



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:


1. 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.



What are economic events?
Economic events occur when there is a loss of confidence in the economy. This can be seen as a reduction in investment, leading company closures, job losses, and a general reduction in consumer spending.


Severity is a product of impact and duration; extreme events will be deeper and longer than mild ones.

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

Minor Event
A large local employer closes down. All of a sudden, many people are out of work and companies that rely on the closed company have a reduction in their turnover.

Average Event
Bad weather impacts the summer holiday season. This results in many local businesses being impacted by a downturn in their trade.
Some businesses will be able to 'weather the storm', but for smaller businesses that rely on the summer season, a washout will mean the end of their business.

Extreme Event
A global credit crunch, economic decisions in a country far, far, away impact the town's economy by removing money from the economy. This results in some international companies closing their operations in the town, increased costs for goods and services and a reluctance by people to spend their limited cash.



Severely under-prepared
The decisions made by the municipality have made the town highly sensitive to economic events. As companies close and jobs are lost, there is nothing in place for the residents of the town, making a bad situation much worse.
People feel that the municipality has 'really dropped the ball' with their economic resilience planning, and it's expected that the mayor will resign.

Under-prepared
The town has been impacted by the economic event with some knock on business failures and many residents reporting financial hardship.
People feel that things could have been worse, but they could have been a lot better. There's a sense that the municipality has 'fumbled it' with their economic resilience planning.



Fitting
Whilst there are some impacts to the event, they tend to be small in nature and there are no major casualties, this is a huge relief for the local businesses and towns people. People feel that the municipality has 'got it right' with their economic resilience planning.


Overkill
There appears to be little impact of the economic event in the town, which is a huge relief for the local businesses and towns people. However, the impact is so small people wonder if the municipality has over prepared for such events and whether the town will be able to overcome over events with such ease.

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.

**SINGLE WORKER**



It's been a couple of years since you left education and have been finding your feet in the adult world of employment and responsibilities.


You like having a stable job with a decent wage and room to grow, having nice things to do when you're not at work, being able to get on, buy a nice flat with your partner and start putting down some roots.

You hate the lack of work opportunities, you want to get on and build a career. You're struggling to make ends meet and you seem to pay a lot of tax but not see much for it, given the state of the local environment, every thing looks tired and needs a good clean up.

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.

**APPROVE A FISH FARM**



Municipality has been approached to approve an offshore fish-farm. The farm will use modern methods to optimise fish yields.

The farm will create local jobs in growing and processing the fish and will make good quality fish available in the region and nationally.

However, fish farms are often criticised for creating monocultures, both for the fish and other water users as the farms are somewhat secretive about their methods of fish husbandry.

EP	BP	FP	DP	HP
2	-1	0	0	0

OUTCOMES

1: Oh Dear!
Water has been greatly contaminated by the operation of the farm. As a result, the natural marine life has been endangered by the release of pathogens and parasites
The citizens demand a new mayor!

2-3: Not Good
The fish farm attracts the local shark population resulting in a surfer being attacked and wounded.

4-5: Not Bad
The fish farms are operational and working well, creating jobs and adding fish to the local palette.

6: Great
The fish farming has been a great success! Many more people can afford to have locally supplied fresh fish, saving air miles. The income from the farming has been put back into the local community in educating local fishermen on sustainable fishing practice

EP for economic protection
BP for biodiversity protection
FP for flooding protection
DP for drought protection, and
HP for heat wave protection.

The image displays a grid of 24 project cards for the 'Green City' game, organized into four rows and six columns. Each card features a title, a representative image, a detailed description of the project's goals and benefits, and a set of icons at the bottom indicating the resources and costs involved. The cards are color-coded by row: blue for the first row, orange for the second, yellow for the third, and green for the fourth.

