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.
2. 5 Player pawns
3. 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.
   - 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!
4. 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 winter, and warmer winter.
5. 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.