climat**ACT**ical: Game Instructions

The game is played in rounds. Each round follows the same three-step sequence:

Step 1: Action

- **Draw 3 cards** from the Action Deck and place them face-up.
- **Discuss** the three options as a group. You can only pick one action to implement each round, don't spend more than 5 minutes discussing.
- **Debate:** You must advocate for the choice that best fits your character's role and/or secret trait.
- **Decide:** Once agreed, keep the selected card and shuffle the other two back into the deck.
- **Resolve:** Adjust your Organisational Stats based on the plus or minus values shown on the card.
    - When **Resolving the Mission** you can either choose to add or subtract 10 points, or keep the value as is. You have to discuss as a team on how a specific Action Card affects the mission of your given organisation. The Client character has the final say.

Step 2: Event

- **Roll a dice:** If it lands on 1, 2, 3 or 4, you must draw an Event Card, otherwise skip to Step 3: Finance.
    - **Tip:** If you want to speed up the game you can change the probability of drawing Event Cards to be higher.
- **Draw 1 card** from the Event Deck and place it face-up. Read the Event Card aloud.
- **Check for Shields or Exemptions:** See if any Action Cards you previously played provide an "Exemption" or a "Shield" against this event.
- **Resolve:** Adjust your Organisational Stats based on the plus or minus values shown on the card.
    - When Resolving the Mission you can either choose to add, subtract or keep the value as is. You have to discuss as a team on how a specific Event affects the mission of your given organisation. The Client character has the final say.

Step 3: Finance

- **Draw 1 card** from the Finance Deck. Read the card to find out if you have gained or lost funds (e.g., a surprise grant or an unexpected repair).
- **Resolve:** Adjust your Finance Stat on the sheet.

Round Complete!

You are now ready to begin the next round by going back to Step 1: Action and drawing 3 new Action Cards.