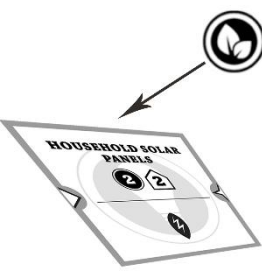
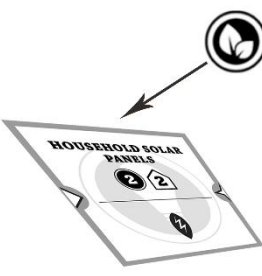
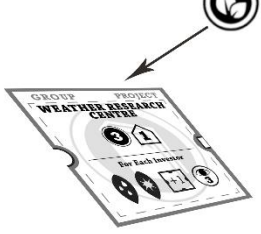
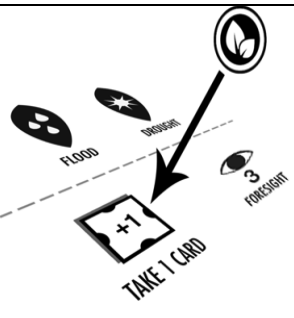


Invest in the Future






Rules Reminder

Taking a Turn

On your turn you can take **one** of four actions:

			
1. Put down a card and place a token on it.	2. Place a token on an incomplete card to continue developing your project.	3. Place a token on a group project that is not fully developed (see <i>group projects</i>).	4. Place a token on the action sheet. Players can place on a shield, on draw a card, or on foresight.






Development Card Symbols

				
Stands for how many tokens needed to complete development.	Represents how many points you earn on completing a project.	Indicates how many card(s) you may draw.	Get extra tokens to place immediately on your choice of shield(s) on the Action Sheet.	You may look at the top 3 disaster cards one time.

Sectors

				
Education	Energy	Environment	Health	Infrastructure

Disaster Shields

				
Health	Economic Shock	Energy	Flood	Drought

Shields on development cards: act as one level of protection for the duration of the game.

Shields on the Action Sheet: A token placed on a shield acts as one level of protection. Placing this token counts as your action for the turn. This protection lasts only for the current round.

Shields on a disaster: indicate which disaster is going to happen in that round.