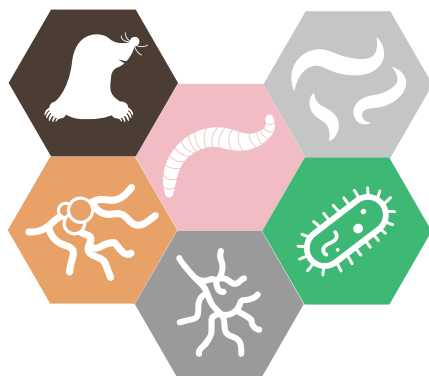
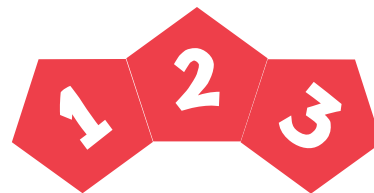


Simply cut out each token individually

Character Tokens:



Catastrophe Tokens:




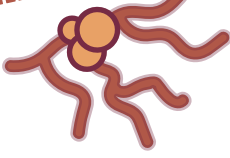



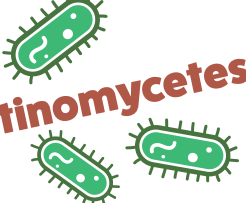
Soil Health Tokens (9):



Yield Tracker Tokens:



Character Cards: Cut out each card on the grey outlines

 <p>Mole</p> <p>A mole (<i>pronounced mohl</i>) moves in the soil via an extensive network of burrows and its main food source is earthworms.</p> <p>Abilities</p> <ul style="list-style-type: none"> ▶ Carry a character (<i>except the earthworm</i>) ⚠ Cannot go where the earthworm is <p>Speed = 4</p>	 <p>Rhizobia</p> <p>Rhizobia (<i>pronounced rye-zoh-bee-uh</i>) live in root nodules and make atmospheric nitrogen available to plants</p> <p>Abilities</p> <ul style="list-style-type: none"> ▶ Draw an extra card from the draw pile ▶ Add 1 to Nutrients <p>Speed = 1</p>
 <p>Earthworm</p> <p>The earthworm (<i>pronounced urth-wurm</i>) plays an important role in shaping soil structure and are often called soil engineers.</p> <p>Abilities</p> <ul style="list-style-type: none"> ▶ Add 1 to porosity ⚠ Cannot go where the mole is <p>Speed = 3</p>	 <p>Mycorrhiza Fungi</p> <p>Mycorrhiza fungi (<i>pronounced my-co-rye-za</i>) are connected to plant roots and swap nutrients and water for plant sugars.</p> <p>Abilities</p> <ul style="list-style-type: none"> ▶ Swap a card with another character ▶ Add 1 to Aggregate Stability <p>Speed = 1</p>
 <p>Nematodes</p> <p>Microbivorous nematodes (<i>pronounced nem-uh-tohds</i>) feed on other soil microbes instead of plants.</p> <p>Abilities</p> <ul style="list-style-type: none"> ▶ Add 1 to Diversity ⚠ Cannot go where microbes (<i>speed = 1</i>) are <p>Speed = 2</p>	 <p>Actinomycetes</p> <p>Actinomycetes (<i>pronounced ak-tin-oh-mahy-seets</i>) are a group of soil decomposers, able to break down complex organic material.</p> <p>Abilities</p> <ul style="list-style-type: none"> ▶ Draw card from discard pile instead of draw deck ▶ Add 1 to Organic Matter <p>Speed = 1</p>

Player Guide Cards: Cut out each card on the solid grey lines. Fold each card along the grey dashed line, then stick back to back to make a double sided card.

FOLD LINE →

Player GUIDE

Player Guide

- 1 Draw and play an Event card.
- 2 Put into play any cascades or soil collapse caused.
- 3 Deal out Soil Power cards to all players.
- 4 On your turn, you can play up to two actions including:
 - ▶ Move
 - ▶ Play a Soil Power card
 - ▶ Use a species ability (each only once)
- 5 Add up score and check if any catastrophes happen.

FOLD LINE →

Player GUIDE

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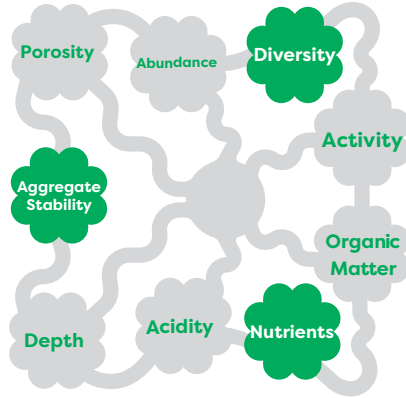
FOLD LINE →

