

Points

10 Tokens
Max

BUSINESS AND INDUSTRY

- 25
- 24
- 23
- 22
- 21
- 20
- 19
- 18
- 17
- 16
- 15
- 14
- 13
- 12
- 11
- 10
- 9
- 8
- 7
- 6
- 5
- 4
- 3
- 2
- 1



Volunteers



Knowledge



Funding



Materials



Political Will



Wild Aid

COMMON GAME RULES

When the timer ends the game is over. Score your points. For an explanation and score tracker got to resiliencebydesign.com

On your turn, choose one main action:

TAKE RESOURCES (main action)

- Take 3 different Tokens

-OR-

COMPLETE A PROJECT (main action)

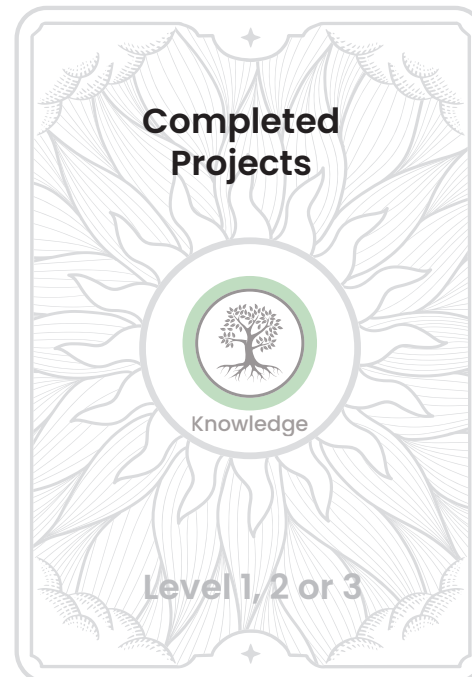
- Pay the cost listed on the face up projects by using Tokens and Wild Aid, after applying permanent bonuses from completed Projects (collected on bottom of player mat).
- Place the Project card in your Completed Projects area; gain its permanent bonus and any points shown. It counts toward Community Resilience Goals.

COMMUNITY RESILIENCE GOALS (automatic)

- If you meet a goal requirement, claim up to 1 per turn (6 points) using permanent bonuses only; announce it and mark it achieved.

END OF TURN

- After your main action and any goal claim: max 10 Tokens (return extras), refill Projects, tell the next player it is their turn.



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10 Tokens Max

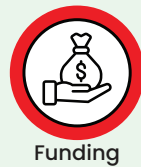
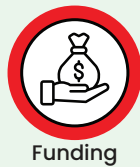


LEVEL 2 GAME

BUSINESS AND INDUSTRY

UNIQUE PLAYER ABILITIES *(applies only to you)*

• **Once at the start of the game, take:** 2 Funding.



• **When you pay a cost for a Level 2 or Level 3 project:** pay 1 fewer Funding.

• **When you take resources:** you may take 2 of the same Token if at least 4 remain in the supply (seat limits may apply).

