



GAME DESIGN
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.RESILIENCE

FACING CRISIS FROM THE BIG CHAIR

OVERVIEW

The game deals with the resilience of a nation facing a succession of events trying to hit the nation's key indicators of vulnerability, mainly its social cohesion and stability of its governance. The game takes the point of view of the Head of Government.

.Resilience plays solo or in cooperation (2-3 players) within a chosen scenario. The game acts as the adversary. Your goal is to be resilient enough to survive the scenario and achieve the expected results while putting into effect various strategies.

Eight Key indicator's gauges are displayed on the game board in order to follow their variations due to the effects of Events, Strategy Cards, Role cards or Influence actions as well as "domino" effects.

During a game turn, events will hurt Key indicators, basically worsening the domestic and international situations. Players will react buying Strategy Cards with a budget and testing for possible Influence Actions available with active Strategy cards. Players may need to activate their Role in order to overcome certain delicate situations.

A typical game, representing about a year, lasts between 45 to 60 minutes according to the scenario and debates between players.

SUCCESS OR DEFEAT ?

YOU WIN...

...whenever a turn is over and:

- the Event Deck is depleted (i.e. no more cards left).
- *and* the scenario conditions are met, meaning the Key indicators have reached a certain level,
- *and* none of the 'You Loose' conditions applies,

Your nation have successfully overcome the threats it was facing.

YOU LOSE...

... whenever any of the following conditions applies **at the end** of a turn:

> **Major Defeat:** Social or Governance Key indicator is in space one (1) of its track. Your nation fails to be resilient enough and has collapsed socially or its governance is in disarray.

> **Minor Defeat:** at least 2 other Key indicators are in space one (1) of theirs tracks **at the same time.**

KEY INDICATORS

Eight Key indicators are used to model the global situation. They are defined as follow and are referred later in the rules with their abbreviations (in parenthesis):



Social Cohesion (**SOC**) reflects how the society fights exclusion, has a sense of belonging, promotes trust in each other, including toward institutions.



Governance (**GOV**) stands for the sustainability of nation's governance, major public institutions as well as budgetary capabilities.



Domestic Economy (**ECO**) relates to the well being of the domestic economy.



Defense-Security (**DEF**) includes both military and police capabilities which can be mobilized to overcome or prevent situations such as foreign military operations and homeland security.



International Organizations (**INT**) regroups both the economic and political organizations (i.e. EU, ALENA, NATO, UN...) and reflects the confidence of those organizations toward your nation.



Media-Public Opinion (**MEDIA**) reflects how media, social networks and opinion leaders appraise the overall situation and support decisions that have been taken.



Operations (**OPS**) tracks how bad or good the engagement of defense and security operations are, including in foreign countries.



Political Support (**POL**) relates to the approval of the head of Government or Government itself as a political body.

COMPONENTS

- 1 Game Board
- 1 Rule Booklet
- 56 Events cards (2 blanks)
- 24 Strategies cards (2 blanks)
- 10 Role cards (1 blank)
- 8 Key indicator markers (blue discs)
- 8 Various markers (blue cubes) to track Time, Budget and Role's Abilities
- 4 Special events marker (black cubes)
- 6 Next Turn modification markers
- 1 Die (6-sided)

GAME SETUP

Place the playing board in front of you, facing the player(s). Set asides the Event cards, Strategy cards and Role cards.

A - CHOOSE A SCENARIO, PLACE MARKERS

Go to the Scenario section at the end of this booklet to pick one. It will instruct you where to place the Key indicators markers (blue discs) in the numbered spaces on their tracks, how to prepare the Event Deck, what to do if any special rules apply, such as starting hand of Strategy cards, Role cards...

Place one blue disc on space one (1) of the Turn Marker and one blue disc on the appropriate space of the Budget track (which is the total of GOV + ECO key indicators).

B - PREPARE THE EVENT DECK

Most scenario uses a deck of 24 Events, roughly representing 12 months (game turns). Follow the scenario instructions then place the Event deck on the appropriate space on the board, face down.

C - SELECT ROLE CARDS

Place on the side Role cards (2 if one player, 1 per player otherwise, see page 6) as instructed by the scenario. Place one blue cube marker for each Ability. Those markers will be used to track the activation of Roles's abilities.

1. Card name
2. Ability is available
3. Ability is used
4. Effects
5. Card number

Role Card Overview



D- PREPARE THE STRATEGY DECK

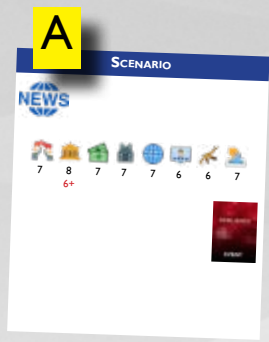
Place all the available Strategy cards for the scenario readily accessible to all players, face up.