FOLD LINE →

Soil Power DECK

Integrated Grazing

Add one

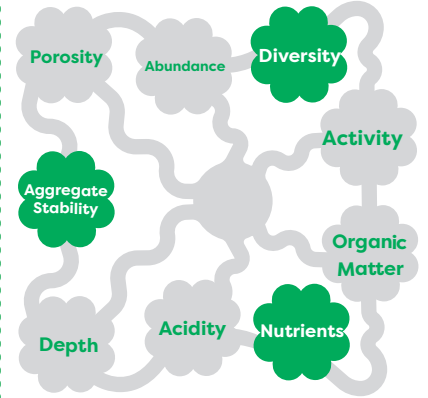


Add grazing animals to the crop rotation

Soil Power DECK

Integrated Grazing

Add one

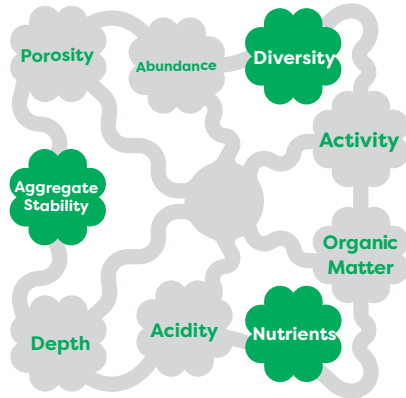


Add grazing animals to the crop rotation

Soil Power DECK

Integrated Grazing

Add one

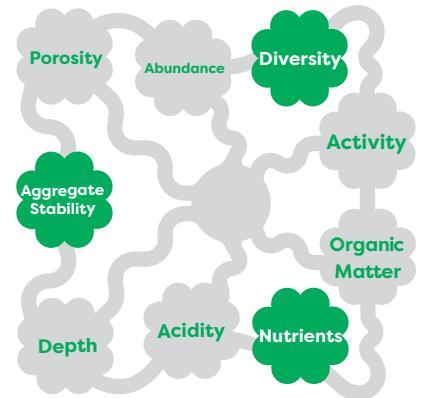


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Add one



Add grazing animals to the crop rotation

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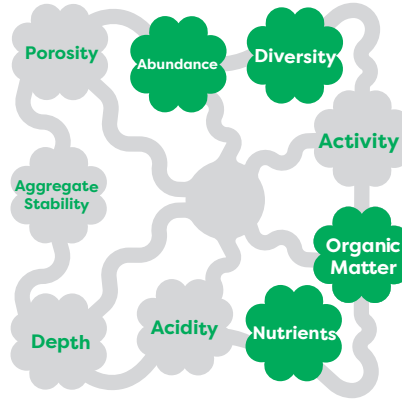
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FOLD LINE →

Soil Power DECK

Intercrop

Add one

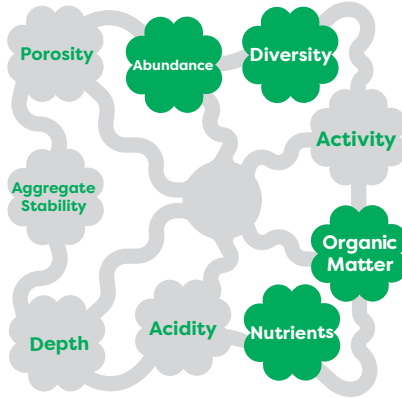


Growing two or more crops simultaneously in the same field

Soil Power DECK

Intercrop

Add one

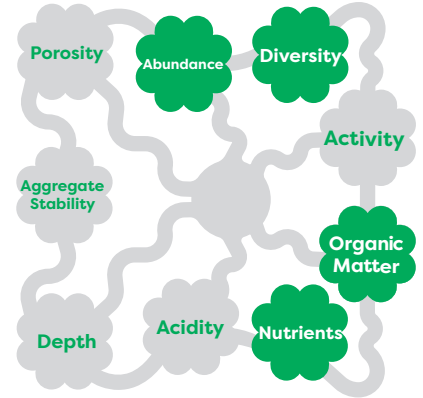


Growing two or more crops simultaneously in the same field

Soil Power DECK

Intercrop

Add one

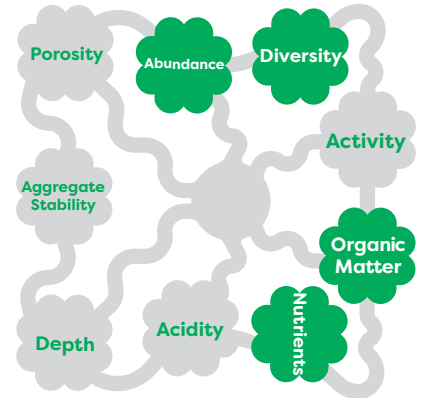


Growing two or more crops simultaneously in the same field

Soil Power DECK

Intercrop

Add one



Growing two or more crops simultaneously in the same field

Soil Power Cards: Cut out each card on the solid grey lines. Fold each card along the grey dashed line, then stick back to back to make a double sided card.

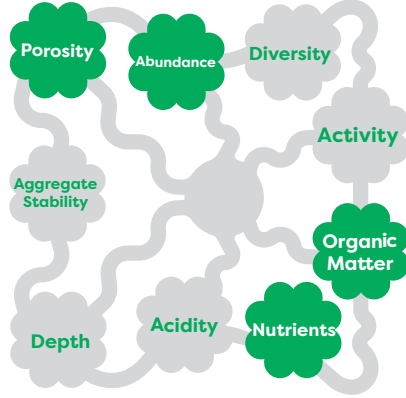
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FOLD LINE →

Soil Power DECK

Biochar

Add one

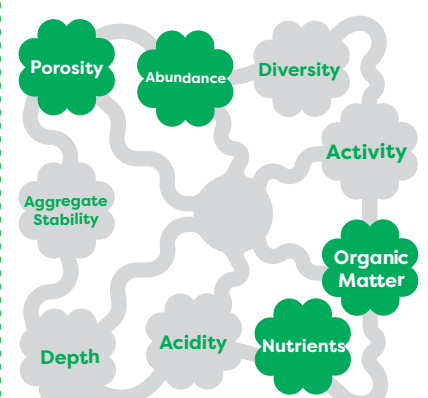


Charcoal made from green sources of human waste

Soil Power DECK

Biochar

Add one

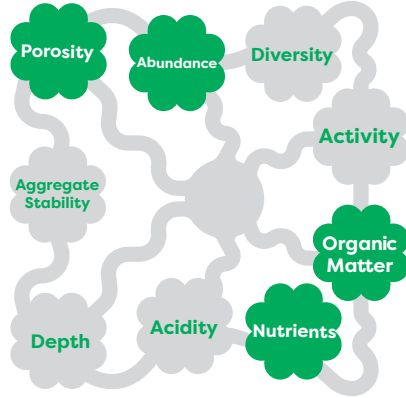


Charcoal made from green sources of human waste

Soil Power DECK

Biochar

Add one

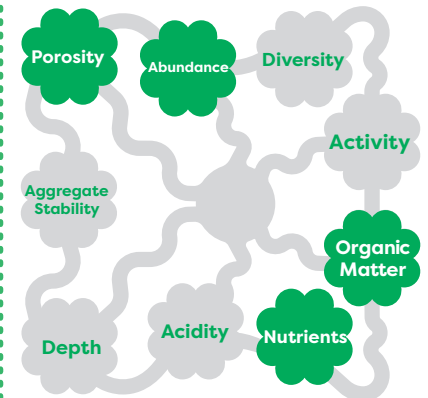


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Soil Power Cards: Cut out each card on the solid grey lines. Fold each card along the grey dashed line, then stick back to back to make a double sided card.

