

Climate change adaptation challenge: board game instructions

Background

Adaptation Scotland's climate change adaptation board game is a fun and interactive way for people to explore the challenges and opportunities that extreme weather and climate change may present, the hard decisions that need to be made, how to deal with risk and uncertainty and the financial implications of action and inaction. Decision making, creative thinking, teamwork, and communication skills are tested throughout the game.

Aims

The aim is for each team to move around the board using the dice provided. As you move around the board you will land on squares which either cost money or save money. This is due to damaging weather events, necessary adaptation investments, emerging opportunities and investments in adaptation measures which have paid off. The team with the most money (or least debt) at the end of the game is the winner.

Players

You should have at least two teams of 3-8 people.

Length of play

Introduction: 10 minutes

Play: 60 minutes

Reporting back: 10 minutes (can be adjusted to suit)

Total: **80 minutes**

Checklist

You will need the following resources for each team:

- Game board (suggested size: A3 for teams of 3-5 and A1 for teams of 6-8)
- Game instructions
- Challenge instructions
- Diversion 1 (instructions, scenario and cards)
- Diversion 2 (instructions, scenario and cards)
- £30m cash and £30m reserve cash
- 2 x credit cards each worth £10m
- 1 dice
- 1 game board counter, to move around the board

Rules

- Each team has a budget of £30 million cash.
- You have the potential to earn an extra £30 million by landing on “collect” squares.
- Your banker will deduct money when you land on a “pay” square.
- Your banker holds two joker credit cards worth £10 million each. You can use these at any time but they must be redeemed by visiting the Finance Minister. Any used credit will be deducted from your final budget.

- Your team will be tested in a challenge. You must complete the challenge before moving on.
- You will also face two diversions. You must stop and follow the diversion instructions before you move on. At the diversions, teams are given a scenario and two decision pathways – one pathway is to invest in long-term adaptation actions; this is an expensive option. The other pathway is short-term and designed to deal with current challenges; this decision path is substantially cheaper. The decision pathway selected here will have financial implications as the team moves along the diversion.

Please note that the diversion scenarios are fictional. *The costs attributed to the different options are examples which are designed to generate discussion and to illustrate the investment decisions you may have to make as a result of extreme weather and climate change.*

Getting started

The game is usually played after the “*introduction to adaptation*” presentation which is available from Adaptation Scotland. To request the latest version of this presentation please email us at adaptationscotland@sniffer.org.uk

The key to the game’s success is in the introduction. You should introduce the contents of the game bag, clearly explain the purpose of the game and outline the role of the finance minister and banker.

Finance Minister – the Finance Minister checks the challenge answers and monitors team progress. These details are kept on a sheet of paper with team numbers down the side and challenges across the top, with a note of whether teams have used their jokers.

Banker – each team should have a banker who oversees the team’s budget (£30 million cash, £30 million reserve and two £10 million credit cards). When a team completes the game, the banker must go to the finance minister and let them know how much money they have. The team with the most money wins.

Now give the teams 30 seconds to appoint a ‘banker’. The banker’s role is independent; they must ensure the budgets are handled correctly. Should the team land on any forfeits along the way the correct sum of money must be deducted from the team’s budget.

Go through the checklist above starting with the game board. Make sure you point out the challenge and the diversions. Explain why each team has money and credit cards and give the group the timescales for the game.

End

Give a clear indication that the game is finished. Some teams may finish before your allocated time which is okay, although they should not finish too early! As teams finish they should count their final budget and present this to the finance minister. Once all teams have finished, encourage them to report back their experiences in relation to the game’s objectives. For example:

- What did you learn about the consequences of climate change?
- Which investments paid off?
- What challenges did you face in making investment decisions?
- How do these experiences relate to the decisions you have to make in your job?

The team that has completed the game and has the most budget left at the end wins.