

Welcome to ARSINOE serious town, the town planning game with serious outcomes.

We've pitched the game very much as an ice breaker exercise that looks to achieve 3 objectives:

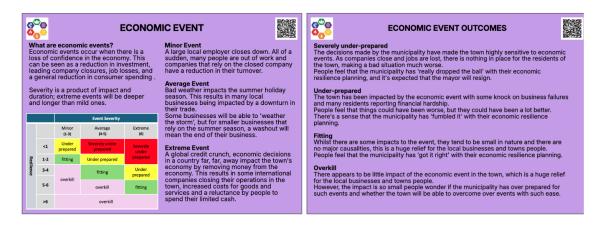
- Create a game that enables participants to discuss climate resilience in a relaxed and fun environment
- 2. Consider climate-related issues from multiple perspectives
- 3. Appreciate that interventions have complex interactions and may be impacted, or cause impacts beyond their intended scope.

Set-up

This is a game that's designed to be played with at least 2 people and probably no more than 6 and consists of three decks of cards:

1. Resilience event cards

The five event cards have the description and impact of the five resilience events that you must prepare for.



There are five oncoming resilience events that the town must prepare for: flooding, drought, heat waves, biodiversity and economic. The resilience event cards describe the impact and outcomes for each different type of event.

2. Persona cards

The 6 persona cards describe the residents of ARSINOE serious town.



Each persona has a short backstory on their card, describing who they are and what they like and dislike about living in ARSINOE serious town. Use this information to help you to debate your choices in a manner that is in keeping with the person you now are.

3. Intervention cards

The 28 intervention cards have the description of an intervention on one side and the outcomes on the other.





Each card has a description stating what the intervention is and its strengths and potential weaknesses for the town. There is also a table of resilience impacts, with each intervention being able to both positively and negatively impact the resilience of the town, with the following key:

EP for economic protection

BP for biodiversity protection

FP for flooding protection

DP for drought protection, and

HP for heat wave protection.

The reverse side of the card contains a set of 4 outcomes for the intervention if chosen by the town. The outcome is selected by rolling a dice, with 1 resulting a very bad outcome, 2-3 an outcome that's not good, 4-5 an outcome that's not bad, and 6 a very good outcome indeed.



Playing the game

The goal of ARSINOE serious town is for your group of residents to choose the most appropriate interventions to help the town prepare for five oncoming resilience events: flooding, drought, heat waves, biodiversity and economic. The resilience event cards describe the impact and outcomes for each different type of event.

Each game consists of four sections: selecting your persona, electing the mayor, selecting the town's interventions, and the final resilience events.

Selecting your persona

To choose your persona, select one of the persona cards. Depending on how you want to play the game, you can either shuffle and deal the cards to each player or rifle through the cards until you find a character you like.

Read your personas backstory so you can get the feel of who you now are and make decisions in keeping with what your persona would really, really want.

Electing the mayor

ARSINOE serious town needs a mayor. The mayor is responsible for keeping the town running and manages the game. To select a mayor, an election is held with each player rolling the dice. Whoever gets the highest score becomes mayor. In the event of a tie, the tying candidates re-roll.

Elections can also be held during selecting the town's interventions. If the mayor performs poorly and rolls a 1 for the intervention outcome, the disappointed citizens will demand a new mayor, with all the players except the currently incumbent mayor part of the election process.

Selecting your town's interventions

This part of the game consists of 4 turns. For each turn, take the intervention card deck, draw four cards and present them with the intervention description face up (the side with the picture). Cards can be drawn by shuffling the deck and drawing four.

Each card has positives and potential issues, and it's up to the townspeople to decide which intervention to apply to the town, hopefully following their persona card. This should involve some lively discussion about the pros and cons of the interventions on offer.

Each card has a table showing the five resilience events and the intervention's impact (both good and bad) on that event, with:

EP for economic protection

BP for biodiversity protection

FP for flooding protection

DP for drought protection, and

HP for heat wave protection.

The mayor will then conduct a ballot of choices and select the most popular choice. In the event of a split decision, the mayor will choose which intervention to apply.

Once an intervention has been chosen, the mayor will turn the card over to reveal the outcomes and roll the dice with the outcome of the intervention dependent on the dice roll. If the outcome is very bad, the mayor will be forced to resign, and a new mayoral election will be held.

The chosen intervention card will be placed to one side and the unselected cards are returned to the intervention deck ready for the next turn.

Resilience events

This part of the game uses the five resilience event cards. For each card, add up the appropriate intervention impacts for your chosen interventions and then roll the dice and use that to determine the event severity on the top of the event table:

		Event Severity		
Resilience		Minor (1-3)	Average (4-5)	Extreme (6)
	<1	Under prepared	Severely under prepared	Severely under prepared
	1-2	fitting	Under prepared	
	3-4	overkill	fitting	Under prepared
	5-6		overkill	fitting
	>6	overkill		

Next, read off your event resilience down the side of the table and select the appropriate outcome for the event severity. The front of the card will describe what minor, average, and extreme events are like for each event and the event outcomes (on the other side of the card) will explain the outcome of the event based on the interventions that you applied.

Finishing the game and discussion points

Once you have gone through the five resilience event cards, you can draw your conclusions on your town's overall resilience, and consider these reflections:

- 1. How well did your town do against the resilience events?
- 2. Was there any luck with the severity of the events you faced?
- 3. How well did your intervention choices against the resilience events?
- 4. What would you do differently next time?