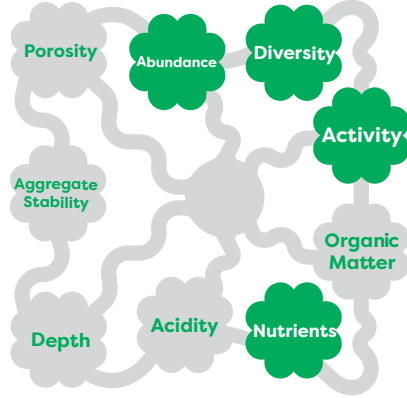
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FOLD LINE →

Soil Power DECK

Crop Rotation

Add one

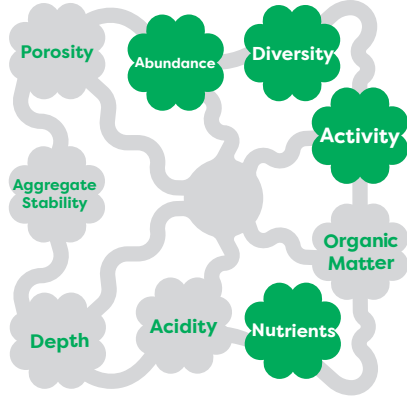


Sequentially growing different crops on the same land

Soil Power DECK

Crop Rotation

Add one

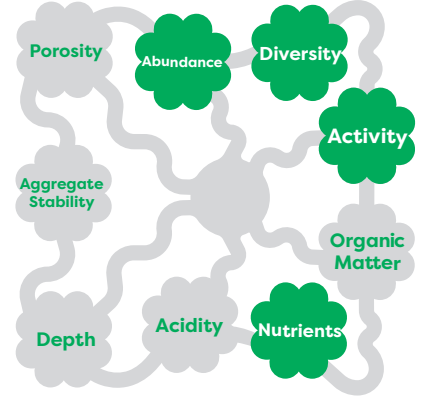


Sequentially growing different crops on the same land

Soil Power DECK

Crop Rotation

Add one

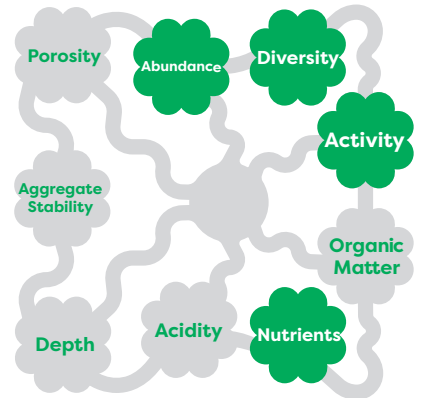


Sequentially growing different crops on the same land

Soil Power DECK

Crop Rotation

Add one



Sequentially growing different crops on the same land

Soil Power Cards: Cut out each card on the solid grey lines. Fold each card along the grey dashed line, then stick back to back to make a double sided card.

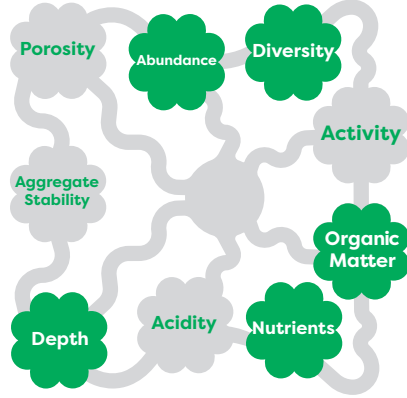
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FOLD LINE →

Soil Power DECK

Fibrous Digestate

Add one

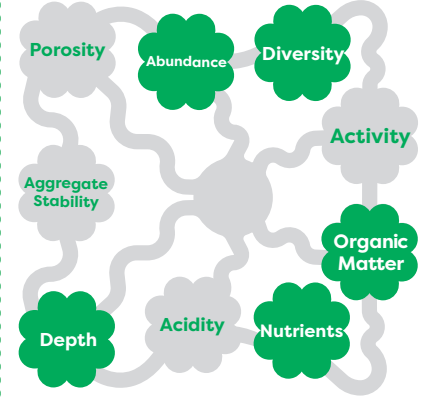


Organic matter rich by-product of the biogas industry

Soil Power DECK

Fibrous Digestate

Add one

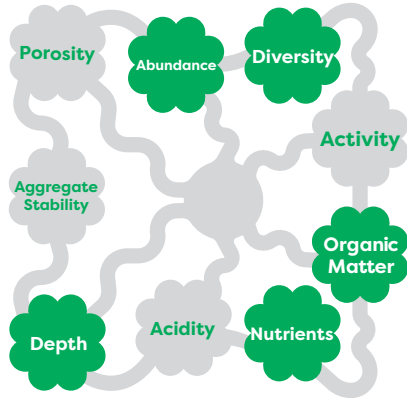


Organic matter rich by-product of the biogas industry

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Add one

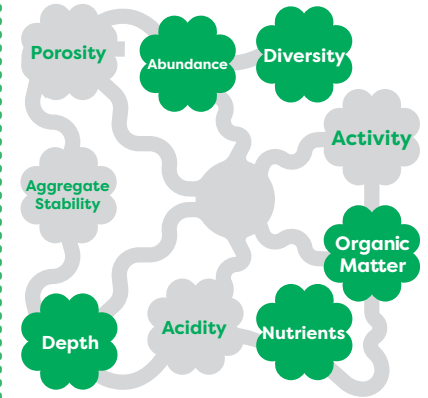


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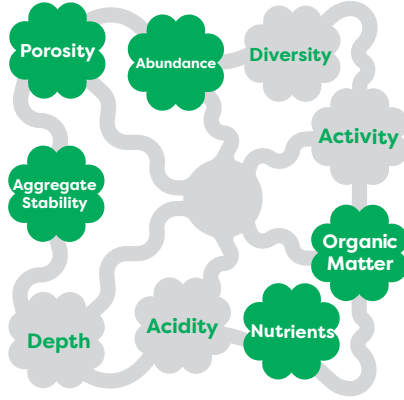
FOLD LINE →

