round - any time if you don't have a Reaction card in your hand.

5. Evaluating the automata's second card

1. Revealing and evaluating the automata's second card.

6. The end of the round

a. Discard any remaining cards in your hand to the stash.

b. If you are at the end of the year, shuffle all your cards into your deck.

c. Shuffle your cards from your stash into your deck.

# Victory and the end of the game

## Losing

- Completion of the Developer's project
  - You lose at the end of the round once the Developer has completed more than 2/3 of the projects.
- Collective break-up
  - You lose when you own no cards.
  - You own cards from your hand and the cards in your deck.

- (hard game) Losing Support
  - You lose if your Support is zero at the end of the round.

## Victory

If you win in any way other than deliberation, you can choose not to accept the victory and try to complete the whole Deliberation project. Be careful that the developer doesn't win in this case.

- Victory by completing the deliberation project
  - Complete the last deliberation project
- Win by delaying the Developer's project
  - Winning by project delay occurs at the end of the last year of the game (in a balanced game at the end of the 4th year - a year has 4 rounds of each player).
- Victory of the broad alliance
  - At the end of the round, you have the same number of cards in your deck for each group/collective and you have at least 9 cards.

## Calculation of the deliberation result (V)

- It is calculated with respect to the number of completed projects of the developer - for each unfinished project (N) add 1 victory point.
- Next, add 2 victory points for each Reclaimed land (R) on the map.
- Add 2 points for each completed deliberation project (D ★ ).
- Add 3 points for each group (T ) in your cards (deck, cards played, stash, and hand):
  Add a maximum of 9 points if you have a representative of each group in your deck.
- Add 1 victory point for each Support (P) you have at the end of the game.
- Finally, remove 2 points for each brownfield or Exhausted land on the map (B).
- You calculate the deliberation result in every kind of victory, but if you don't finish the last deliberation project, you don't get the best future – the result of a deliberative group rejecting mining altogether.

## The formula for calculating the deliberation result

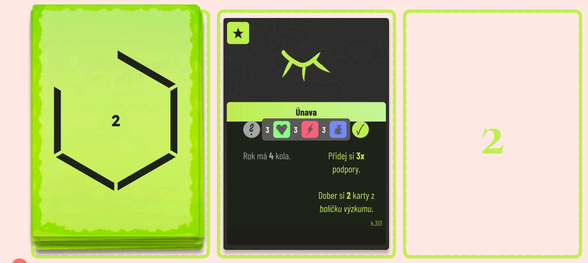
N + 2R + (D ★ x2) + (3T ) + P - 2B = V

# Second scenario set-up

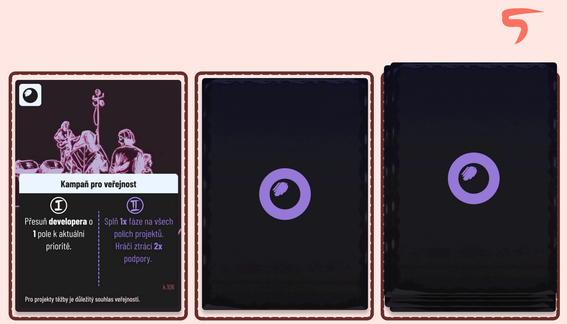
1. **Choose your group (Activists, Local or City) and take its starting deck - cards with the symbol.** .
2. Shuffle your deck and place it to the left of the map (on the space for your deck).
3. **Lay out the map fields according to the plan.**
4. Shuffle the reaction deck[s] [and] [li]ne to the symbols and place them in their places.
5. **Shuffle the Developer's deck and place it in the top right corner. Turn over the top card and place it in position I. Place the second card in position II.**
6. Shuffle the remaining group cards into the Research Deck.
7. **Create a research cards menu by flipping the top two cards of the Research deck up and placing them consecutively to the right of the Research deck.**
8. Sort the **deliberation** cards and turn over the first project card: Place it to the right of the Deliberation deck.
9. Place your group's figure on its starting field - according to the [gr]oup symbol on the map. Finally, place the developer on any project field: this becomes his priority.
10. **Start the game: add 4x Support. Take 3 cards from your deck into your hand and add the resources marked on your space.**




Research deck ? ?




8 Deliberation deck




I II Developer's deck



Dice for counting rounds and years




Burnt Cards

Played Cards

Stash



Your deck

1 2



4 Capital reactions



State reactions

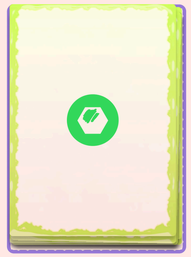


Environment reactions

10 ? ? ? 4

- You start each game with 4x Support.
- Your Support stays the same between rounds - you can have a maximum of 10.
- Motivation, Energy and Finance resource tokens disappear after each round.

# Plan of the game



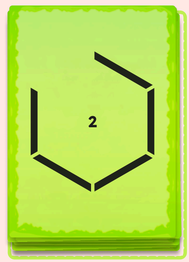
Research deck




?




?





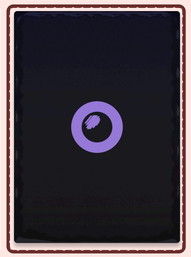




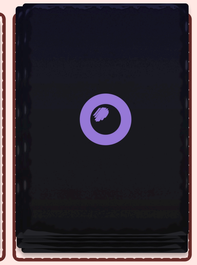

Deliberation deck




I



II



Developer's deck






Burnt Cards

Played Cards

Stash



Your deck



Capital reactions



State reactions



Environment reac

? ? ? 4

- You start each game with 4x Support.
- Your Support stays the same between rounds - you can have a maximum of 10.
- Motivation, Energy and Finance resource tokens disappear after each round.

# Balanced and hard game

? ? ? 4

- Každou hru začínáš s 4x podpory .
- Podpora ti zůstává stejná mezi koly - můžeš mít maximálně 10.
- Tokeny zdrojů motivace, energie a financí mizí po každém kole.