Row 1 (Blue):

- APPROVE NEW BUILDING CONSTRUCTION:** Focuses on building new homes, offices, and shops. It requires land, money, and time. The description mentions that new buildings can provide jobs and increase the city's economy.
- APPROVE OUT OF TOWN LEISURE PROJECT:** Involves developing a large area of land into a park or recreational area. It requires land, money, and time. The description notes that such projects can improve the city's environment and provide a place for residents to relax.
- APPROVE NATURAL AREA CLOSURE PROTECTION:** Focuses on protecting natural areas from development. It requires land, money, and time. The description states that protecting natural areas can help maintain the city's biodiversity and provide a natural habitat for wildlife.
- REVIEW DESIGN AND PLAN FOR NEW CITY:** Involves reviewing the city's design and plan for a new city. It requires land, money, and time. The description mentions that reviewing the design and plan can help ensure that the new city is built in a sustainable and efficient manner.
- REVIEW CITY DESIGN PLAN:** Focuses on reviewing the city's design and plan. It requires land, money, and time. The description states that reviewing the design and plan can help ensure that the city is built in a sustainable and efficient manner.
- CREATE A NEW SUPPORT NETWORK:** Involves creating a new support network for the city. It requires land, money, and time. The description mentions that creating a support network can help the city manage its resources and provide support to its residents.

Row 2 (Orange):

- APPROVE MEDIUM DENSITY RESIDENTIAL:** Focuses on approving medium density residential development. It requires land, money, and time. The description notes that medium density residential development can provide a mix of housing options and increase the city's population.
- APPROVE A CHEAP HOME DEVELOPMENT:** Involves approving a cheap home development. It requires land, money, and time. The description states that approving a cheap home development can help provide affordable housing for residents.
- APPROVE MEDIUM DENSITY SERVICE:** Focuses on approving medium density service development. It requires land, money, and time. The description mentions that approving medium density service development can provide a mix of services and increase the city's economy.
- REVIEW MEDIUM DENSITY MARKET:** Involves reviewing the medium density market. It requires land, money, and time. The description states that reviewing the medium density market can help ensure that the city's market is competitive and sustainable.
- CREATE MEDIUM DENSITY:** Focuses on creating medium density development. It requires land, money, and time. The description notes that creating medium density development can provide a mix of housing options and increase the city's population.
- CREATE A MEDIUM BUSINESS DISTRICT:** Involves creating a medium business district. It requires land, money, and time. The description states that creating a medium business district can provide a mix of business opportunities and increase the city's economy.

Row 3 (Yellow):

- APPROVE INSTALLATION OF SOLAR PANELS:** Focuses on approving the installation of solar panels. It requires land, money, and time. The description mentions that approving the installation of solar panels can help reduce the city's carbon footprint and provide a sustainable source of energy.
- APPROVE INSTALLATION OF WINDMILLS:** Involves approving the installation of windmills. It requires land, money, and time. The description states that approving the installation of windmills can help reduce the city's carbon footprint and provide a sustainable source of energy.
- APPROVE INSTALLATION OF GREEN WALLS:** Focuses on approving the installation of green walls. It requires land, money, and time. The description notes that approving the installation of green walls can help improve the city's environment and provide a natural habitat for wildlife.
- CONSTRUCT A MEDIUM PARK:** Involves constructing a medium park. It requires land, money, and time. The description states that constructing a medium park can provide a place for residents to relax and enjoy the outdoors.
- EXPAND PARK FEATURES:** Focuses on expanding the features of a park. It requires land, money, and time. The description mentions that expanding the features of a park can help improve the city's environment and provide a natural habitat for wildlife.
- CREATE A NEW RETAIL DISTRICT:** Involves creating a new retail district. It requires land, money, and time. The description states that creating a new retail district can provide a mix of retail opportunities and increase the city's economy.

Row 4 (Green):

- APPROVE A FOOD FARM:** Focuses on approving a food farm. It requires land, money, and time. The description notes that approving a food farm can help provide fresh food for residents and increase the city's economy.
- APPROVE A BIO-REACTOR:** Involves approving a bio-reactor. It requires land, money, and time. The description states that approving a bio-reactor can help reduce the city's carbon footprint and provide a sustainable source of energy.
- CREATE A BIO-REACTOR:** Focuses on creating a bio-reactor. It requires land, money, and time. The description mentions that creating a bio-reactor can help reduce the city's carbon footprint and provide a sustainable source of energy.
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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?