



Rulebook

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

In **Resilience: Survive and Thrive®**, you are competing to have the most developed community.

But beware! Overdevelopment destroys the natural resources shared by your communities, which puts you at risk from Extreme Weather Events.

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

Game Overview

The aim of **Resilience: Survive and Thrive®** is to have the most **Development Points (DP)** at the end of the game. 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**).

Be careful because the **Investments** have an **Impact** on the **Environment**. They can restore or destroy the **Forests**, **Mangroves**, and **Coral Reefs** shared by all the players. Players can use **Action cards** and a **Vote** to close down other players' **Investments**.

At the end of each round, a **Crisis** happens which destroys **Investments** or the **Environment**. A healthy **Environment** protects your **Investments** from destruction while a depleted **Environment** leaves them at risk.

It is possible for everyone to lose the game if a **Typhoon** destroys all the **Investments** in each player's community. Will you be able to survive and thrive? At the end of the game, a final **Epilogue** will reveal the fate of your communities.

Commercial Investments give a lot of **DP** but destroy the **Environment**.



Conservation Investments restore the **Environment** but do not give any **DP**.



Sustainable Investments are worth more **DP** if the **Environment** is healthy.



Setting up the Game

1. Place the Environment playmat and the Phase Tracker in the center of the table. Make sure each player has space in front of them where they can build their communities.
2. Put the Step token on the square before “Draw to 7 Cards”.
3. Shuffle the Development Deck and Crisis Deck. Place them on the table. Make space for discard piles.
4. Deal 7 Development cards, a Vote/Review card, and an Activity Guide card to each player.
5. Place the ‘8’ and ‘9’ Forest cards face-down on the left side of the playmat with the ‘9’ on the bottom.
6. Place the ‘1’-‘7’ Forest cards face-up on the playmat. The overlapping Forest cards should cover the numbers and form a bigger picture.
7. Repeat (5) and (6) for the Mangrove and Coral Reef cards.
8. The Game is now ready to play!



Playing the Game

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.* 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 seven (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

The players do **THREE (3)** Activities. After the third Activity, proceed to “Step 4: Apply the Impact”. For each Activity, do (1) and (2) below:

1. Choose a Card

Each player chooses a card from their hand and places it face-down in front of them. Wait for everyone to choose a card before the next step.

2. Perform Activity

Then, each player simultaneously announces and performs the **Activity** they want to do. The four (4) 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 (2) **Environment** cards of any combination back to the Environment playmat.



Build a **HOUSE**

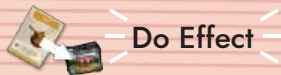
Play the chosen card face-down and sideways in the space in front of you. It is now part of your community.



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

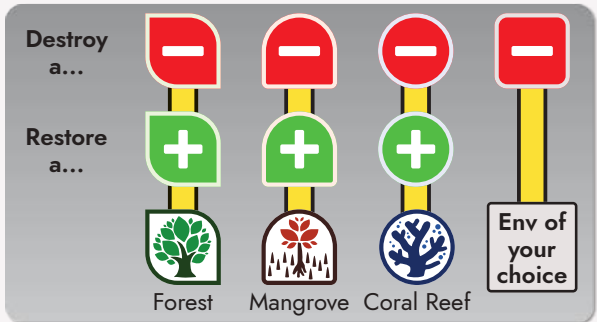
Play an **ACTION** card

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.



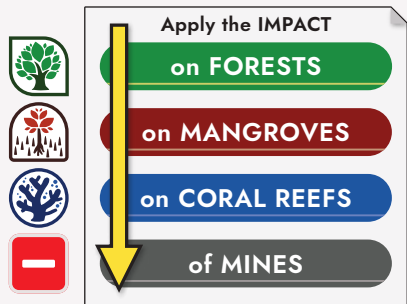
Step 3: Apply the IMPACT

Certain Investments and End Game Crises (explained on page 6) destroy or restore a specific type of Environment every round (either Forests, Mangroves, or Coral Reefs) as indicated by their **Impact** symbols (shown below). They affect the Environment **EVERY ROUND**– not only the first round they come into play.



