



In *Resilience: Survive and Thrive*®, you are community leaders that share natural resources and compete to have the most developed community.

But beware! Overdevelopment destroys the environment, which puts everyone at a higher risk from Extreme Weather Events. Cooperate in maintaining the environment but compete in having the most developed community in your province!

Resilience: Survive and Thrive® is a 45-60 min. game for 3-4 players.

Visit us at www.balangay.games/resilience for extra information, materials, guides, and more.

Game Components

Environment: 1 Board and 27 Cards



The **Environment** board and cards form a puzzle-like tableau that shows the health of the **Environment**. The health of each **Environment** can be from '0' (depleted) to '9' (very healthy).

78 Development Cards



1 Step Tracker and Token



12 Crisis Cards



4 Vote/Review Cards



4 Activity Guides



Setting up the Game

1 Place the Environment board and Phase Tracker on the table.

2 Put the Phase token on the square before "Draw to 7 Cards".

3 Shuffle the Development Deck then deal 7 cards to each player. Place the remaining deck on the table. Make space for a discard pile.

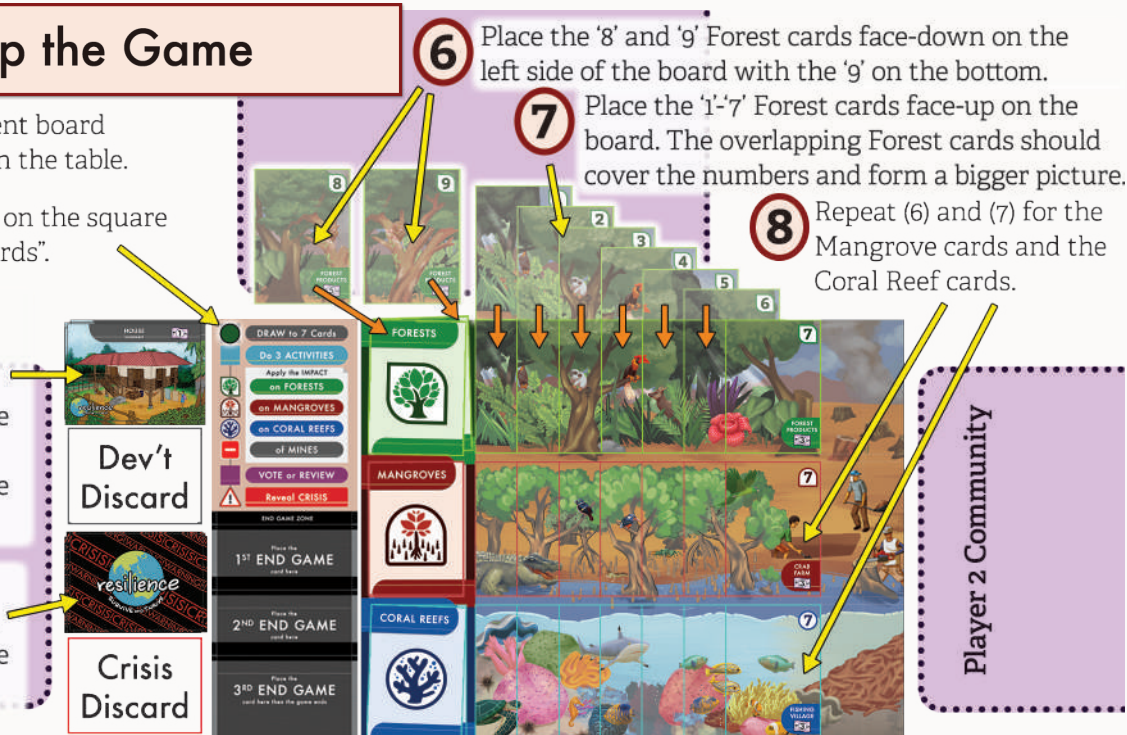
4 Shuffle the Crisis Deck and place it on the table. Make space for a discard pile.

5 Make space on the table in front of each player. This space is where you will build your communities. Then, give each player a Vote/Review card and an Activity Guide card.

6 Place the '8' and '9' Forest cards face-down on the left side of the board with the '9' on the bottom.

7 Place the '1'-'7' Forest cards face-up on the board. The overlapping Forest cards should cover the numbers and form a bigger picture.

8 Repeat (6) and (7) for the Mangrove cards and the Coral Reef cards.



Player 1 Community

The Game is now ready to play!

Game Overview

The objective of the game is to have the most **Development Points (DP)**. The player with the most **DP** at the end of the game is the winner. You get **DP** from **Investments** you've built into your community.



This is the Development Point (DP) symbol. It shows how much Development Points an Investment gives (e.g. 4 Million DP).

Choose wisely because the **Investments** you build have an impact on the **Environment** that all players share.



