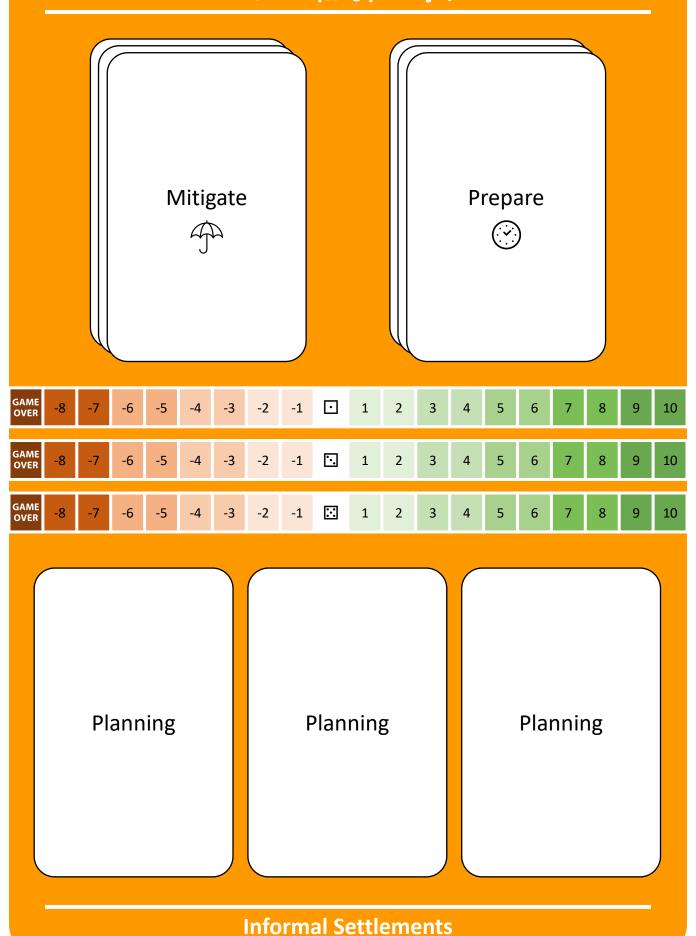
Informal Settlements



Drinking Water System



10

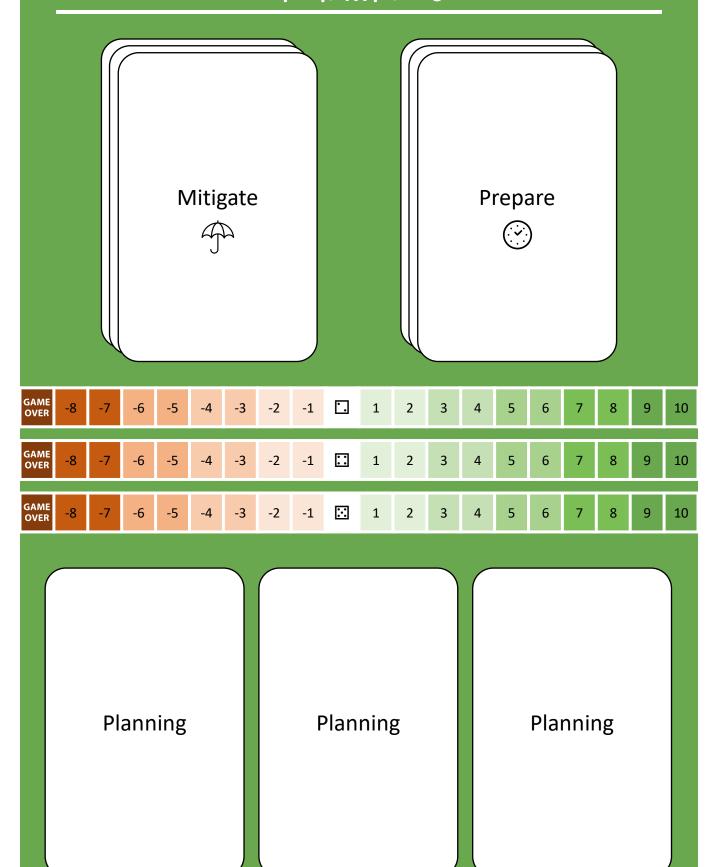
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GAME OVER