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Soil Power DECK

No Tillage

Add one

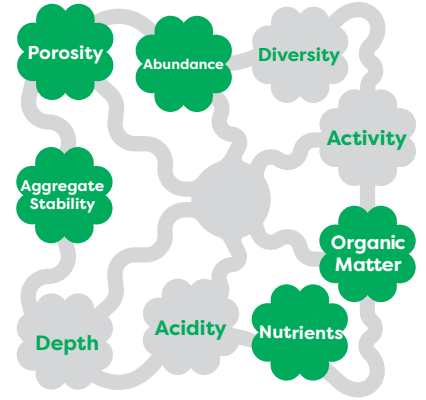


Plants are sown directly into soil without any cultivation

Soil Power DECK

No Tillage

Add one

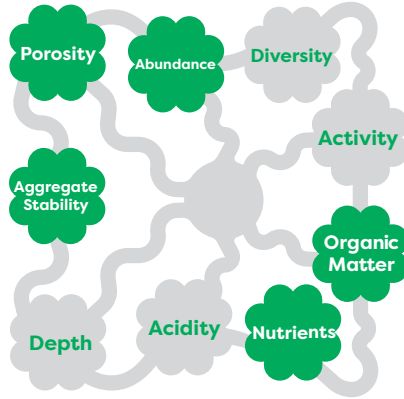


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Add one

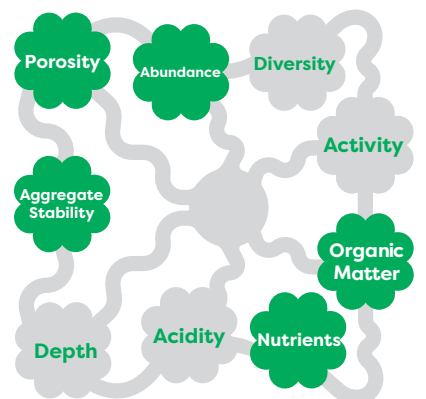


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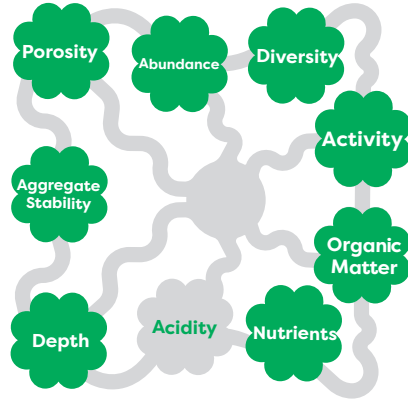
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FOLD LINE →

Soil Power DECK

Cover Crop

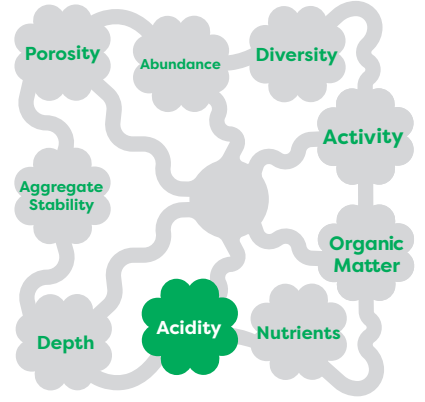
Add one



Plants grown to protect soil when it would otherwise be bare

Lime

Add one

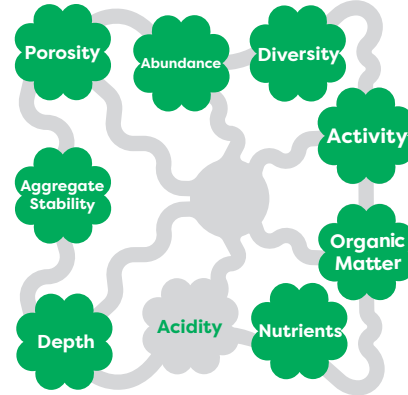


An alkaline substance made from powdering limestone

Soil Power DECK

Cover Crop

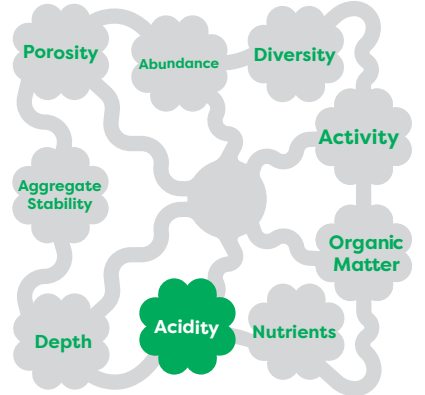
Add one



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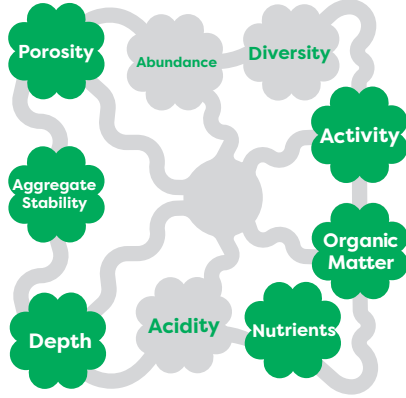
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Soil Power DECK

Biosolids

Add one

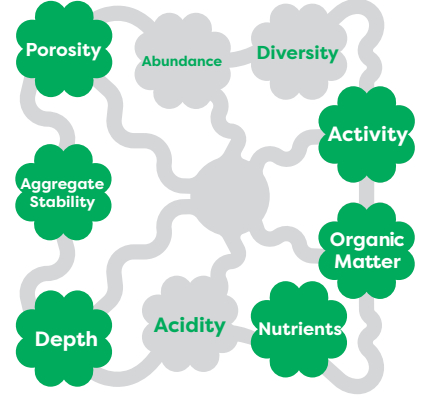


Organic matter rich material, recycled from sewage

Soil Power DECK

Biosolids

Add one

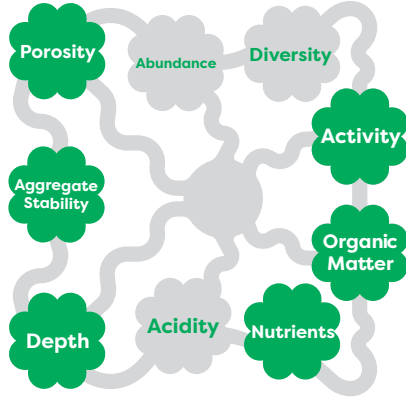


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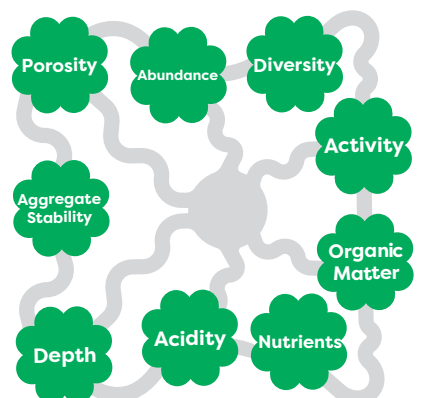


Organic matter rich material, recycled from sewage

Soil Power DECK

Compost

Add one



Material made of decomposed green waste

Soil Power Cards: Cut out each card on the solid grey lines. Fold each card along the grey dashed line, then stick back to back to make a double sided card.