In each round of the game, players may build **Investments**. Then, the **Impacts** of each player's community and Climate Change (through the **End Game Crisis** cards) are applied which destroys or restores the **Environment**.

After applying the **Impact**, you will be able to use your political powers as community leaders to close down **Investments** via a **Vote**, or you can **Review Proposals** to change the **Investments** you can build.

Finally, at the end of each round, a **Crisis** happens in your province which can either destroy **Investments** or the **Environment**. The **Environment** protects your **Investments** so the healthier it is, the less damage to your communities. It is possible for everyone to lose the game if a Typhoon or Super Typhoon destroys all the **Investments** in each player's community.

Game Flow

Each round is divided into five (5) steps:

- Step 1:** Draw to 7 Cards
- Step 2:** Do 3 Activities
- Step 3:** Apply the Impact
- Step 4:** Council (Vote or Review)
- Step 5:** Reveal Crisis

Unlike other card games, *Resilience: Survive and Thrive*® is round-based (not turn-based). **Everyone acts simultaneously in each step** as described to the right. Use the Step Tracker to keep track of the current step of the round.

Step 1: DRAW to 7 Cards

Each player draws cards from the Development Deck until they have 7 cards. Any player can draw first.

If the Development Deck runs out of cards, shuffle the Development Discard Pile to form a new deck.

Step 2: Do 3 ACTIVITIES

For each Activity, the players will do the following:

1. Choose a card

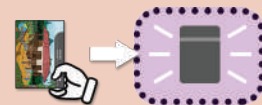
Each player chooses a card from their hand and places it face-down in front of them.

2. Perform Activity

Once each player has selected their card, they simultaneously announce and perform the **Activity** they want to do. The four possible **Activities** are explained below. (Use the Activity Guide cards as a reference.)

BUILD proposed Investment

Reveal the chosen card face-up in the space in front of you. The **Investment** you chose is now part of your community.



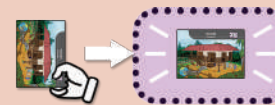
RESTORE the Environment

Discard the chosen card face-down to add two **Environment** cards of any combination back to the **Environment** board.



Build a HOUSE

Play the chosen card face-down and sideways in the space in front of you. It is now part of your community.



Houses are Gray Investments. Though they only give 1 DP, they are useful if you do not want to build a particular Investment!

Play an ACTION card

If the chosen card was an Action card, you can reveal and discard it to activate its effect. If multiple Action cards are played, resolve them in the order written on the cards.

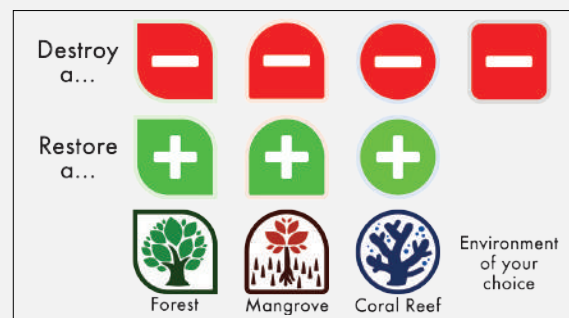


3. Do another Activity until 3 are done

After each player is done doing their **Activity**, repeat (1) and (2) until all players have done **3 Activities**. Once **3 Activities** are done, proceed to 'Apply the Impact'.

Step 3: Apply the IMPACT

Certain **Investments** and **End Game Crises** destroy or restore a specific **Environment** (either Forests, Mangroves, or Coral Reefs) every round as indicated by their **Impact** symbols (shown below). They affect the **Environment EVERY ROUND**—not only the first round they come into play.



The **Impact** is applied in the order shown on the Step Tracker.

For each of the **Impacts**, compute the total effect from all players and **End Game Crises** then apply it by removing or adding **Environment** cards to the board.



Special Impact Rules:

- If a type of **Environment** is depleted (zero left)...
 - All corresponding Commercial **Investments** for that **Environment** are destroyed and discarded. (e.g. Destroy all Plantations if all the Forests are destroyed.)
 - If you need to destroy any more of the depleted **Environment**, a different **Environment** is destroyed instead as written on the back of the last **Environment** cards (the '1' cards).
- If there are multiple Mines, apply the **Impact** in the order written on the Mine cards.

Step 4: VOTE or REVIEW

Each player will use their purple Vote/Review cards to choose to either **Review Proposals** or **Vote** to close down an **Investment**. To make their choice, all players first hide their Vote/Review card under the table. Then, all players **simultaneously** reveal their Vote/Review cards with their choice showing on the face-up side of the card.

REVIEW Proposals

To review proposals, discard **UP TO 2** cards from your hand. Then, draw cards equal to the number of cards you discarded.

Replace cards you don't want to use!