The scenario may give you one or more Strategy cards in hand, for free.

You are now ready to play through the Game Sequence! you may now read the back of this rulebook for an example.

Active Strategy

Discarded Strategies



'Next Turn' counters are placed here

Effects when marker is in that space during the Preparation phase (here: POL +1)

Influence action table
Special Events cubes
Key indicator
Event Deck
Played Events

A

B

A

A

GAME SEQUENCE

.RESILIENCE is played over a number of turns following 4 phases:

1. **PREPARATION PHASE**
2. **FIRST EVENT PHASE**
3. **ACTION PHASE**
4. **SECOND EVENT PHASE**

1) PREPARATION PHASE

TOTAL BUDGET

Budget is an abstraction of the nation's resources as well as the stability and flow of the governance capacity. You spend budget to buy Strategy Cards and pay for Influence Actions.

Budget **may not** be spared for further turns and is lost for next turn.

GOV is in space '5' and the ECO is in space '7', Budget for this turn is 12.



PAY MAINTENANCE FOR ACTIVE STRATEGIES

If you have one or more Strategy cards in play on the board, they are said to be Active and you must pay for their maintenance cost to stay Active during this turn. Maintenance cost is immediately subtracted from your Budget. If you can't pay for maintenance, then discard a Strategy Card so that you can afford to pay the maintenance cost of all active Strategy cards. Put discarded cards on the 'Discarded Strategy' space on the board, they may be bought again later for twice their cost.

You want to maintain Active the 'Diplomacy' card and must pay 4 Budget immediately.

APPLY PREVIOUS EFFECTS

Apply effect of every 'Next Turn' counters (+/- 1, +/-2) placed in their space, then remove the counters. There may be more than one Next Turn counter affecting the same Key indicator; apply their effect sequentially.

A -2 counter affects POL, move the POL marker 2 spaces on the left.

! Then, apply effects if a Key Indicator **is in space 8, or in an orange or red space.** *POL is in space 3, apply -1 to GOV, moving the blue disc into space 2.*

Note: Apply all effects in **any desired order**, this gives players some flexibility.

BUY STRATEGY CARDS

Strategies represent the policies in preparation or in effect in order to prevent and react to the events fed by the game. You may buy any strategy cards available the first time at their normal cost or that have been discarded but at **double** their cost.

The 'Diplomacy' card costs 8 Budget and 16 budget if it has been discarded earlier.

Choose any number of available Strategy cards and pay for their cost with your Budget. Adjust the Budget marker accordingly. Take the Strategy Cards you bought in your hand or place them before all the players, face up. There is no limit to the number of Strategy Cards you may buy and keep available for later use (Action phase).

Playing a Strategy Card from your hand does not cost any budget. Most of the card's effects apply as soon as the Strategy Card is played and some when the Strategy Card is Active, depending of the following **keywords** on the card:

> **Apply next turn:** place the relevant Next Turn counters on the 'Next Turn' space near the appropriate Key indicator to remind you to apply effect during the Preparation Phase.

The Funding Development card (06) puts a '+1' counter on both DEF and OPS.

> **Roll []:** roll a single die for all Key indicator marked with a * and apply effect immediately only if the die roll result falls into the expected range

As long as Development of Crisis Training is active, it cancels -1 SOC if the die roll final result is 1,2,3 or 4.

> **Cancel effect:** allows to negate the effect applied to a Key indicator usually depending on the result of a roll of one die.

With Diplomacy Active, whenever any effect, such as from an Event, should alter the INT indicator, Roll a [], [], or a [] to prevent moving the INT marker by -1.

> **Choose option effect:** allows the player to choose between 2 options for the effect of the card. First option effects are on the left side of the / in **red** and second option effects are on the right side in **black**.

New Front opens in Operations (26) gives the players the options to either 1) apply -2 to OPS or 2) -1 to DEF and -1 to OPS.

Strategy Card Overview






1. Name
2. Cost to buy
3. Maintenance cost
4. Effects when Active
5. Eligible Influence actions
6. Card number

All modifications to Key indicators are cumulative.

HOW MANY ROLE CARDS PER PLAYER?


#players

-  : take 2 Role cards
-  : take 2 Role cards
-  + : take one Role card per player.

