



## GENERAL

### ACTION G-02

Create hazard recovery plans, and prioritize fixing hospitals, bridges, and other essential community assets.



## GENERAL

### ACTION G-05

Prepare for the possibility of climate migrants – displaced people moving within, from, or to the region.



## GENERAL

### ACTION G-06

Create a household preparedness plan and stock emergency supplies.



## GENERAL

### ACTION G-07

Identify a neighborhood school or other hub to coordinate local disaster response and recovery efforts.



## GENERAL

### ACTION G-08

Get to know your neighbors' special needs, skills, and resources, so folks can help each other out following a disaster.



## GENERAL

### ACTION G-09

Encourage residents to organize or participate in regular emergency preparedness, response, and recovery planning and training events.



## GENERAL

### ACTION G-12

Increase incentives to make urban infill and redevelopment projects more viable financially.



## GENERAL

### ACTION G-14

Expand the ability to predict drought and flood events by tracking soil moisture, streamflow, precipitation, groundwater levels, tide levels, well levels, reservoir levels, and weather forecasts.



# RESILIENCE ROAD

A Game of Climate Change & Chance

# RESILIENCE ROAD

A Game of Climate Change & Chance

# RESILIENCE ROAD

A Game of Climate Change & Chance

# RESILIENCE ROAD

A Game of Climate Change & Chance

# RESILIENCE ROAD

A Game of Climate Change & Chance

# RESILIENCE ROAD

A Game of Climate Change & Chance

# RESILIENCE ROAD

A Game of Climate Change & Chance

# RESILIENCE ROAD

A Game of Climate Change & Chance



## GENERAL

### ACTION G-15

Create a website that discusses climate impacts on community health and welfare.



## GENERAL

### ACTION G-18

Limit access to parks, lakes, and other outdoor recreation areas when natural hazards (algal blooms, wildfires, floods, etc.) pose risks to public safety.



## FLOOD & EROSION

### ACTION F-01

Evaluate and secure sustained funding to restore and protect riparian vegetation along shorelines.



## FLOOD & EROSION

### ACTION F-09

For sites where elevating or relocating a building is not a viable option in response to flood risks, acquire the property, use the land for appropriate uses (flood storage or agriculture, for example), and help residents resettle in the community.



## FLOOD & EROSION

### ACTION F-11

Protect important historical or cultural sites that are at risk of coastal or inland flooding, erosion, and wildfires.



## FLOOD & EROSION

### ACTION F-15

Minimize development, disturbance, and vegetation removal on or near steep slopes adjacent to waterbodies.



## WILDFIRE & EXTREME HEAT

### ACTION W-01

Create and maintain a map of the region's high-risk wildland urban interface communities and locations of wildfires.



## WILDFIRE & EXTREME HEAT

### ACTION W-04

Plant drought- and pest-resistant trees, shrubs, and grasses in parks, landscaping strips, and other urban areas.



# RESILIENCE ROAD

A Game of Climate Change & Chance

# RESILIENCE ROAD

A Game of Climate Change & Chance

# RESILIENCE ROAD

A Game of Climate Change & Chance

# RESILIENCE ROAD

A Game of Climate Change & Chance

# RESILIENCE ROAD

A Game of Climate Change & Chance

# RESILIENCE ROAD

A Game of Climate Change & Chance

# RESILIENCE ROAD

A Game of Climate Change & Chance

# RESILIENCE ROAD

A Game of Climate Change & Chance



## DROUGHT & WATER QUALITY

### ACTION D-02

Evaluate and secure sustained funding to support long-term monitoring of ground and surface water quality and quantity.



## DROUGHT & WATER QUALITY

### ACTION D-03

Increase reuse of reclaimed water for irrigating plants, supplementing low streamflow, and other purposes.



## DROUGHT & WATER QUALITY

### ACTION D-05

Increase the number of water rights that are transferred to a trust, temporarily or permanently.



## DROUGHT & WATER QUALITY

### ACTION D-09

Incentivize new commercial construction to include on-site rainwater harvesting facilities.