VOTE to close an Investment

Players who choose to **Vote** get one vote each which they place on any **Investment**. If an **Investment** gets two votes, it is turned into a House. (Votes don't carry over to next rounds.)

Voting players are free to talk, bargain, and discuss how they want to allocate their votes.

Houses have no **Impact** on the **Environment**. Voting is a strategic way to get rid of **Investments** with a destructive **Impact**.

Step 5: Reveal CRISIS

At the end of every round, a **Crisis** hits the players and their communities. Reveal the top card of the **Crisis** deck. The **Crisis** can either be an **Extreme Weather Event (EWE)** or an **End Game Crisis (EG)**.

Extreme Weather Event (EWE)

Extreme Weather Events destroy **Investments**. A healthy **Environment** lessens the destruction. Follow what's written on the revealed **EWE** to apply the damage. Discard the destroyed **Investments** face-down.

If a Typhoon or Super Typhoon destroys all the **Investments**, the game ends. (see Game End)

End Game Crisis (EG)

End Game Crises destroy the **Environment**. Follow the text of the revealed **EG** then place it on the End Game Slots of the Step Tracker. The game ends immediately after the 3rd EG Slot is filled. (see Game End)

After the **Crisis** step, begin the next round starting from the **Draw** step. Play until the game ends. (see Game End)

Game End

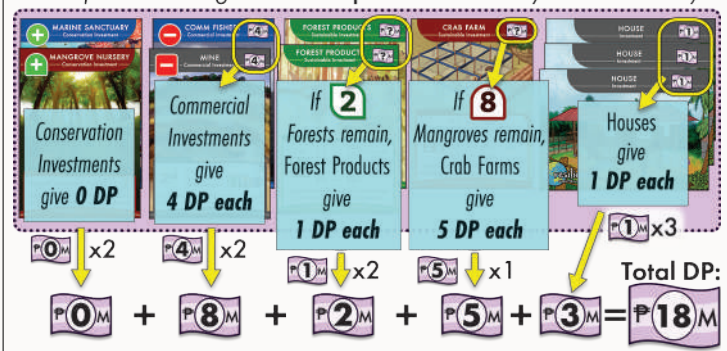
The game ends when either:

- The 3rd **End Game Crisis** is revealed.
- A Typhoon or Super Typhoon destroys all the **Investments** of all the players.

THIRD End Game Crisis Revealed

After the effects of the 3rd End Game Crisis are applied, each player counts and adds up the **DP** from the **Investments** in their community (on the table; not in hand). The player with the most **DP** is the winner!

Example of Scoring the **Development Points** of your Community:



Then, count the total remaining **Environment** and the total **DP** from all players. Check the table below to find the Epilogue of your game. Assign a player to read the Epilogue aloud to tell the players the fate of your communities.

3 Players	Total DP	Total Env		4 Players	Total DP	Total Env	
		0-11	12-27			0-15	16-27
0 39	Epilogue 1	Epilogue 2	Epilogue 3	0 49	Epilogue 1	Epilogue 2	Epilogue 4

Epilogue 1 (Low DP, Low Environment)

Short term planning has made you vulnerable to extreme weather events and has left your community in extreme poverty. You realize that easy profit comes at a price. Now you have to start from scratch, without the help of the rich natural capital you once had. Rehabilitate the environment, and make sure that it is managed wisely next time around.

Epilogue 2 (Low DP, High Environment)

Your resources remain to be tapped. Harnessing your natural potential can help lift your community from poverty if done properly. Best to set up a plan of action now before private individuals take advantage of your underutilized resources. Remember that your goal should be inclusive growth and sustainable development in the face of a changing climate.

Epilogue 3 (High DP, Low Environment)

Unchecked development has exploited the environment to the point of depletion, leaving little for future generations. Though you are rich, your actions have left you vulnerable. One storm is enough to topple the progress you have gained. Better channel your resources now to rehabilitate the environment while you still can; the storm is coming.

Epilogue 4 (High DP, High Environment)

With your careful planning, your constituents are able to live prosperously while maintaining a bountiful environment. This has time and again protected you from the impacts of climate change. Keep on the road to sustainable development. Maintain your environmental policies to secure resources for the next generations. The future looks bright.

TYPHOON DESTRUCTION End

If a Typhoon or Super Typhoon destroys all the **Investments** on the table, the game ends immediately and all players lose the game. Assign a player to read the Typhoon Epilogue below aloud.

Typhoon Epilogue (Worst End)

Your community is ravaged by a typhoon, leaving thousands dead in its wake. There is nothing to be done but to ask aid from outside; you cannot hope to rebuild by yourself. Reflect on what led to the destruction of the environment, leaving you exposed to the fury of the storm. Bury the dead and learn from the past.

FAQ

If you have any questions or need clarifications, visit the running online FAQ at www.balangay.games/resilience-faq

Credits and Copyright

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