GAME OVER

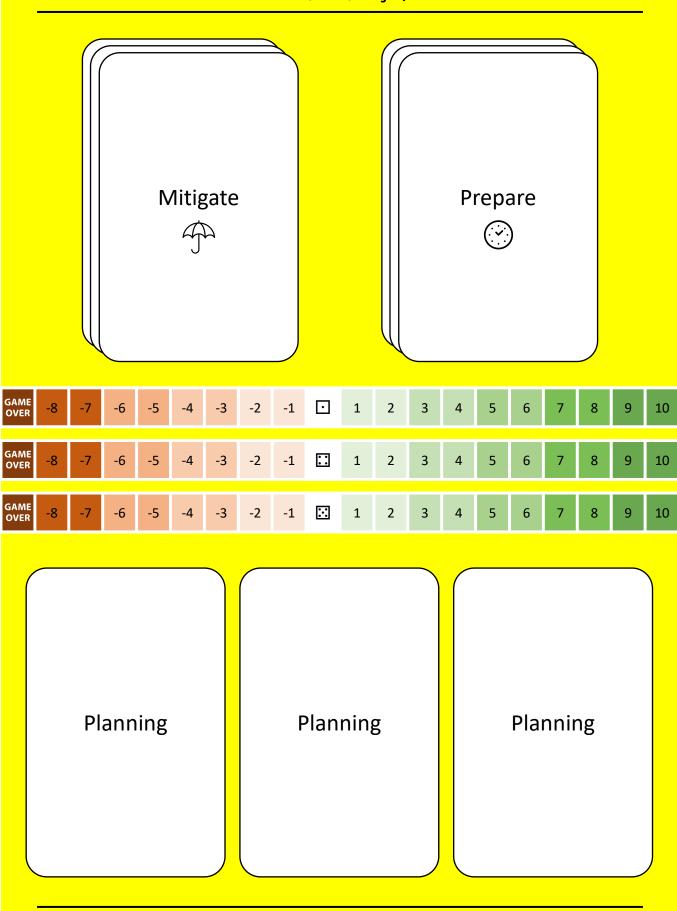
Planning Planning Planning

Coastal Wetlands

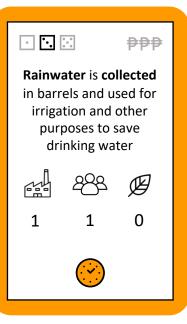


Coastal Wetlands

Infrastructure



Infrastructure





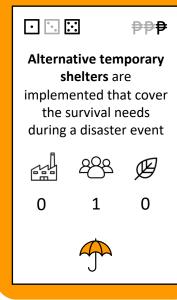




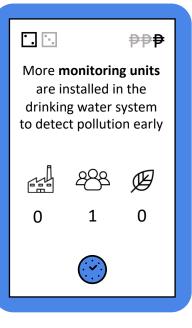


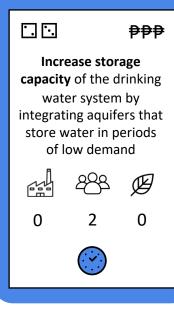


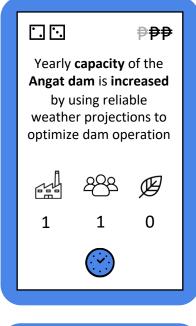


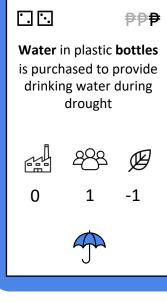




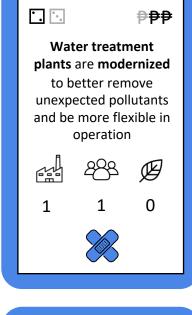


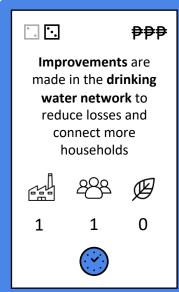




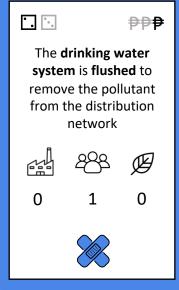


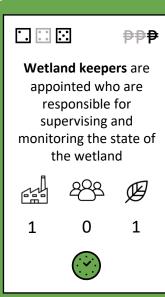




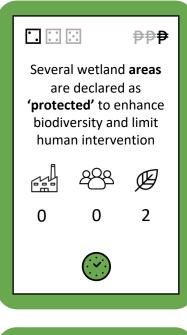


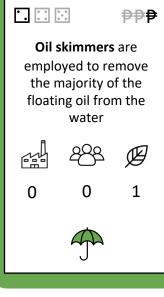


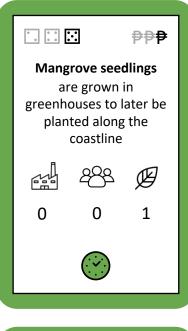




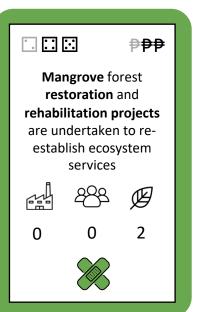




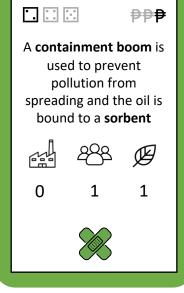




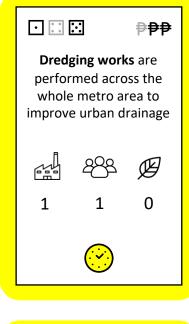




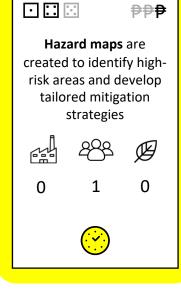


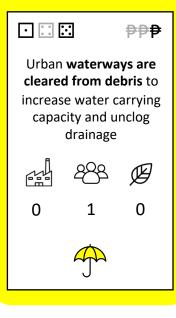




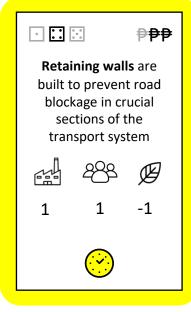


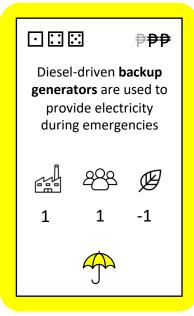


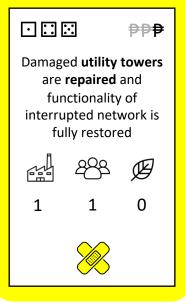


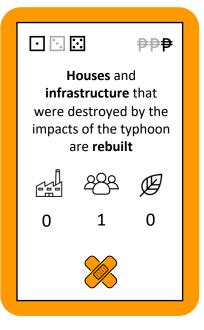


