



Safe Lake



CRISIS

THE RULE BOOK



4 - 6

15-20 min



SafeLake CRISIS

Welcome to Safelake, a small European town with a lake at its center. This lake is the town's pride and contributes to its picturesque beauty. However, its main quality is that it serves everyone. Whether as a source of drinking water or a place for recreation and fishing, everyone enjoys the lake and relies on it to satisfy their needs.

However, it's been a month since the mayor announced the arrival of a new energy company in town. This company has quickly built new pumps, reservoirs, and power plants on the lake, and has begun extracting water from it at an alarming rate. Many citizens are now concerned about the long-term effects of industrial activity on their beloved lake and want to take action to ensure that it can continue to satisfy their needs.



Here you arrive. As a player, you take on the role of a citizen of Safelake, where you will vote in favor or against new industry proposals. As you vote, you must ensure you are protecting your own personal interests as well as preserving the health of your town's precious lake. Will your city fall into individualization and chaos, or will it be a victory of the common good over the privatization of the soul of your city? Can you work together with your neighbors to create a town where everyone's personal and common needs are satisfied? Safelake Crisis is a cooperative game, but beware, though, as personal interests may tempt you to vote against the common good.

Safe Lake CRISIS

Imagine every time you step outside, you hear the constant hum of an electric pump claiming water from your town lake. Our game tackles the global challenge of water scarcity. Around the world, access to clean and sustainable water is increasingly under pressure, largely driven by industrial activity, yet we are told it is our individual habits that are to blame. In Safelake, an imaginary European town built around a lake, a powerful energy company arrives and begins extracting water.

Players take on the roles of townspeople, voting on industrial proposals that may benefit them personally but harm the lake long-term. Safelake shows how industries influence environmental decisions, how political pressure shapes communities and how difficult collective action can be when it feels like it comes at a personal cost, sparking conversation about responsibility, cooperation and the future of our water...



Safe Lake CRISIS

Components

- Event cards (blue)
- Industry proposal cards (red)
- Voting cards (grey)
- Game board
- x1 die
- Water tokens (blue)
- Influence tokens (yellow)



Cards and Tokens Explained

Industry Proposal Card = a new proposal from the energy company.

Event card = an unforeseen event that impacts the health of the lake and/or a player's personal influence.

Water tokens = the health of the lake.

Influence tokens = a player's personal power or standing in the community.

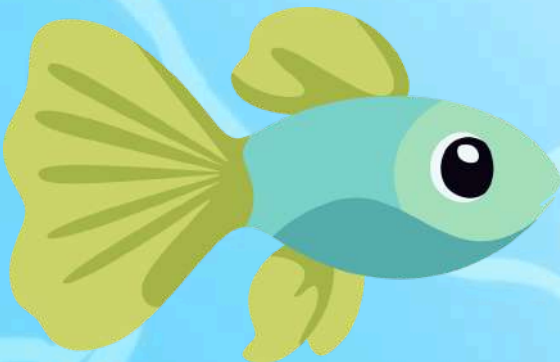
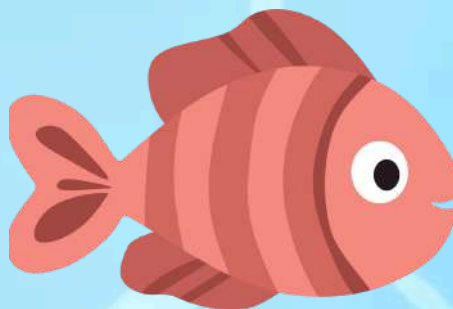
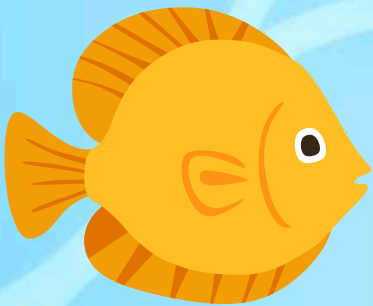
Safe Lake CRISIS



Set-Up

3-4 minutes

1. Place the two types of cards in separate piles on the board.
 - Place the event cards face-down.
 - Place the industry proposals face-up with the proposals showing.
2. Place 10 blue water tokens in the Lake on the centre of the board.
3. Give each player a “YES” and “NO” vote card.
4. Take turns rolling a dice to figure out how many influence tokens each player starts with. Place the influence tokens on each player’s house on the board.



Safe Lake CRISIS

Game Play.

15-20 minutes

1. Begin by taking an industry proposal card from the pile.
2. Read the industry proposal card aloud.
3. Spend exactly two minutes discussing the proposal: talk about how severe you think the water loss will be based on the information you see on the card and convince people to vote a certain way.
4. After the discussion, players vote on whether the proposal should pass or fail. If they vote “YES”, they want the proposal to pass. If they vote “NO”, they want the proposal to fail. Everyone places their vote face-up on the board at the same time.
5. All players who voted “NO” automatically lose two influence tokens. All players who voted “YES” automatically gain two influence tokens.
NOTE: If during the game a player loses all of their influence tokens, they are out of the game until an event card allows them back in.
6. Tally the votes.
 - 6a. If the majority of the players voted “NO”, the industry proposal card is discarded, and the players can take an event card.
 - 6b. If half or more players voted “YES”, the industry proposal will be carried out. The card gets flipped over, and the amount of water tokens lost will be revealed.
7. Try to survive five rounds without depleting the lake. After five rounds, if the water tokens have not run out and more than half of the players have at least one influence token, the game is won. Players have prevented the energy industry from completely exploiting the lake. If at any point the water tokens in the lake are all gone, the game is over and the players have lost.