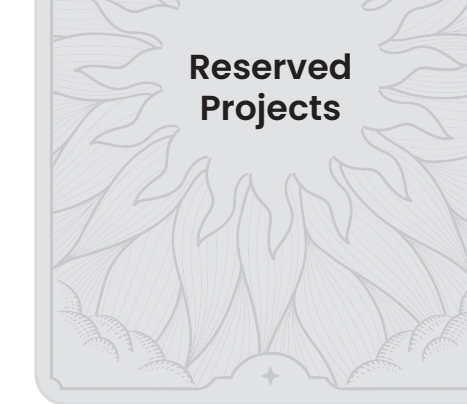
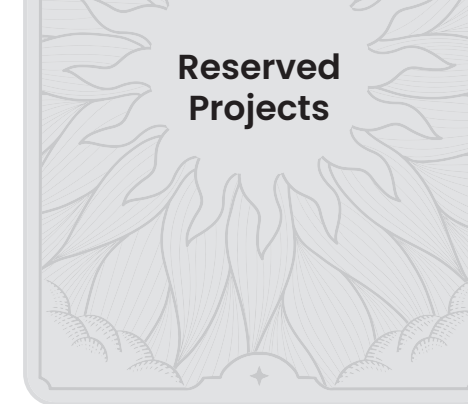
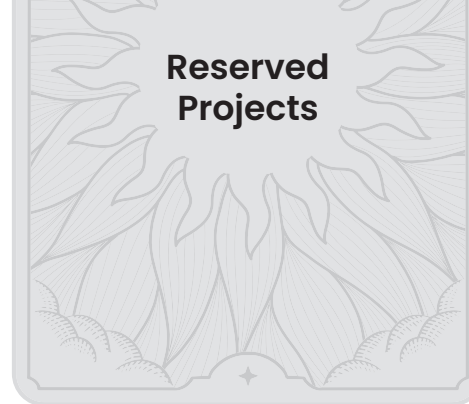
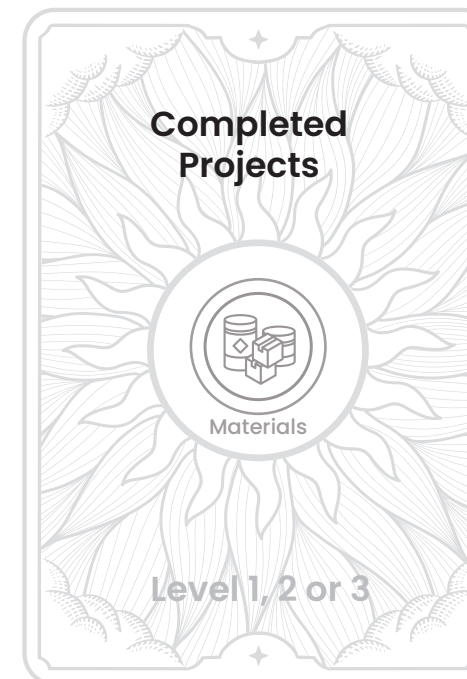
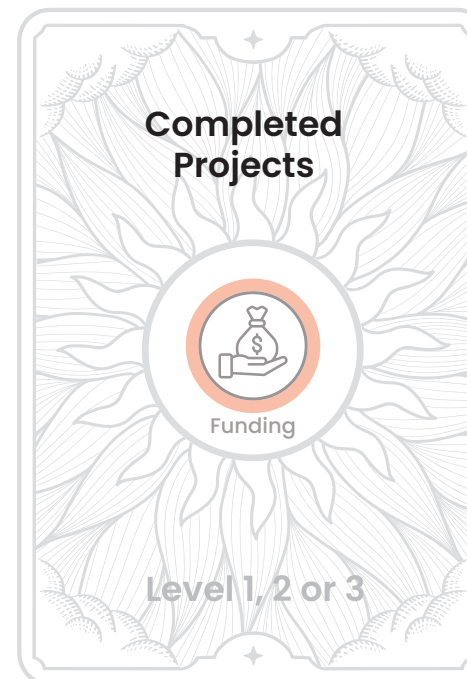
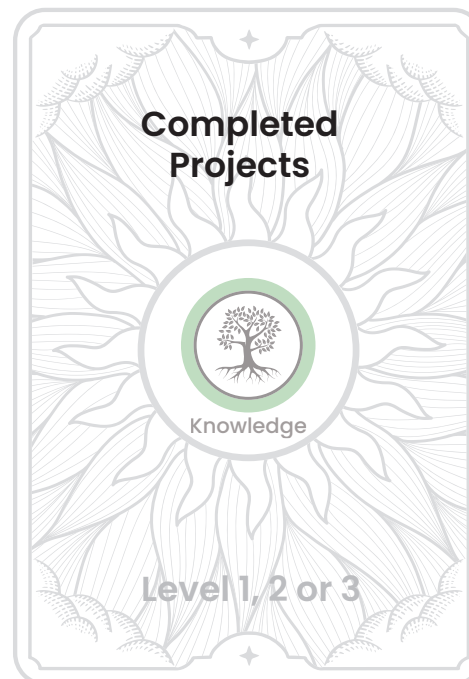
• **When you complete a Funding project:** draw 1 random Token using the d6* (see below) rule.

• **Once per turn:** you may pay 1 Funding to draw 1 random Token using the d6* (see below) rule.

• **You cannot:** exceed a Wild Aid token limit of 1.

• **Trade power:** Offer 2 Funding to a player. If accepted, draw 1 random Token using the d6* (see below) rule.

*Roll the six-sided die with token pictures on its faces. Take that token from the supply. If that token is not available in the supply, do not take anything.



COMMON GAME RULES

When the timer ends the game is over. Score your points. For an explanation and score tracker go to resiliencebydesign.com

On your turn, choose one main action:

TAKE RESOURCES *(main action)*

• Take 3 different Tokens

-OR-

COMPLETE A PROJECT *(main action)*

• Pay the cost listed on the face up projects by using Tokens and Wild Aid, after applying permanent bonuses from completed Projects (collected on bottom of player mat).

• Place the Project card in your Completed Projects area; gain its permanent bonus and any points shown. It counts toward Community Resilience Goals.

-OR-

RESERVE A PROJECT *(main action)*

• Take 1 face-up Project OR 1 blind Project; place it in your Reserved Projects area.

> Reserved for you only; no other player may complete or buy it. You may complete it on a future turn.

• Gain 1 Wild Aid (if available). Reserve limit for players = 3 (Local Government exception =4)

AFTER YOUR MAIN ACTION *(optional)*

• Use your seat's once-per-turn ability; make 1 trade offer (by agreement).

COMMUNITY RESILIENCE GOALS *(automatic)*

• If you meet a goal requirement, claim up to 1 per turn (6 points) using permanent bonuses only; announce it and mark it achieved.

END OF TURN

• After your main action and any goal claim: max 10 Tokens (return extras), refill Projects, tell the next player it is their turn.