## DROUGHT & WATER QUALITY

### ACTION D-13

Expand septic system operation and maintenance education and outreach programs.



## DROUGHT & WATER QUALITY

### ACTION D-14

Reduce zoning density for parcels (i.e., "downzone") and lower limits for impervious surfaces near streams and lakes with nutrient-loading problems.



## DROUGHT & WATER QUALITY

### ACTION D-16

Incentivize water metering for all wells.



## WILDFIRE & EXTREME HEAT

### ACTION W-11

Expand the region's urban tree canopy, and manage forests responsibly.



# RESILIENCE ROAD

A Game of Climate Change & Chance

# RESILIENCE ROAD

A Game of Climate Change & Chance

# RESILIENCE ROAD

A Game of Climate Change & Chance

# RESILIENCE ROAD

A Game of Climate Change & Chance

# RESILIENCE ROAD

A Game of Climate Change & Chance

# RESILIENCE ROAD

A Game of Climate Change & Chance

# RESILIENCE ROAD

A Game of Climate Change & Chance

# RESILIENCE ROAD

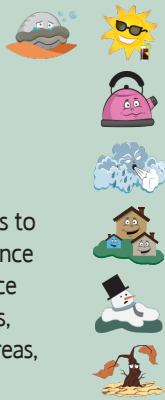
A Game of Climate Change & Chance



## PLANTS & animals

### ACTION P-01

Increase funding, education, and incentives for private landowners to manage lands in ways that enhance ecological and economic resilience (protecting and restoring forests, prairies, and shoreline/riparian areas, etc.).



## PLANTS & animals

### ACTION P-02

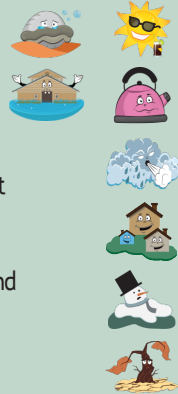
Use best-management practices, such as installing large woody debris in rivers, to improve water temperature, streamflow, and channel conditions.



## PLANTS & animals

### ACTION P-03

Create/Update basin plans that integrate climate impacts, and include goals and targets for protecting natural resources and habitat.



## PLANTS & animals

### ACTION P-04

Implement monitoring practices that provide early detection of invasive species on land and in water, and expand biological control and manual removal of such plants and insects.



## PLANTS & animals

### ACTION P-06

Expand efforts to monitor the cause and extent of changes in native and invasive plant distribution.



## PLANTS & animals

### ACTION P-08

Increase urban agriculture and biointensive farming methods to maximize crop yields and ecosystem services.



## PLANTS & animals

### ACTION P-09

Protect and enhance marine vegetation, such as eelgrass, so as to help clean water, store carbon, and improve fish habitat and survival.



## PLANTS & animals

### ACTION P-10

Educate waterfront property owners about the benefits of voluntary oyster seeding and other shellfish production, and encourage such practices.



# RESILIENCE ROAD

A Game of Climate Change & Chance

# RESILIENCE ROAD

A Game of Climate Change & Chance

# RESILIENCE ROAD

A Game of Climate Change & Chance

# RESILIENCE ROAD

A Game of Climate Change & Chance

# RESILIENCE ROAD

A Game of Climate Change & Chance

# RESILIENCE ROAD

A Game of Climate Change & Chance

# RESILIENCE ROAD

A Game of Climate Change & Chance

# RESILIENCE ROAD

A Game of Climate Change & Chance



## PLANTS & ANIMALS

### ACTION P-11

Support Voluntary Stewardship Program (VSP) implementation to encourage conservation of agricultural lands and critical areas (e.g., riparian stream buffers) that provide ecosystem services.



## PLANTS & ANIMALS

### ACTION P-12

Grow woody perennial crops (fruit trees, for example) that help conserve water, store carbon, and provide other ecosystem services.



## TRANSPORTATION & ENERGY

### ACTION T-01

Expand and retrofit the region's energy distribution, monitoring, and storage infrastructure to support more on-site renewable energy generation.