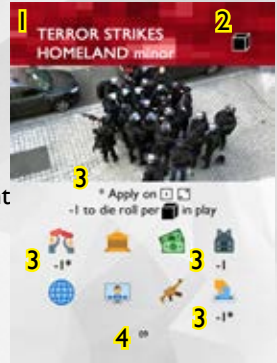
2) FIRST EVENT PHASE

Reveal the next Event Card from the top of the Event deck and immediately apply its effects on each Key indicator, placing 'Next Turn' counters if instructed. An Effect marked with a * is conditional and subjected to a die roll to determine if it applies or not. If a text rule printed on the card differs from this rulebook, apply rule written on the card.

If the 'All Quiet' Event card is drawn as the very first event replace it in the Event deck, reshuffle and draw a new card.

If the Event card shows a , place a black cube near the Event Deck. It will help remind you that a Terror or other special Event has occurred. Some cards make use of the number of black cubes already in play to adjust their effects.

Event Card Overview



1. Card name
2. Terror symbol
3. Effects to Key indicators
4. Card number

3) ACTION PHASE

In this phase you may react to the event that just happened and choose one of your Strategy to play and use Influence actions with Active Strategies. Choose the following actions, in any order:

- A) Play ONE Strategy Card
- B) Roll for Influence action (you may take this action multiple times)
- C) Discard any number of Active Strategy Cards
- D) Pass

Reminder: you can also activate any number of Abilities from your Role cards. See 'Triggering Role Abilities' next page.

A) PLAY ONE STRATEGY CARD

Only **one** Strategy Card may be played during the Action Phase, whatever the number of players. When played it becomes Active. Apply now and only once its effects, all cumulative. It remains Active as long as you pay its maintenance cost in the Preparation phase. Place it in one of the 'Active Strategy' space on the board, you may have more than 3 Active Strategies at the same time.

If the Card says so, put 'Next Turn' counters on the relevant Key indicators to remind you to apply the effect later (usually next turn).

When the 'Friends with Mega-Corps' (#20) is played, immediately move MEDIA by -1 and place a '+2' Next Turn counter on the ECO "next turn" space.

B) ROLL FOR INFLUENCE ACTIONS

This action gives you the opportunity to try to influence positively a Key indicator only if its pictogram is circled in **green** on any Active Strategy Card. (see example card page 6).

BUDGET	1	2	3	4
	-			

Cross reference the budget you want to spend with the relevant Key indicator on the table displayed on the board. The dice indicate the result to obtain on a roll, possibly modified by other cards (Strategy, Role...), to move the Key indicator marker +1 space on its track. Whatever the result, the budget is spent. An Influence action can be attempted any number of times, as long as your budget allows it.

The 'Governance Reforms' (5) strategy is active. This strategy allows for Influence actions on GOV and INT. With 4 Budget left this turn, the players spend all budget on GOV (currently in space 5); the die roll gives a 2, a success; GOV is now in space 6, the Influence action is successful.

C) DISCARD ANY NUMBER OF ACTIVE STRATEGY CARDS

You may discard any or all active Strategy cards you find too expensive to maintain or useless. Place them in the Discarded Strategies space. Those cards may be bought again at twice their cost. A few strategies are removed from the game and are stated as such on their card.

D) PASS

Do nothing. Sometimes, it pays...

4) SECOND EVENT PHASE

First, reveal the next Event Card from the top of the Event deck and immediately apply its effects. Note that you can't react to this Event before your next Action Phase unless an Active Strategy card allows it.

Then, move the Turn Counter one space ahead and go for a new turn.

! Remember: if SOC or GOV falls in space one (1) of their gauche, the scenario is lost and the game ends!

! TRIGGERING ROLE ABILITIES

Roles give abilities that may be activated **anytime** during a turn. Select any available Ability (marked with blue cube) on any Role card and apply its effect immediately then remove the marker from the card. Generally, once an Ability has been activated, it remains unavailable until the end of game.

The Ability 2 of the 'Economy' Role card allows the player to re-roll any one die regarding ECO related effect such as an Influence Action or an Event asking for a die roll in order to impact the ECO Key indicator.

SCENARIOS

1) Place Key Indicator makers : each scenario indicates in **black** the starting positions of markers and in **red** the minimum position space, or higher, where the marker must be at the end of the scenario as winning conditions.

In the Test Drive scenario, place ECO and DEF markers in space 7. At the end of the scenario, GOV must be in space 6 or above (6+) in order to win.

2) Assemble the Event Deck : remove the Event cards listed and set out the one listed into one pile. Complete by selecting randomly the given number of Events to form a second pile. Unless instructed otherwise, shuffle both piles to form a face-down draw Event Deck. Set aside the remaining cards, they will not be used.

