

Points

25
24
23
22
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2
1

10 Tokens Max



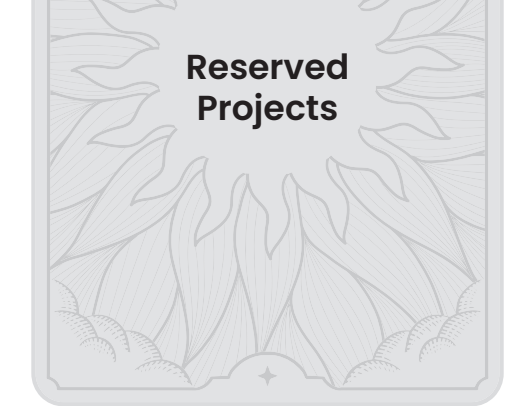
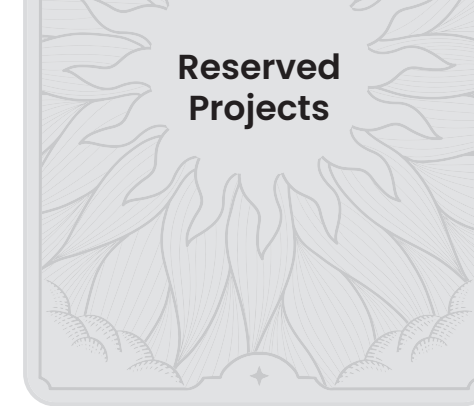
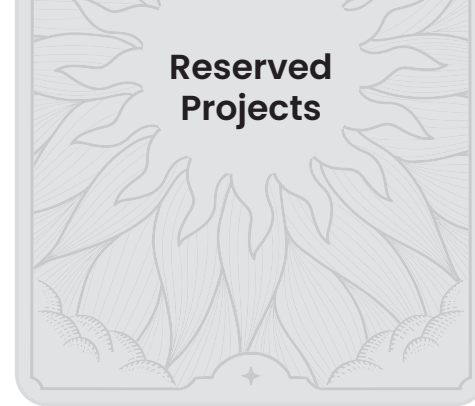
PROVINCE

UNIQUE PLAYER ABILITIES *(applies only to you)*

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



- **When you take resources: you may take 4 different Tokens instead of 3.**
- **Once per round, Program Transfer: offer 1 token to a player. If accepted, they must immediately reserve or complete a project.**
- **You cannot: exceed a Wild Aid token limit of 2.**
- **Trade power: Offer 1 Funding to a player. If they complete a project this turn, take 1 non-Wild token from the supply.**



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)*

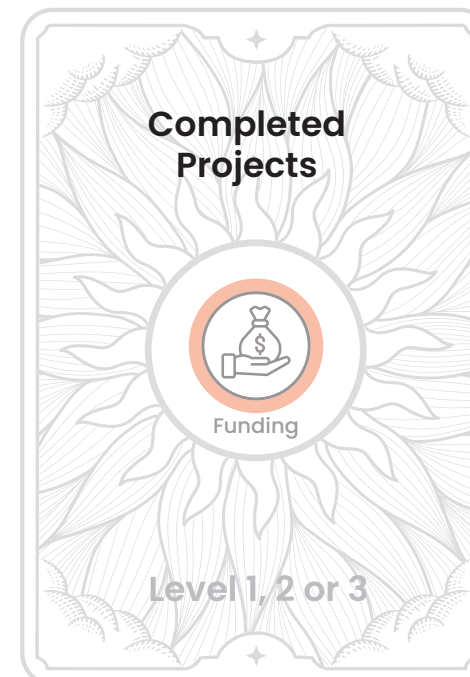
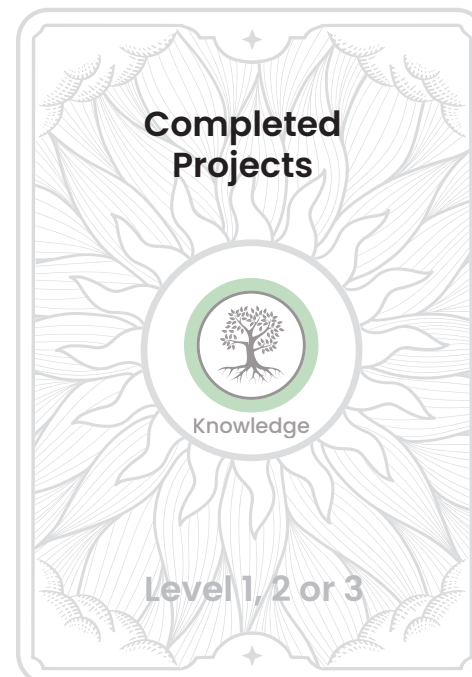
- Use your seat's once-per-turn ability; make 1 trade offer (by agreement).

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.



Points

10 Tokens
Max

LEVEL 1 GAME



PROVINCE

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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)

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-OR-

COMPLETE A PROJECT (main action)

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