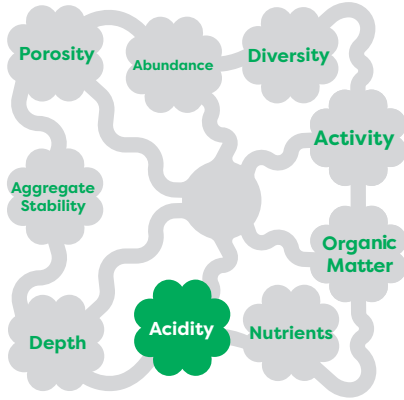
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Soil Power DECK

Lime

Add one

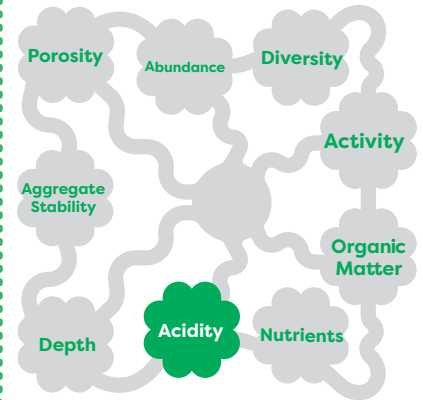


An alkaline substance made from powdering limestone

Soil Power DECK

Lime

Add one

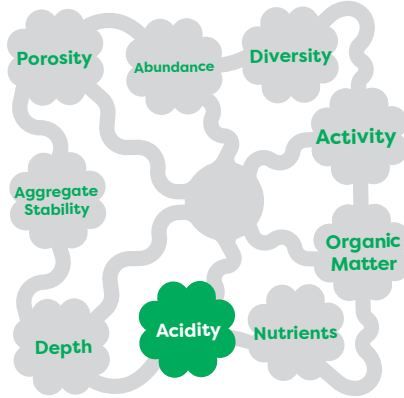


An alkaline substance made from powdering limestone

Soil Power DECK

Lime

Add one

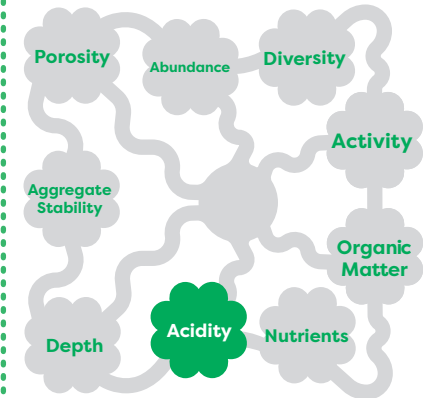


An alkaline substance made from powdering limestone

Soil Power DECK

Lime

Add one



An alkaline substance made from powdering limestone

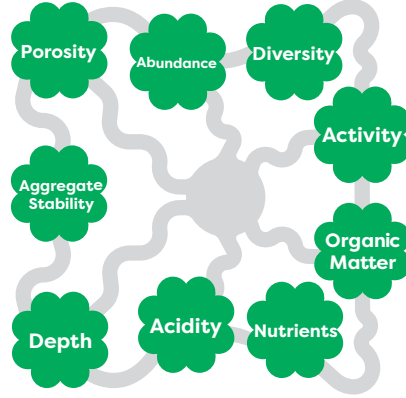
Soil Power Cards: Cut out each card on the solid grey lines. Fold each card along the grey dashed line, then stick back to back to make a double sided card.

FOLD LINE →

Soil Power DECK

Compost

Add one



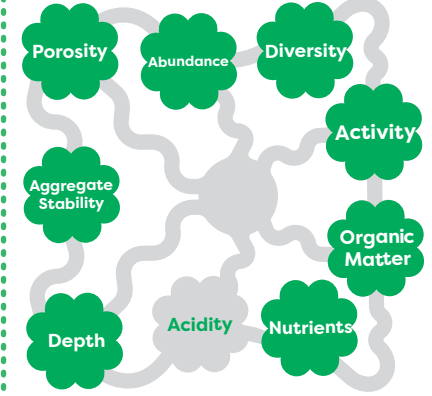
Material made of decomposed green waste

FOLD LINE →

Soil Power DECK

Manure

Add one

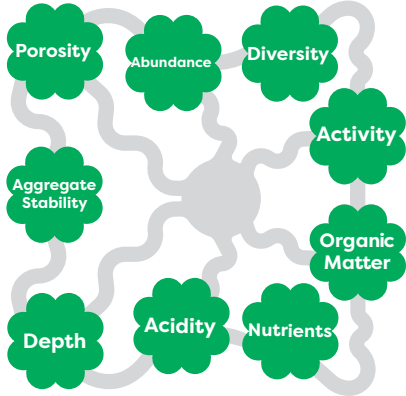


Animal faeces, often mixed with bedding material such as straw

Soil Power DECK

Compost

Add one

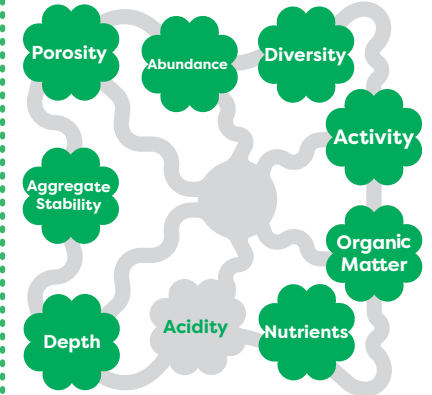


Material made of decomposed green waste

Soil Power DECK

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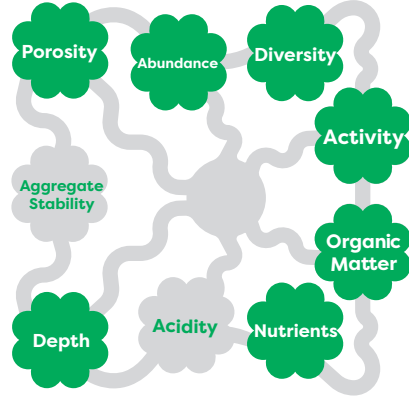
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Soil Power DECK