## TRANSPORTATION & ENERGY

### ACTION T-04

Elevate, reinforce or relocate important electrical equipment that is within critical areas at risk of flooding and/or landslides.



## TRANSPORTATION & ENERGY

### ACTION T-05

Map transportation infrastructure that is vulnerable to repeated floods and/or landslides, and designate alternative travel routes for critical transportation corridors when roads must be closed because of natural hazards.



## TRANSPORTATION & ENERGY

### ACTION T-06

Relocate or retrofit low-lying roads vulnerable to coastal or inland flooding.



## TRANSPORTATION & ENERGY

### ACTION T-09

Establish energy goals/benchmarks for new buildings, and adopt permitting practices and building code design guidelines that support clean and efficient energy (passive design, rooftop solar panels, electric vehicle charging stations etc.).



## TRANSPORTATION & ENERGY

### ACTION T-13

Increase resources to monitor air quality, and enforce regulations to reduce the health risks of air pollution (surface ozone and particulate matter, for example) exacerbated by warmer temperatures and automobile emissions.



# RESILIENCE ROAD

A Game of Climate Change & Chance

# RESILIENCE ROAD

A Game of Climate Change & Chance

# RESILIENCE ROAD

A Game of Climate Change & Chance

# RESILIENCE ROAD

A Game of Climate Change & Chance

# RESILIENCE ROAD

A Game of Climate Change & Chance

# RESILIENCE ROAD

A Game of Climate Change & Chance

# RESILIENCE ROAD

A Game of Climate Change & Chance

# RESILIENCE ROAD

A Game of Climate Change & Chance



## STRESSOR SETBACK

Warmer Summer

You've been slowed by Warmer Summer – the Puget Sound region's warm months (April-September) being warmer than they have been historically. Stay put until you can play an action card (or wild card) that addresses this stressor.



## STRESSOR SETBACK

Ocean Acidification

You've been slowed by Ocean Acidification – Puget Sound's seawater becoming more acidic and corrosive due to greater absorption of carbon dioxide. Stay put until you can play an action card (or wild card) that addresses this stressor.



## STRESSOR SETBACK

Increasing Drought

You've been slowed by Increasing Drought – the region's dry spells becoming more frequent and intense. Stay put until you can play an action card (or wild card) that addresses this stressor.



## STRESSOR SETBACK

Intensifying Precipitation

You've been slowed by Intensifying Precipitation – the region's heavy rain events becoming more frequent and intense. Stay put until you can play an action card (or wild card) that addresses this stressor.



## STRESSOR SETBACK

Warmer Winter

You've been slowed by Warmer Winter – the Puget Sound region's cool months (October-March) being warmer than they have been historically. Stay put until you can play an action card (or wild card) that addresses this stressor.



## STRESSOR SETBACK

Sea-Level Rise

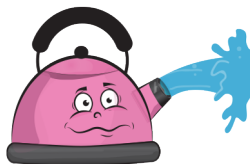
You've been slowed by Sea-Level Rise – Puget Sound's seawater rising due to increasing temperatures and melting land ice. Stay put until you can play an action card (or wild card) that addresses this stressor.



## STRESSOR SETBACK

Population Change

You've been slowed by Population Change – temporary or permanent population displacement and migration within and/or to the Puget Sound region due to climate impacts. Stay put until you can play an action card (or wild card) that addresses this stressor.



## STRESSOR SETBACK

Warmer Water

You've been slowed by Warmer Water – warming affecting the chemical, biological and/or physical characteristics of the Puget Sound region's fresh and marine waterbodies during any season. Stay put until you can play an action card (or wild card) that addresses this stressor.

# RESILIENCE ROAD

A Game of Climate Change & Chance

# RESILIENCE ROAD

A Game of Climate Change & Chance

# RESILIENCE ROAD

A Game of Climate Change & Chance

# RESILIENCE ROAD

A Game of Climate Change & Chance

# RESILIENCE ROAD

A Game of Climate Change & Chance

# RESILIENCE ROAD

A Game of Climate Change & Chance

# RESILIENCE ROAD

A Game of Climate Change & Chance

# RESILIENCE ROAD

A Game of Climate Change & Chance



### STRESSOR SETBACK

Increasing Drought

Move your pawn to the stressor Increasing Drought – the region’s dry spells becoming more frequent and intense.



