

Game of Resilience

2-4 players

5 and up

10-20 minutes

Contains

Deck of system cards

Deck of weather cards

4 sets of player boards

A round board

2 white 1-3 6 sided dice

A green 1-3 6 sided die

sets of work, water, food, and electricity tokens. 25 each

The game of Resilience is a board game about the different needs and necessities of having a self sustaining house. Self sustaining houses are homes that are able to pay for bills, such as water or electricity, through collecting it and selling it to the utility company. The goal of the game is to cooperate with neighbors who share the fabship with you and make it through a whole year without spending money out of pocket for bills.

The following are instructions on how play by designing and creating your owns systems from a fabship. The players will play 12 rounds(or more) with every 3 rounds representing a different season. If the players miss the requirements for 4 rounds everyone loses. Each season brings different weather inclemations that affects the systems each player owns.

Setup

The game start with the round marker on the first month. Every player start with 4 work energy as well as a player product board. Next the players start at the designing and creating part of the round. Since there are no bills applied yet, the players collect their system products and move to the next round. The 2nd round and beyond follow the same pattern of upkeep, designing and creating, and billing until round 12 or if the players fail a collective amount of 4 times.

Inside a round

At the beginning of the round each player rolls 2 dice and combine the total to receive the work energy. Then 1 player rolls the dice with colored sides. Red is electricity, green is food, and blue is water. After the color is determined 2 dice are rolled and the collective total determines the amount is needed for that product and is added on to the previous rounds amount. Next the players move onto design and creating where each player chooses what system they want.

They then pay the amount of work energy listed on the top of the card. Top left if it is not a design that has been uploaded. Top right if it is a design that has been uploaded. Next the players collect the total amount of system products their systems produce and pay their billings. After this is done they remove half of their remaining work energy and move onto to next round.

End of the game

The game ends when the players end the 12th round or they fail to complete 4 rounds. Once done each player counts up the remaining products and the player with the most collective total wins.

Parts of the game

Parts of a round:

Rounds are separated into 3 parts: upkeep, designing and creating, and finally billing. Once the players progress to the next part they cannot revert back. The prerequisite conditions part of the round is where the weather card is drawn, the products required for that round is set using dice, and the work energy given to each member is given. The building and uploading part of the round is where the work energy is spent to create systems and systems that have been created the previous round can be uploaded. The final part of the round is the billing. During billing players receive the products their systems produce and then spend the products on the round's product requirements.

Playing boards:

Round board is used to keep track of rounds. Every three rounds, starting at round 1 is equivalent to a season. The game starts at round 1 in spring and progresses through each seas using different weather.

Fab ship development board is used to keep track of which systems have been uploaded and shared to each player. System cards are placed on the empty squares so that others can see them.

The player board is a board to put each player's systems and tokens as a way of organization. Players can organize however ever they like.

Token:

Tokens are used to keep track of the certain values of the game mechanics. There are 2 type of tokens: work energy and products. Work energy monitors how much can be done in one round and is received at the beginning of each round by rolling 2 1-3 sided dice and the total is the amount the player who rolls receives.

Systems:

Systems are bought using work energy listed on the card and provides the product listed on card. Systems need to be made once for the most work energy required and then can be uploaded to the cloud. This way is costs less energy to build while producing the same if system products.

Extra rules:

Player can end at the first year or they can choose to play multiple years.

Source:

https://greenliving.lovetoknow.com/Self_Sufficient_Homes