In the Successive Strikes on Homeland scenario, select 2 Event 09 cards and so on...

3) Select the starting Strategy and Role card(s) : regarding the number of players (1, 2, 3+), you may start with Strategies already in hand at no cost as well as Role cards or chosen by the players or by random selection.

4) Review the special rules for the scenario : they gives special insctructions that has to be followed in order to play and win the scenario.

.RESILIENCE is basically a toolbox, you are encouraged to build your own scenario based on the available cards or by creating the ones suitable to your context.

TEST DRIVE



This short scenario gives you the feel and flow of the game. It is intended to be nice to you in order to learn the game easily.



7 8 7 7 7 6 6 7

6+

2 x All Quiet (21)

Add 10 randomly picked Events.

Special Rules : none



Starting Roles :

1: Economy

2: Economy + Defense

3+: same as 2 + choice

Starting Strategies : Diplomacy, Social Reforms

SUCCESSIVE STRIKES ON HOMELAND



The nation is engaged in military operations abroad. Enemy strikes on homeland try to undermine our social balance and governance.



Remove all cards #14, 16, 25, 26, 33, 38 then select:

- 1x *Cyber Attack* (1)
 - 1x *Terror Strikes Homeland, major* (7)
 - 2 x *Terror Strikes Homeland, minor* (9)
 - 1 x *All Quiet* (21)
 - 1 x *New Front Opens in Opex* (26)
 - 1 x *Terror Targets Community* (27)
 - 1 x *Sabotage of Vital Public Interest* (30)
- Add 16 randomly picked Events.

Special Rules : none



Starting Roles :

- 1: Defense
- 2: Defense + choice
- 3+: Defence + choice

Starting Strategies :

Security Forces Launch Strikes, Interpol Gets New Resources

GOVERNMENT REBOOT




A new government is formed preparing for important reforms, but internal cohesion issues show rapidly.



Remove all cards #7, 27, 30 then select:

- 2 x *All Quiet* (21)
 - 1 x *Corruption unveiled* (22)
 - 1 x *Member State struggles with EU* (28)
- Add 20 randomly picked Events.

Special Rules : each time an Ability is triggered, roll a die. On a result of 1 or 2, the Role card is removed from the game (remaining ability is lost).

Option : Pick randomly a new Role card among the available and place only one  on any one Ability.



Starting Roles :

- 1: Politics
- 2: Politics + choice
- 3+: Politics + 1 choice + random

Starting Strategies :

Governance Reforms, Social Reforms, Tax Cuts for Middle Classes

SOCIAL MOVEMENT IS SPREADING



A growing anger is coming from various parts of the population and blows up with episodes of violence.



Remove all cards #7, 11, 14, 15, 26, 27, 30, 36, 37, then pick: 1 x *Major Strikes at home* (16), 1 x *Risky Social Protest* (38) the take aside 1 x *Security Abuse major* (6), 2 x *Black Blocs in Action* (25), 1 x *Security Abuse minor* (29), shuffled them with 18 randomly picked Events.

Take the 10 top cards and shuffle the *Major Strikes at home* (16) into the first top 5 cards to form a first 6-cards pile. Shuffle the *Risky Social Protest* (38) in the following 5 cards to form a second 6-cards pile. Place the second pile on top the remaining Event cards and the first pile on top of the second pile to form a ready Event Deck. Do not reshuffle the deck afterward.

Special Rules : When a 3rd is played, the game lasts one more turn then ends.



Starting Roles :

- 1: Homeland
- 2: Homeland + Politics or Communication
- 3+: same as 2 + choice

Starting Strategies :

Financial Assistance,
State of Emergency

MONEY IS EVERYTHING



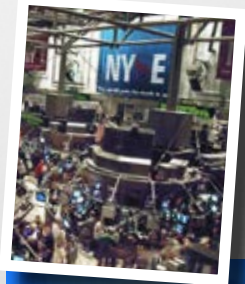
World economic situation is just coming out from a severe crisis and is still fragile. Experts fear incidents. Government is controlling the communication, looming toward a form of censorship.



Remove all cards #7, 9, 15, 29, 36, 38 then select: 1 x *Commercial Crisis, major* (14), 2 x *Major Social Strikes at Home* (16), 1 x *Food Scandal* (20), 2 x *All Quiet* (21), 1 x *Information Leak, finance* (24).

Add 17 randomly picked Events

Special Rules : All Influence action get -1 to die roll when Control of Gov Com is Active.