Biodegradable Mulches

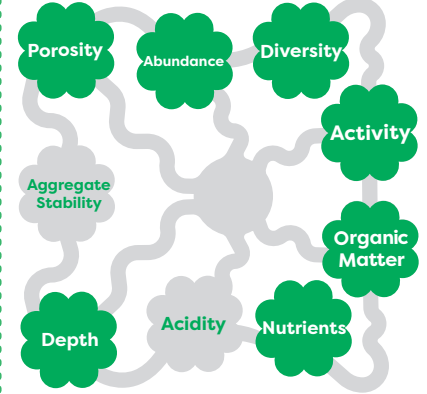
Add one



Biologically degradable materials used to protect soil by covering it

Plant Residues

Add one

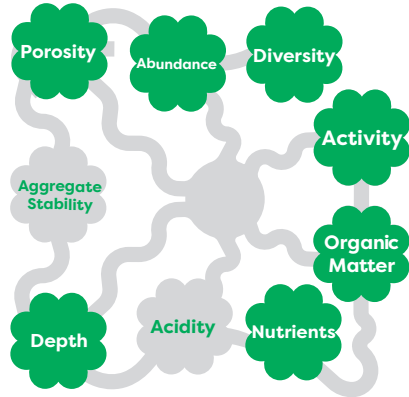


Non-economical parts of crop left on soil for protection after harvest

Soil Power DECK

Biodegradable Mulches

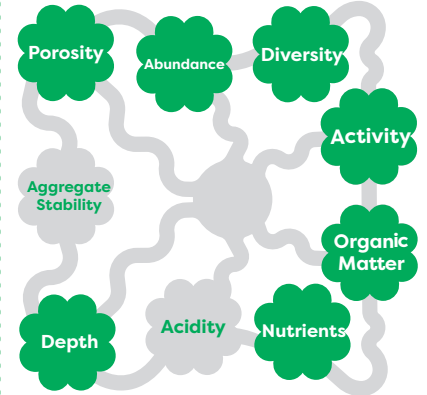
Add one



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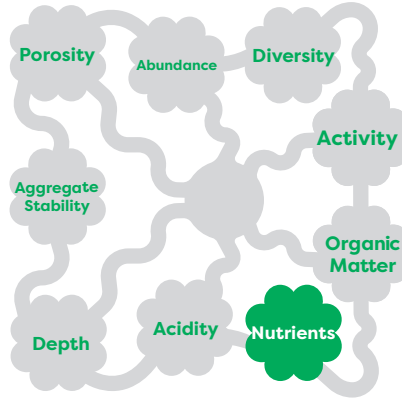
FOLD LINE →

FOLD LINE →

Soil Power DECK

Microbial Inoculant

Add one

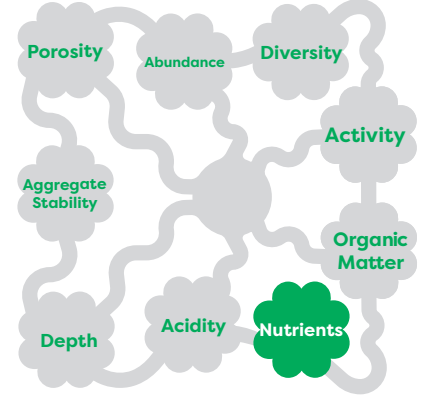


Mix of live microorganisms added to improve soil functions

Soil Power DECK

Microbial Inoculant

Add one

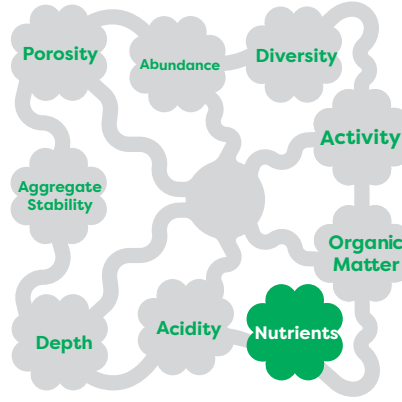


Mix of live microorganisms added to improve soil functions

Soil Power DECK

Microbial Inoculant

Add one

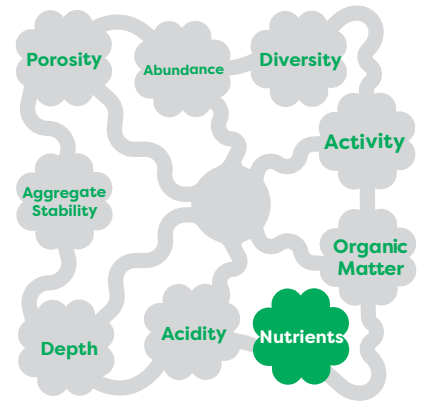


Mix of live microorganisms added to improve soil functions

Soil Power DECK

Microbial Inoculant

Add one



Mix of live microorganisms added to improve soil functions

Event Cards: Cut out each card on the solid grey lines. Fold each card along the grey dashed line, then stick back to back to make a double sided card.