Apply the **Impact** in the order shown on the Step Tracker.

For each of the **Impacts**, compute the total effect from all players' Investments and End Game Crises then apply them by removing or adding Environment cards to the playmat (shown below).



To Destroy, return a card from the playmat of its deck.
e.g. A Forest is destroyed.



To Restore, add a card from its deck.
e.g. A Coral Reef is restored.

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 Vote to close down an Investment or Review Proposals. 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.

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.)

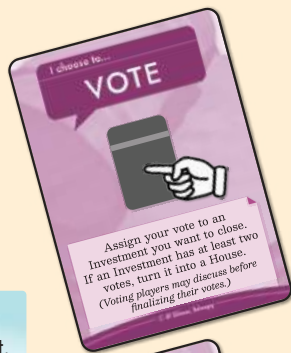
Voting players are free to talk, bargain, and discuss how they want to allocate their votes.

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

REVIEW Proposals

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

Replace cards you don't want to use!



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:

- ▷ A **Typhoon** or **Super Typhoon** destroys all the Investments of all the players. (see below)
- ▷ The 3rd **End Game Crisis** is revealed. (see page 7)

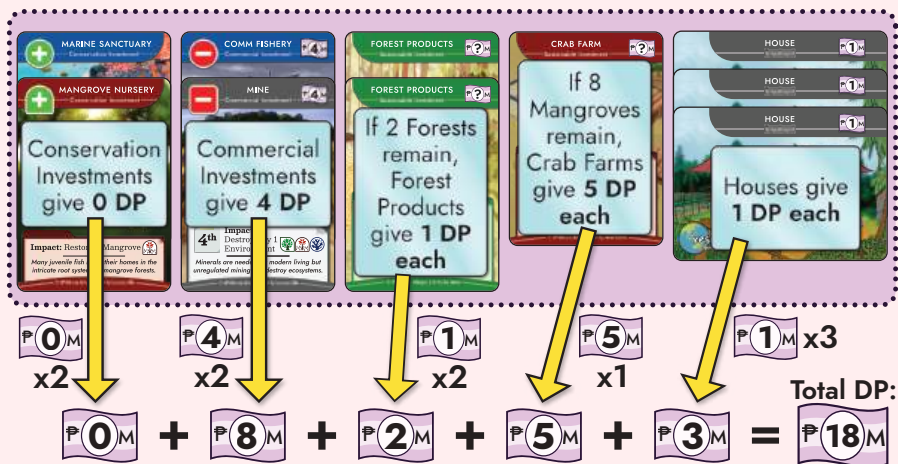
TYPHOON DESTRUCTION Ending

If a **Typhoon** or **Super Typhoon** *destroys all the Investments on the table* (there are no more Investments left in any of the player communities), the game ends immediately and all players lose the game. Assign a player to read aloud the **Typhoon Epilogue** on page 8.

The **THIRD** End Game Crisis is 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:



Read **EPILOGUE**

Then, count the total remaining Environment and the total DP from all players. Check the tables below to find the **Epilogue** of your game. The winner of the game will read the Epilogue aloud for all the players.

For **3 Players**:

Total Env 🌳 🌺 🌊	12-27	Epilogue 3	Epilogue 1
	0-11	Epilogue 4	Epilogue 2
	0-39	40+	
		Total DP P?M	

For **4 Players**:

Total Env 🌳 🌺 🌊	16-27	Epilogue 3	Epilogue 1
	0-15	Epilogue 4	Epilogue 2
	0-49	50+	
		Total DP P?M	

FAQ

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

EPILOGUES

Don't read the Epilogues until you've finished the game.

Epilogue 1 (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.

Epilogue 2 (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 3 (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 4 (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.

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.