

Artificial Intelligence

AI plays a double role in the climate crisis. Data centres consume ever more electricity, yet AI also speeds up research and the search for solutions. This variant adds two new starting cards for the main AI powers: the US and China. Their energy consumption grows faster, but with AI they (like the other players) can carry out research.

Setup

Use this variant when the US and/or China are in play. When preparing player boards (step A), the US and China players each return one of their 5 starting cards (their choice) to the box and place the Artificial Intelligence card instead. The Play Area still starts with 5 stacks.

 +1 Energy Demand – every round, permanently

In the Growth stage, when increasing Energy Demand, the US moves its token 2 spaces instead of 1 and China 3 instead of 2. This applies every round until the game ends, even if the card is covered by another card (the house in the top-left corner stays visible on a covered card as a reminder) or discarded (e.g. by a Crisis) – in that case, keep it aside as a reminder.

 Card action

Draw as many Local Project cards as the current round number (1 in round 1, 6 in round 6). Keep 1 in your hand and discard the rest. The action has no cost.

Limit

Any player may take the card's action, not just its owner. Each round, as many different players may take it as there are Innovation tags in the card's stack (the card itself has one), but no more than the number of players, so at most 4. Each player may take it at most once per round and draws and keeps the cards themselves. Agree among yourselves who uses it. The action is only available while the card is at the front of its stack.

Solo game

In the solo game, you may take each Artificial Intelligence card's action at most once per round.

Source: McKinsey & Company, “AI’s power binge”, 6 Nov 2024, mckinsey.com/featured-insights/charts/ais-power-binge. The QR code on the cards links to Climate Change AI (climatechange.ai). Art by AI (Claude). Unofficial fan variant, not affiliated with the game’s publishers. Daybreak © CMYK.

✂ Cut off the bottom half



Print on A4 at actual size (100%, no “fit to page”). Cut out the cards along the crop marks – each should measure 63 × 88 mm. They need no back: they stay face up all game. Tip: sleeve each one together with a spare card.

Scale check: this bar is 50 mm