

ROUND 1





ROUND 4

ROUND 3









LAND	8 1	0	12		14
		ROUND 1	ROUND 2	ROUND 3	ROUND 4
RESILIENCE NEED	Resilience points needed to avoid each disaster (drought, hurricane, flood) in each round	+3	+4	+5	+6
RESIL	Negative impact on both soil health and cash tokens if player has insufficient resilience points for the disaster in each round	-3	-4	-5	-6

ROUND 2

RESILIENCE ACTIVITY

RESILIENCE ACTIVITY

> **ROUND 1: AG CHANCE CARD**

ROUND 2: AG CHANCE CARD

ROUND 3: AG CHANCE CARD

ROUND 4:

RESILIENCE ACTIVITY

RESILIENCE ACTIVITY

> **ROUND 1: COMMUNITY CHANCE CARD**

ROUND 2: COMMUNITY CHANCE CARD

ROUND 3: COMMUNITY CHANCE CARD

ROUND 4: COMMUNITY CHANCE CARD

RESILIENCE ACTIVITY

RESILIENCE ACTIVITY

AG CHANCE CARD



ROUND 1



ROUND 2



ROUND 4

ROUND 3









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> **ROUND 1: COMMUNITY CHANCE CARD**

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RESILIENCE ACTIVITY

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ROUND 1





ROUND 4

ROUND 3









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RESILIENCE ACTIVITY RESILIENCE ACTIVITY

ROUND 1: COMMUNITY CHANCE CARD ROUND 2: COMMUNITY CHANCE CARD ROUND 3: COMMUNITY CHANCE CARD ROUND 4: COMMUNITY CHANCE CARD

RESILIENCE ACTIVITY

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