

RESILIENCE ROAD

A Game of Climate Change & Chance

Storms, floods, droughts, wildfires . . . We face these natural hazards today, and climate change stressors will worsen them tomorrow. Fortunately, we can work together to become a more resilient region.

Grab a few friends and consider what steps – “adaptation” actions – you can take down Resilience Road. But be careful: You’ll be buffeted by rising seas, rain storms, and other setbacks. Cooperation will be key to reaching Resilience Ridge. Good luck!

GAME OBJECTIVE:

All players reach Resilience Ridge within 20 minutes (each minute in the game represents one year).

GAME CONTENTS:

1 Game board

- **The Spaces:** Each space includes two footprints that are color-coded to an action category (e.g., Gold = General Actions).
- **Grants Pass:** Congrats! You’ve received a grant to work on climate actions of your choice.
 - When you land on Grants Pass, you can immediately move forward via the pass.
- **Deschutes Falls:** Whoops! You’ve been swept downstream. Shake it off, and get back on your feet.
 - When you land at the top of Deschutes Falls, you must immediately move down the river to the end of the falls.
- **Resilience Ridge:** Congrats! Your community is prepared to weather whatever changes come your way.
 - When all players reach Resilience Ridge, you’ve finished the game.

5 Player pawns

1 Deck with 114 cards

- **90 Action Cards:** These cards describe simplified Thurston Climate Adaptation Plan actions we can take to prepare for and adjust to a changing climate.
 - 25 of the cards feature priority actions that allow a player to move forward 2 color-coded spaces (4 footsteps).
 - 65 of the cards feature secondary actions that allow a player to move forward 1 color-coded space (2 footsteps).
 - All of the cards feature pictures of the climate stressors that the action addresses.

- **16 Stressor Cards:** These cards describe the 8 stressors that increase risks associated with the region’s changing climate.
 - These stressors include: increasing drought, intensifying precipitation, ocean acidification, population change, sea-level rise, warmer summer, warmer water, and warmer winter.
- **8 Wild Cards:** Wild cards allow you to come up with your own action that addresses a climate stressor.
 - No idea is too big – even if it means mining ice from an asteroid or building an Eiffel Tower-sized umbrella!

GAME SETUP:

- Place the game board on a flat surface.
- Shuffle the deck and place it face down on the board. This is the draw pile.

GAME PLAY:

1. Each player chooses a pawn and places it at the start space on the game board.
2. The person whose birthday is next on the calendar goes first, and play proceeds clockwise.
3. Start a 20-minute timer.
4. At the start of your turn, take one card from the draw pile.
 - **Wild Card:** If you draw a wild card, your pawn stays where it is. Place the wild card face up in front of you, so you may use it later.
 - » To use a wild card when stuck by a stressor, think of an action (the funnier, the better), say it aloud, and place the wild card in the discard pile.
 - **Action Card:** If you draw an action card, you must take one of the following actions:
 - » If you don’t have a stressor card face up in front of you, you can move forward on the road:
 - Move one or two color-coded spaces, based on the number of footprints on the card.
 - Place the action card face up in front of you.
 - » If you do have a stressor card face up in front of you, you can play an action card that addresses the stressor.
 - The card can be the one you just drew, a card from in front of you (including a wild card), or a card given to you by another player.
 - Once you play an action card that addresses the stressor, place it and the stressor card in the discard pile.
 - If you don’t an action card that addresses the stressor, your pawn stays where it is and your turn ends.
 - » You can give the action card to another player – even if you have a stressor card face up in front of you.
 - The card recipient then moves forward two or four spaces, depending on the card, and places it face up in front of him/herself. This ends your turn, and play continues with the person to your left.
 - **Stressor Card:** If you draw a stressor card, your pawn stays where it is. Place the stressor card face up in front of you and end your turn.