### STRESSOR SETBACK

Ocean Acidification

Move your pawn to the stressor Ocean Acidification – Puget Sound’s seawater becoming more acidic and corrosive due to greater absorption of carbon dioxide.



### STRESSOR SETBACK

Increasing Drought

Move your pawn to the stressor Increasing Drought – the region’s dry spells becoming more frequent and intense.



### STRESSOR SETBACK

Intensifying Precipitation

Move your pawn to the stressor Intensifying Precipitation – the region’s heavy rain events becoming more frequent and intense.



### STRESSOR SETBACK

Warmer Winter

Move your pawn to the stressor Warmer Winter – the Puget Sound region’s cool months (October-March) being warmer than they have been historically.



### STRESSOR SETBACK

Sea-Level Rise

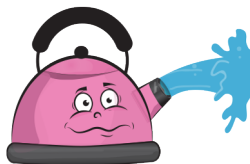
Move your pawn to the stressor Sea-Level Rise – Puget Sound’s seawater rising due to increasing temperatures and melting land ice.



### STRESSOR SETBACK

Population Change

Move your pawn to the stressor Population Change – temporary or permanent population displacement and migration within and/or to the Puget Sound region due to climate impacts.



### STRESSOR SETBACK

Warmer Water

Move your pawn to the stressor Warmer Water – warming affecting the chemical, biological and/or physical characteristics of the Puget Sound region’s fresh and marine waterbodies during any season.

# RESILIENCE ROAD

A Game of Climate Change & Chance

# RESILIENCE ROAD

A Game of Climate Change & Chance

# RESILIENCE ROAD

A Game of Climate Change & Chance

# RESILIENCE ROAD

A Game of Climate Change & Chance

# RESILIENCE ROAD

A Game of Climate Change & Chance

# RESILIENCE ROAD

A Game of Climate Change & Chance

# RESILIENCE ROAD

A Game of Climate Change & Chance

# RESILIENCE ROAD

A Game of Climate Change & Chance



**WILD CARD**

Stuck? Well, you're in luck. ... Please create an adaptation action for a climate stressor of your choosing.



**WILD CARD**

Stuck? Well, you're in luck. ... Please create an adaptation action for a climate stressor of your choosing.



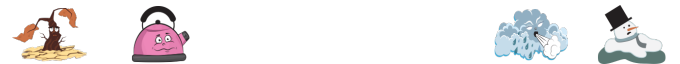
**WILD CARD**

Stuck? Well, you're in luck. ... Please create an adaptation action for a climate stressor of your choosing.



**WILD CARD**

Stuck? Well, you're in luck. ... Please create an adaptation action for a climate stressor of your choosing.



**WILD CARD**

Stuck? Well, you're in luck. ... Please create an adaptation action for a climate stressor of your choosing.



**WILD CARD**

Stuck? Well, you're in luck. ... Please create an adaptation action for a climate stressor of your choosing.



**WILD CARD**

Stuck? Well, you're in luck. ... Please create an adaptation action for a climate stressor of your choosing.



**WILD CARD**

Stuck? Well, you're in luck. ... Please create an adaptation action for a climate stressor of your choosing.



# RESILIENCE ROAD

A Game of Climate Change & Chance

# RESILIENCE ROAD

A Game of Climate Change & Chance

# RESILIENCE ROAD

A Game of Climate Change & Chance

# RESILIENCE ROAD

A Game of Climate Change & Chance

# RESILIENCE ROAD

A Game of Climate Change & Chance

# RESILIENCE ROAD

A Game of Climate Change & Chance

# RESILIENCE ROAD

A Game of Climate Change & Chance

# RESILIENCE ROAD

A Game of Climate Change & Chance