Starting Roles :

- 1: Treasure
- 2: Treasure + Strategy
- 3+: same as 2+ choice

Starting Strategies :

Control of Government
Com, Support to SMEs
Investments

ALL ABOUT OPERATIONS



External operations are stressing our resources and diplomacy efforts are a major consideration. Hopefully, internal affairs stay quite calm at the moment.



Remove all cards #4, 6, 7, 14, 16, 25, then select:

1 x *Foreign partner needs assistance* (2), 1 x *Diplomatic faux-pas* (5), 1 x *Information leak, diplomacy* (8), 1 x *Diplomatic incident* (11), 2 x *Operations need reinforcement* (15), 2 x *All Quiet* (21), 1 x *New front opens* (26), 1 x *An Ally is bashing you* (34), 1 x *Unforeseen resistance* (36), 1 x *Coalition needs more support* (37)

Add 12 randomly picked Events.

Special Rules : At the beginning of each turn after the 6th, roll a die and add 6. If the result is less than the current turn number, the game lasts one more turn then ends.

This is the start of turn 9, the die roll gives a 2 for a total of 8, the game will end at the end of turn 10.



Starting Roles :

- 1: Defense
- 2: Defense + Foreign Affairs
- 3+: same as 2 + choice

Starting Strategies :

Diplomacy, Coalition Training

ANYTHING GOES



The future looks bright. Until now, people were confident in the ability of the Government to overcome domestic and foreign issues. Can you stay at that level of satisfaction one more year ?



Remove all Events then select :

1x *Major Sport Cup Won* (12), 3 x *All Quiet* (21), 1 x *Corruption Unveiled* (22), 1 x *Information leak finance* (24), 1 x *Nation Tribute to a Star* (31)

Add 17 randomly picked Events

Special Rules : none



Starting Roles :

Take 1 more Role
(e.g. 3 if 1 or 2 players)

Starting Strategies :

3 of your choice

PLAY-THROUGH THE 'TEST DRIVE' SCENARIO

TURN 1 :

you chose the *Foreign Affairs* Role during the setup of the scenario.

- 1) Preparation Phase:** Budget is 15 (GOV 8 + ECO 7), there is no active Strategies to maintain, 'Next Turn' markers to apply, or markers in a red or orange space. You buy the *Friends with Mega-Corps* Strategy (cost 4) that you put before you.
- 2) First Event Phase:** you draw *Member State struggles with EU*. GOV is now 7. You put a -1 'Next Turn' counter in the ECO space as well as a -2 counter near INT. Finally, POL is now 6.
- 3) Action Phase:** you play *Friends with Mega-Corps*, it is now an Active Strategy, and apply its effects. MEDIA goes down to 5. A +2 counter is placed in ECO. Thanks to your active strategy, you try an ECO Influence action (circled in green) spending 4 Budget. Looking at the Influence table, you need to roll 1, 2 or 3 on a die to give +1 to ECO. You roll a 4, too short. You try again with 4 more Budget and roll a 2, a success. ECO is now 8, good news for SOC which goes up +1 space (8) which in turns gives +1 to POL, now 7! Remaining budget is lost.
- 4) Second Event Phase:** you reveal the *Terror targets a Community* Event, place a black cube near the Event deck then apply its effect. You roll a die to see if SOC is affected, and get a 3 (no effect). You move the time marker one space ahead.

TURN 2 :

- 1) Preparation Phase:** Budget is 13 (GOV 7 + ECO 8 - maintenance cost of the active Strategy). There is no markers in red or orange spaces but 3 'Next Turn' counters : ECO stays at its maximum (8 +2 -1), note you do not apply again the SOC +1 bonus; INT goes down to 5 (7 -2). Remove the 'Next Turn' counters. You buy *Training of Local Authorities* and *State of Emergency* Strategies leaving you with 0 Budget.
- 2) First Event Phase:** the next Event card is *A New Front Opens*, giving the option to either apply -2 OPS or -1 DEF and -1 OPS. You choose -2 OPS, leaving OPS at 4 (6 -2).
- 3) Action Phase:** You play *Training of Local Authorities* applying its immediate effect, GOV is 8.
- 4) Second Event Phase:** you draw *Black Sheep among Migrants*. Thanks to active *Training of Local Authorities* you try to overcome the -1 SOC and decide to trigger the Ability 2 of your Role (-1 to a single die). You roll a 4 and get a net result of 3, hopefully enough to cushion the Event's impact. MEDIA -1 cannot be negated, though. End of Turn 2, you're doing quite well after about 2 months in the Office...

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CREDITS

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