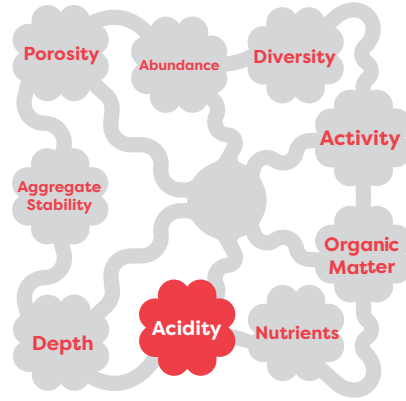
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FOLD LINE →

Event DECK

Acid Rain

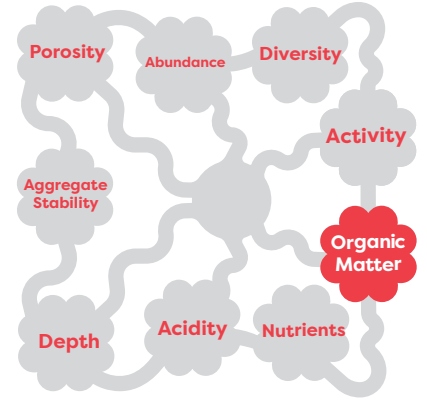
Remove two



Rainfall made acidic by atmospheric pollution

Carbon Loss

Remove two

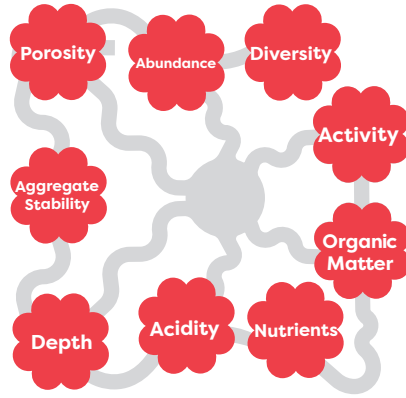


Carbon stored in soil lost to atmosphere by land converted from nature for human uses

Event DECK

Climate Change

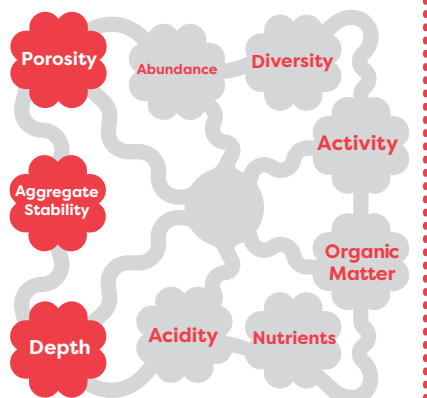
Remove one



Long term change in average weather patterns, worsened by human activities

Compaction

Remove one



Heavy machinery or lots of animals press soil particles together and break aggregates

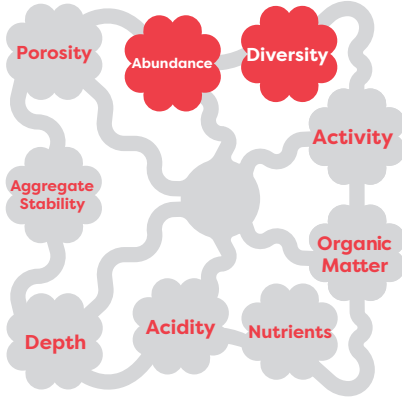
Event Cards: Cut out each card on the solid grey lines. Fold each card along the grey dashed line, then stick back to back to make a double sided card.

FOLD LINE →

Event DECK

Pesticides

Remove one



A substance used to control organisms harmful to plants or animals, yet kills non-target ones

FOLD LINE →

Player GUIDE

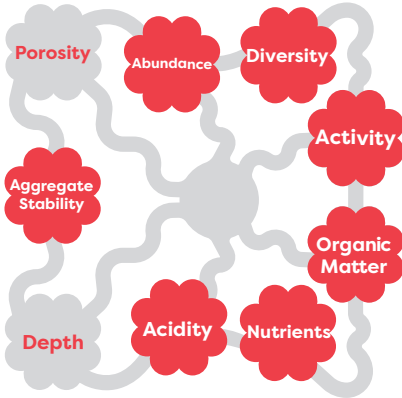
Player Guide

- 1 Draw and play an Event card.
- 2 Put into play any cascades or soil collapse caused.
- 3 Deal out Soil Power cards to all players.
- 4 On your turn, you can play up to two actions including:
 - ▶ Move
 - ▶ Play a Soil Power card
 - ▶ Use a species ability (each only once)
- 5 Add up score and check if any catastrophes happen.

Event DECK

Salinisation

Remove one

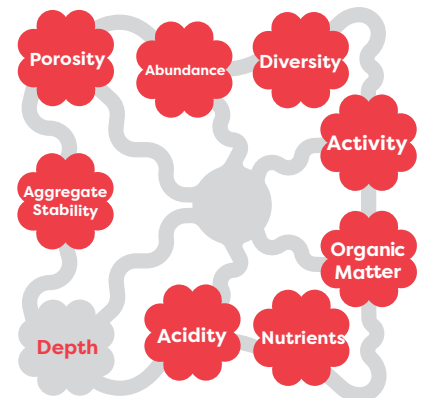


Build-up of salts in soil, resulting from poor irrigation and drainage

Event DECK

Severe Wildfire

Remove one



Ash clogs soil pores, organic matter burns causing nutrient loss and soil life is harmed

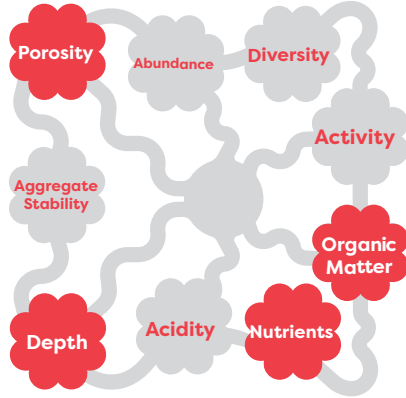
Event Cards: Cut out each card on the solid grey lines. Fold each card along the grey dashed line, then stick back to back to make a double sided card.

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Event DECK

Erosion

Remove one



Loss of topsoil, worsened when soil is left bare of vegetation by human activity

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Player GUIDE

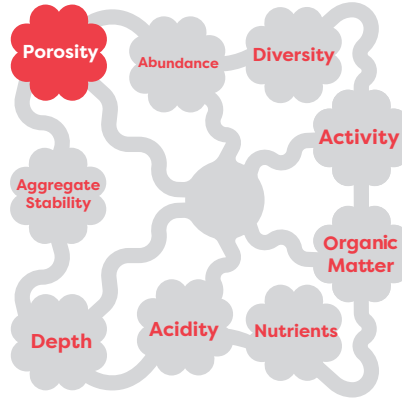
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Event DECK

Soil Sealing

Remove two

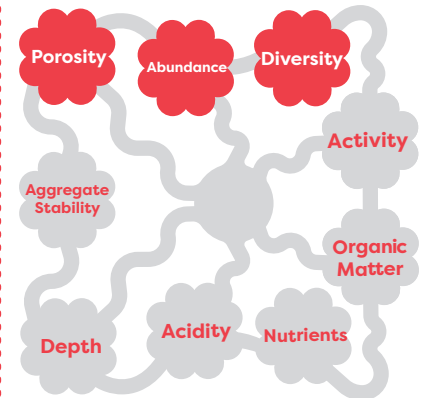


Soil surface forms hardened plate-like crusts caused by trampling or rainfall impacts

Event DECK

Waterlogging

Remove one



Without air, many organisms drown, yet some microorganisms can cope and become active

Event Cards: Cut out each card on the solid grey lines. Fold each card along the grey dashed line, then stick back to back to make a double sided card.

