

Points

10 Tokens  
Max

# FIRST NATIONS

- 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](http://resiliencebydesign.com)

**On your turn, choose one main action:**

### TAKE RESOURCES (main action)

- Take 3 different Tokens

**-OR-**

### COMPLETE A PROJECT (main action)

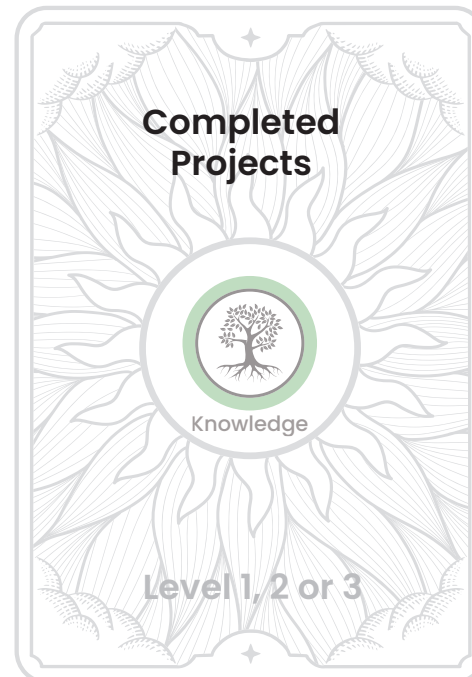
- Pay the cost listed on the face up projects by using Tokens and Wild Aid, after applying permanent bonuses from completed Projects (collected on bottom of player mat) .
- Place the Project card in your Completed Projects area; gain its permanent bonus and any points shown. It counts toward Community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

## FIRST NATIONS

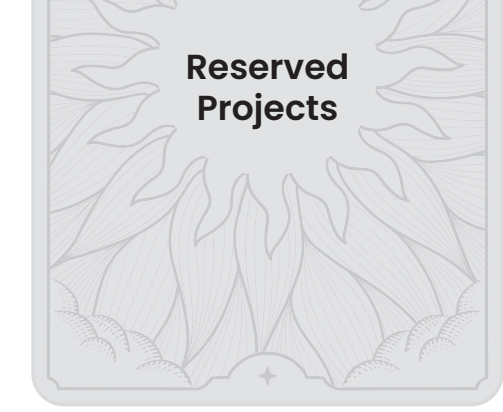
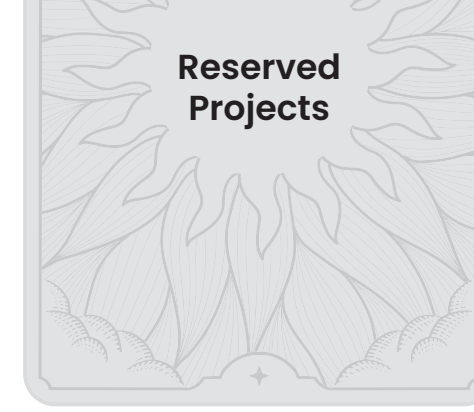
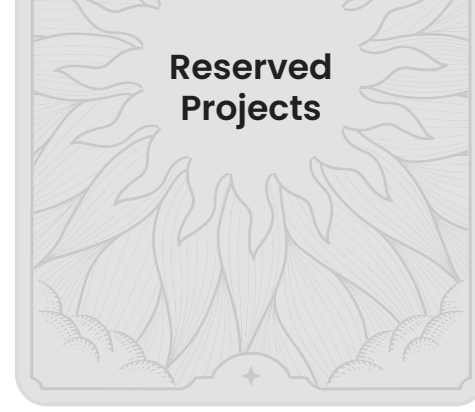
### UNIQUE PLAYER ABILITIES *(applies only to you)*

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



Knowledge

- **Once per turn:** you may treat 1 Knowledge as Political Will while paying a cost.
- **When a project cost includes both Knowledge and Political Will:** gain +1 point.
- **You cannot:** exceed a Wild Aid token limit – no limit
- **Trade power:** Give 1 Knowledge to a player. If accepted, they return 1 Political Will or 1 Volunteers.



### COMMON GAME RULES

When the timer ends the game is over. Score your points. For an explanation and score tracker got to [resiliencebydesign.com](http://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.

