



INTRODUCTION

You live and work in rural Calamity County, home to an award-winning carrot festival. Calamity County suffers from frequent disasters. Helping animals in your community can be a hard row to hoe and your team has some competition.

OBJECT OF THE GAME

Working in teams, navigate the chaos of a disaster and creatively solve assignments. Resolve 5 assignments to complete your LADDER and win!

GAME COMPONENTS



Coin
(not included)



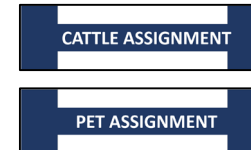
Resource Cards



Chaos Cards



Carrots – currency
of Calamity County



Assignment Cards



Assignment LADDER

GAME SETUP

1. Divide into two teams of 2-4 players each. Seat teams on opposite sides of the table.
2. Place game components on table*:
 - Place a coin in center of table.
 - Shuffle Assignment, Chaos, and Resource card decks and place FACE DOWN.
 - Deal each team 10 resource cards and place FACE UP to establish the initial Team Resource Inventory.
 - Distribute 200 Carrots of Calamity Currency to each team to establish team disaster funds. Place remaining currency in Community Bank.
 - Place an Assignment LADDER in front of each team.

**Refer to the game layout illustration in the Facilitator's Guide.*



GAME PLAY

Teams compete to complete their LADDER first by building their Team Resource Inventory and disaster funds to resolve assignments while trying to avoid chaos. A coin toss determines which team goes first.

When one team has completed their LADDER by resolving 5 assignments, the opposing team gets one final turn to complete their LADDER. If the opposing team is not successful, the team completing their LADDER first wins. If both teams successfully complete their LADDER, the team with the highest combined total of remaining disaster funds and resource inventory values wins.

URNS

A turn consists of the following steps:

1. Flip a coin:

Heads

Draw 1 resource card

- Read aloud
- Add to Team Resource Inventory

Draw 1 chaos card

- Read aloud
- Follow instructions

Tails

Draw 2 resource cards

- Read aloud
- Add to Team Resource Inventory

2. Draw 1 Assignment card and read aloud. Place face up on LADDER Template. (Skip this step when LADDER is full).

3. Brainstorm as a team to creatively meet assignment needs with your resources...see **RESOURCE MANAGEMENT**. Focus on identified needs since multiple assignments have the same scenario.

4. Propose your team's brilliant solution to the opposing team and convince them that the identified resources meet the assignment needs. Negotiations and proposal modifications are encouraged. The assignment is resolved when the opposing team accepts your proposal. If you can't agree, leave the assignment open for a future turn or proceed to **CHALLENGE**.

Multiple assignments can be resolved in a single turn. Once proposals and solutions are completed, the turn ends. If your team is unable to propose solutions, your turn ends and the assignment remains open. When assignments are resolved, place resources on assignment card and flip stack over on the LADDER template.

RESOURCE MANAGEMENT

1. See resources you want from the opposing team? Negotiate using any combination of your Calamity Currency and/or resources.
2. Resources do not have to be used in the same turn they are acquired.
3. Resources cannot be divided.
4. Once resources are used to resolve an assignment, they are unavailable for future use.
5. Players can assume unspecified resource characteristics. For example, if a resource card does not specify size, assume the size is appropriate.
6. Not enough currency to pay Chaos card penalties or Challenge losses? Pay with the face value of resources to make up the difference.

CHALLENGE

Your team is confident in the proposal, but the other team thinks you're a few carrots short of a bushel. Proceed to coin flip to determine the fate of your proposal:

Heads

Proposal denied

- Discard disputed assignment card
- Return resources to your inventory

Tails

Proposal accepted

- Turn assignment/resource stack face down
- Opposing team pays 50 Carrots to Community Bank