

Points

10 Tokens  
Max

# LOCAL GOVERNMENT

- 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)

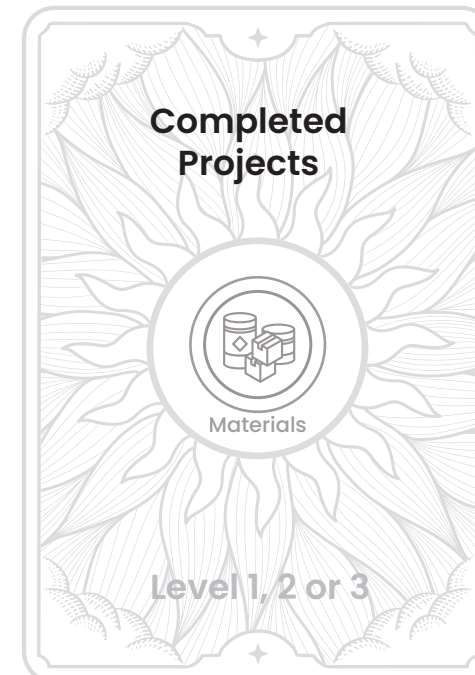
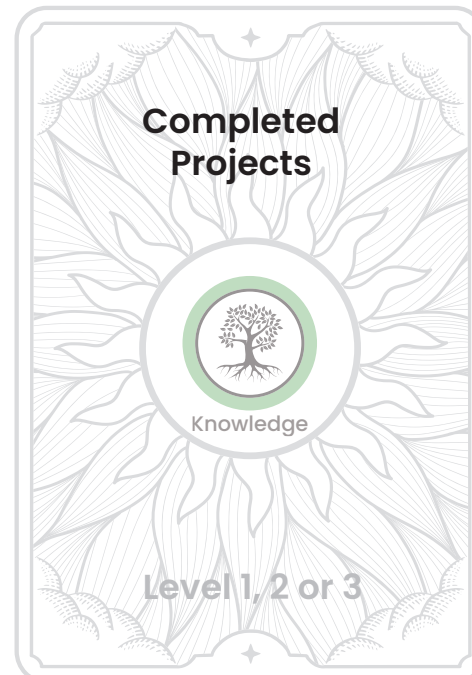
- Pay the cost listed on the face up projects by using Tokens and Wild Aid, after applying permanent bonuses from completed Projects (collected on bottom of player mat) .
- Place the Project card in your Completed Projects area; gain its permanent bonus and any points shown. It counts toward Community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



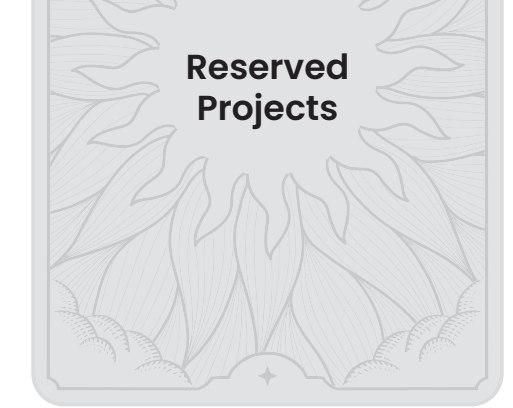
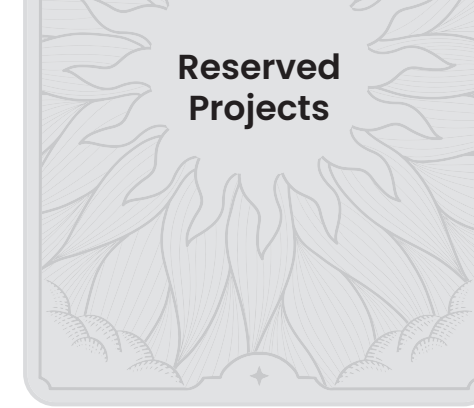
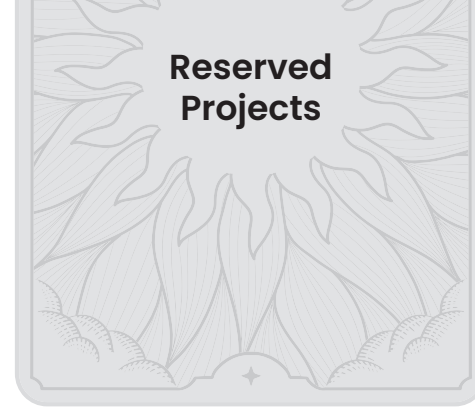
# LOCAL GOVERNMENT

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

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



- **You may:** reserve up to 4 projects.
- **When you complete a Materials project:** gain +1 Volunteers token.
- **Once per turn:** convert 1 Materials >> 1 Volunteers.
- **You cannot:** exceed a Wild Aid token limit of 2.
- **Trade power:** Contract Services. Offer 1 Materials to another player. If accepted, receive 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.

