PAYING FOR PREDICTIONS *at a glance*

During the game players face changing climate risks, have to make both individual and collective decisions to prepare for these risks, and must deal with the consequences of their decisions. Importantly, players experience the value of climate forecasts in helping to inform their decisions.

Facilitators: 1 (highly skilled)
Time to play: 45 mins – 1 hour

Process

1. Group players into teams of three. Give each player a 6-sided white dice, and each team a 6-sided coloured dice and an opaque cup.

2. Explain the following basic concepts carefully and play practice rounds to demonstrate them:

   a) **Practice 1 - How is flooding determined?** Teams roll regional rainfall dice (but keep them hidden under opaque cups), then individuals roll local rainfall dice. Then teams lift the cup to uncover regional rainfall dice. All players sum the scores of local and regional rainfall dice to determine local flooding (*see table overleaf*). Play 1 round like this.

   b) **Practice 2 - How to prepare for floods?** Give each player 10 beans, explaining that these can be used to prepare for floods or to pay for disaster relief (*see table overleaf*). No beans can be swapped or recuperated. If players run out of beans give them a red stone to represent a humanitarian crisis, but they continue playing. Play 2 rounds like this, and then return all beans to players.

3. Introduce Early Warning Systems. Hold an auction and based on the highest bids, award transparent cups to half the teams. These cups allow teams to see the regional rainfall patterns before making flood preparation decisions.

4. Start the game proper. Play 6 rounds following these steps:

   a) Teams roll regional rainfall dice. Teams with transparent cups see regional rainfall patterns, teams with opaque cups do not.

   b) Teams discuss flood preparations. Those who want to prepare for floods stand up and give 1 bean to the facilitator.

   c) Players roll local dice.

   d) Teams with opaque cups reveal their regional rainfall.

   e) Resolve the round (*see table overleaf*).

5. Round 7: introduce climate change.

   a) Replace the teams' 6-sided regional rainfall dice with 8-sided dice to increase flood risk frequency. Try to do this secretly.

6. Play 3 rounds with the 8-sided dice, then end the game.

7. Determine individual and team winners (*see table overleaf*).

8. Reflect (*see questions overleaf*).

Materials

Per player

10x beans
(resources for flood preparedness)

1x 6-sided white dice
(local rainfall)

Per team (of 3 people)

1x 6-sided coloured dice
(regional rainfall)

1x opaque cup
(hides regional rainfall dice)

1x 8-sided dice
(regional rainfall under climate change)

2x red stones
(for players with no more beans)

1x transparent cup
(reveals regional rainfall dice – only for half the teams)

General

Enough tables and chairs for each player

Enough space between teams to allow team conversations

Prizes for winning individual & winning team

Audio-visual equipment (for large groups)

Flood preparations and disaster relief

	FLOOD (local rainfall dice + regional rainfall dice ≥ 10)	NO FLOOD (local rainfall dice + regional rainfall dice < 10)
PREPARED *(paid 1 bean before round)*	Celebrate, no disaster relief needed.	Acted in vain, but nothing happens.
NOT PREPARED	Pay 4 beans for disaster relief.	Nothing happens.

Winners

Most beans remaining

Team with fewest red stones OR (if a draw) team with most beans remaining

Possible reflection questions

- What did you experience during this game?
- How did what you experienced link to your reality?
- What happened when we introduced climate change?
- Do you think this was an accurate representation of climate change?
- Share one insight you have gained from this game.