



University
of Exeter

Centre for
Water Systems



LET'S TALK... ABOUT OUR TOWN'S FUTURE



This project has received funding from the European Union's Horizon 2020 innovation action programme under grant agreement 101037424.



"Let's Talk" Instructions

Welcome to "Let's Talk", we've pitched this game as an ice breaker exercise that will 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

The game is designed to be played with at least 2 people, but no more than 6 and consists of three decks of cards:

Resilience event cards

Five event cards describe the impacts of resilience events that you must prepare for.





ECONOMIC EVENT

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)
1-3	Under prepared	Severely under prepared	Severely under prepared
3-4	Fitting	Under prepared	Under prepared
4-6	Overkill	Overkill	Fitting
6	Overkill		





ECONOMIC EVENT OUTCOMES

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.



ECONOMIC EVENT OUTCOMES

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 'lumbled 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.

Persona cards

There are six persona cards that 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 discuss your choices in a manner that is in keeping with your persona.

Intervention cards

There are twenty-eight intervention cards. Each describes an intervention on one side and the outcomes on the other.

Each card has a description stating what the intervention is, and what its strengths and potential weaknesses are for the town. There is also a table of resilience protection scores, 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
HP for heat wave protection

If chosen by the town, the reverse side of the card contains a set of 4 outcomes for the intervention. The outcome is selected by rolling a dice, with 1 resulting in 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.



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PLAYING THE GAME

The goal of 'Let's Talk' is for your group of residents to choose the most appropriate interventions to help the town prepare for five resilience events: flooding, drought, heat waves, biodiversity and economic.

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

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 want.

Electing the mayor

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

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 current 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 – Do not read the outcomes just yet). Cards can be drawn by shuffling the deck and drawing four at random.

Each card has positive and potential issues. It's up to the townspeople, following their persona card traits to decide which intervention to apply to the town. This should involve some lively discussion about the pros and cons of the interventions on offer and their relative resilience protection scores.

The table at the bottom on the front side of each card shows the five of resilience protection scores, with each intervention being able to both positively and negatively impact the resilience of the town.

The mayor will then conduct a ballot of the four intervention cards 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 roll the dice and turn over the selected card over to reveal the outcome relating to the dice roll. If the outcome is very bad, the mayor will be forced to resign, and a new mayoral election will be held.

Place your chosen intervention card to one side and return the unselected cards to the deck. Repeat until you have four intervention cards.

Just how resilient is your town?

This part of the game uses the five resilience event cards. For your town's four chosen interventions add up the total scores for each of EP, BP, FP, DP, and HP. Write this down, this is your towns overall resilience score for each event.

Then roll the dice and use that to determine the event severity, seen at the top of the event table. For example, if you rolled a 4 this would be an Average Event Severity. Details about the event can be read opposite to the table on the card.

Next match your Resilience Protection score to the resilience side of the table and select the appropriate outcome for the event severity.

		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	overkill	fitting	Under prepared
	5-6		overkill	fitting
	>6		overkill	

For example, if this was an Economic Resilience Challenge and my total EP score was 5. Using the previous Event severity of 4, my town would score "Overkill". The back side of the card describes the event outcomes based on your previous score; Severely Underprepared, Under prepared, Fitting or Overkill. Note down your score for this event and repeat for the other resilience event cards.

FINISHING THE GAME

After playing the five resilience event cards, discuss your town's overall resilience, and consider these reflections:

- How well did your town do against the resilience events?
- Did luck play a role in the event severity you faced?
- If any, what factors influenced your towns chosen intervention decisions?
- Would you do anything differently next time?



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