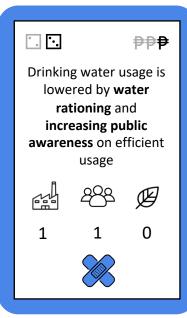


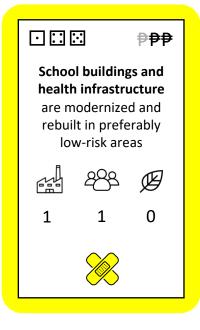


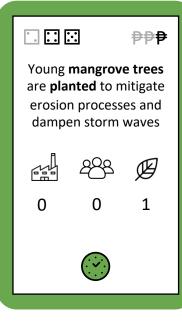


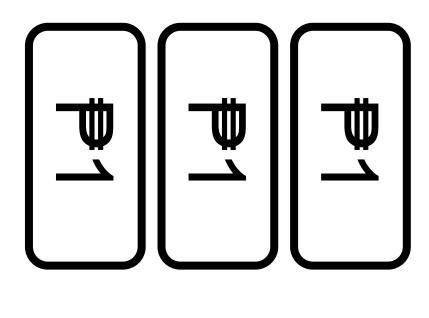


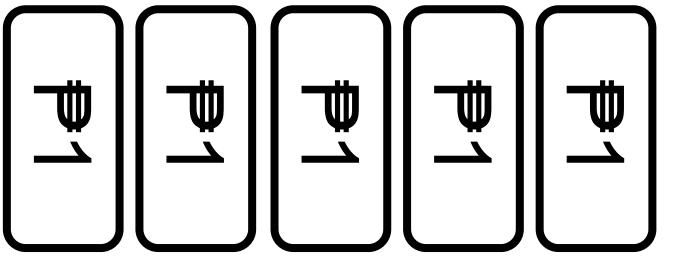












Actions per round



whether or not a new budget is available. Move the pawn to the next round and check



affect Manila in this round Roll the die to determine what shock will



from your subsystem score bar, unless enough factor the **impact is multiplied**. Subtract the points See which subsystems are affected and by what prepare measures are already in place.



If needed, try to recover from the shock with recovery cards from the planning area



Make up the total balance of each subsystem and score. let the game master recount the total resilience



are in your planning area and increase subsystem resilience from implementing prepare measures. **Implement** prepare and/or mitigate measures that



Discuss the **new measures** you want to apply in your subsystem and pay for them

Actions per round



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