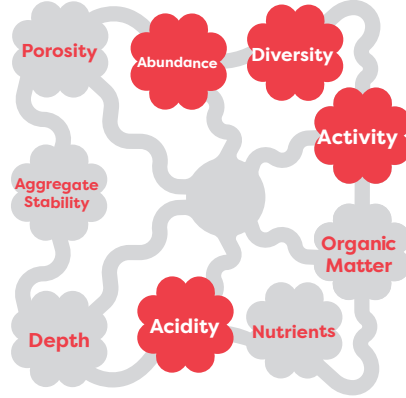
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Event DECK

Contamination

Remove one

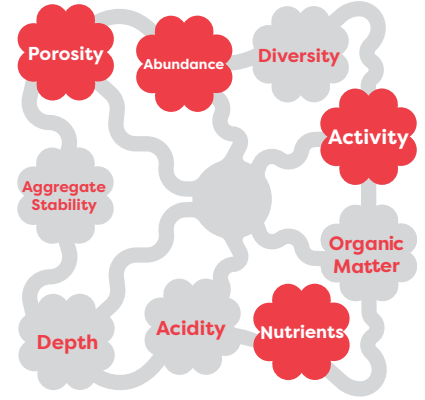


Occurs when human processed chemicals such as plastics, heavy metals or oil enters the soil

Event DECK

Drought

Remove one

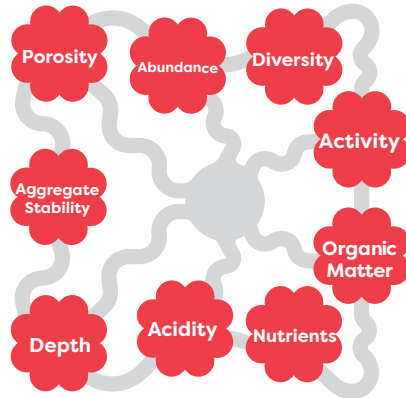


Without water in soil pore space, microorganisms are unable to move and function

Event DECK

Desertification

Remove one

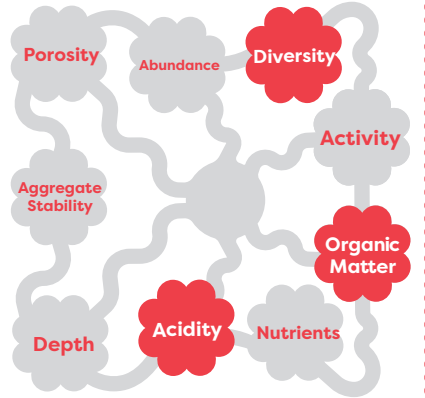


Process by which fertile land becomes desert, such as through poor agricultural management

Event DECK

Fertiliser over use

Remove one



Occurs when farmers apply more fertilisers than what the crop needs to grow

Event Cards: Cut out each card on the solid grey lines. Fold each card along the grey dashed line, then stick back to back to make a double sided card.

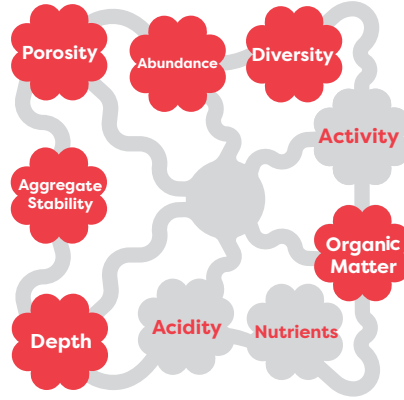
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Event DECK

Land Use Change

Remove one

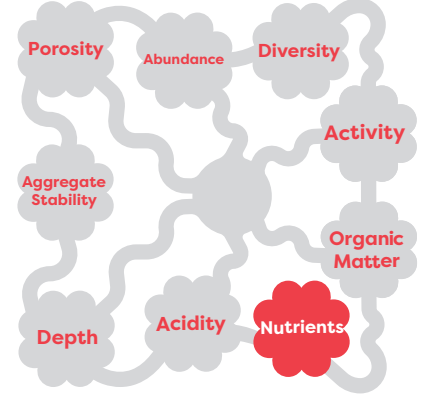


Transforming natural habitats for humans, such as urbanisation or agriculture

Event DECK

Nutrient Depletion

Remove two

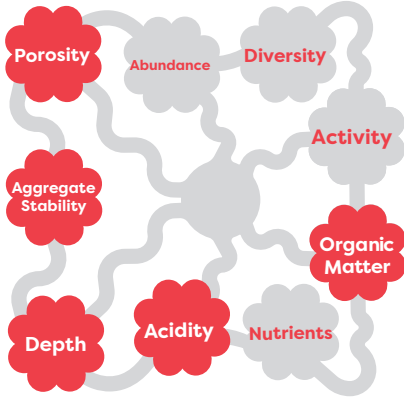


Loss of nutrients from soil due to erosion and poor agricultural management

Event DECK

Overgrazing

Remove one

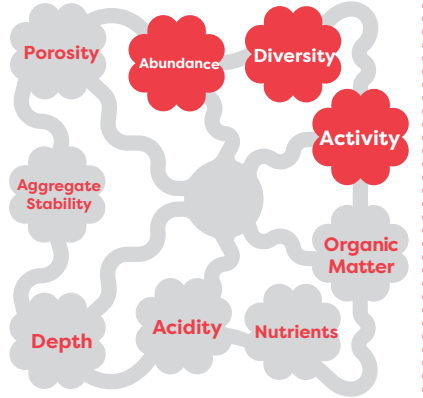


Mass of many animals compacts soil and their urine acidifies it

Event DECK

Pest Infection

Remove one



Over-use of pesticides also kills the natural enemies of pests