

Points

10 Tokens
Max

COMMUNITY

- 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)

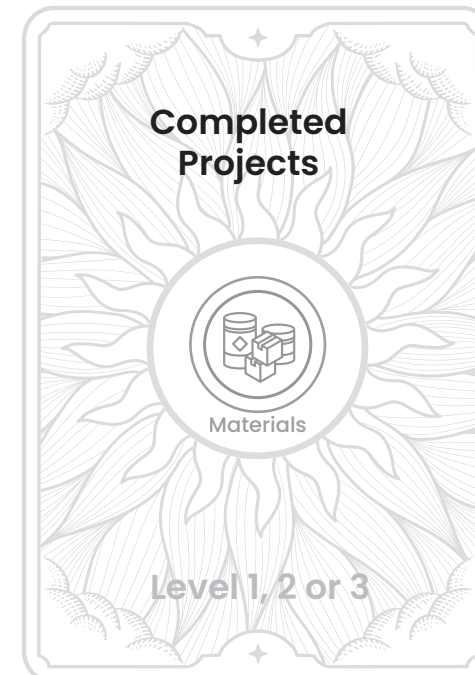
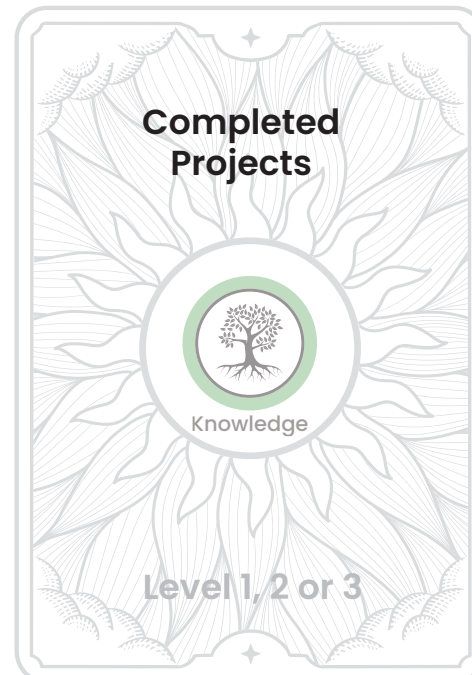
- Pay the cost listed on the face up projects by using Tokens and Wild Aid, after applying permanent bonuses from completed Projects (collected on bottom of player mat) .
- Place the Project card in your Completed Projects area; gain its permanent bonus and any points shown. It counts toward Community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



Points

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10 Tokens Max



Volunteers



Knowledge



Funding



Materials



Political Will



Wild Aid

LEVEL 2 GAME



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COMMUNITY

UNIQUE PLAYER ABILITIES *(applies only to you)*

- **Once at the start of the game, take:** 1 Volunteers and 1 Knowledge.

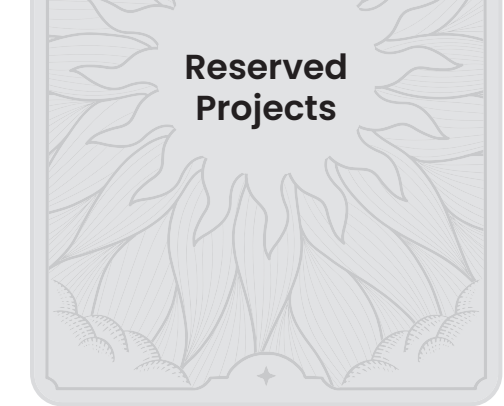
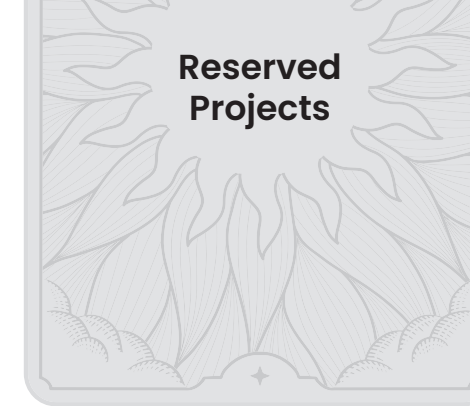
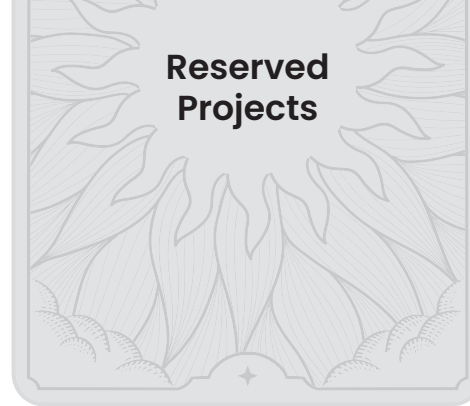
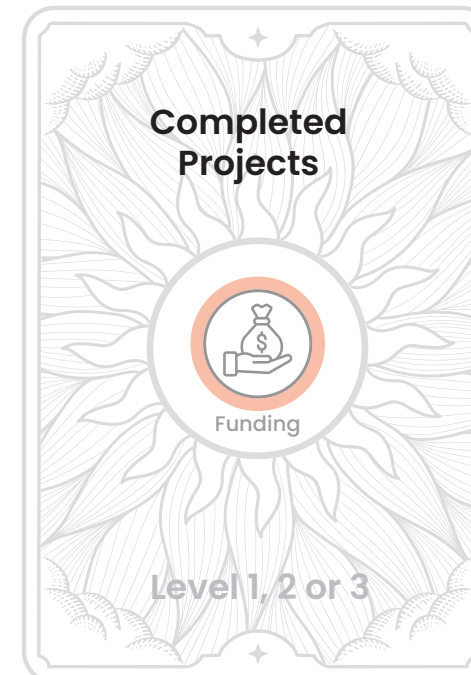
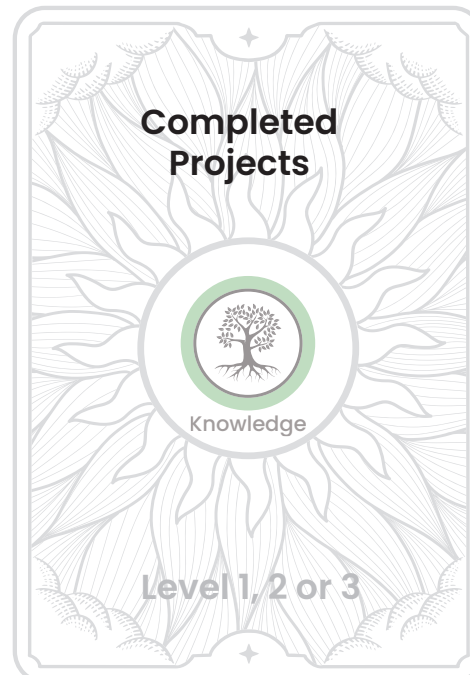


Volunteers



Knowledge

- **Once per turn:** you may treat 1 Volunteers as 1 Materials while paying a cost.
- **When you complete a Volunteers project:** gain 1 Knowledge token *(if available)*
- **You cannot:** exceed a Wild Aid token limit of 2.
- **Trade power:** Offer 1 Volunteers to a player. If accepted, they return 1 Materials or 1 Funding.



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.

-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.