

GAME SEVEN
INVEST IN THE FUTURE

Facilitator Guidelines

PART 1: GAME OVERVIEW

Description: “Invest in the Future” is an interactive game played with cards. It combines storytelling and strategy to engage players in thinking about the importance taking Climate Change into consideration as they strive to make responsible, sustainable development investment decisions. Players work together and also compete to see who can develop the best-prepared district so residents can thrive in a changing climate.

Invest in the Future is based on the FFDM (Flexible Forward-thinking Decision-Making) game originally designed by Antidote Games and developed with the Red Cross Red Crescent Climate Centre for the Africa Climate Change Resilience Alliance (ACCRA) for use with district planners. This game has been redesigned as an experiential learning game for young people in Southeast Asia by the enGAgEMEnt Lab at Emerson College, in collaboration with the Red Cross Red Crescent Climate Centre and PLAN International.

Learning Outcomes: Climate change is happening and the rising generation will need to understand how to make resilient development decisions in order to build the future with well-being for all.

Intended Audience: Ages 13 and up

Number of Players: 3-5 per game, multiple simultaneous games may be played as competing teams

Time Needed for gameplay/discussion: 60 – 90 minutes

Materials

- **Game Packet**
 - Rules Reminder
 - Action Sheet
 - Token strips (or use stones in the 5 colors)
 - Sector Mat
 - Development Cards
 - Disaster Cards
 - A coin (any two-sided object to flip)

Play-space Requirements: Anywhere 3-5 people can sit together with a flat surface to place materials

Goal:

Players strive to complete projects to gain the most development points

Game description

Goal of the game

The goal of the game is to have more development points than any other player. To do this you must develop your district wisely so disasters don't wipe you out.

Storytelling

The storytelling component is not intrinsic to gameplay, but it encourages creative thinking and engagement with the content of the game; also many players enjoy the roleplaying aspect immensely. Players are encouraged to tell the story of their district as they play, by briefly explaining the reasoning behind the decisions they make as they take their turn; e.g. why they choose a particular area of the district to develop, how this might relate to a real-world perspective, or extolling the virtue of their group projects to convince others to help complete them.

For instance, when a player plays a "Plant Trees" card, they might say *"I am planting trees for the good of my community. These trees will help protect us from floods and droughts, plus everyone loves trees!"*

As roleplaying can be fun and beneficial to the learning component of the game, it is encouraged (*but not necessarily enforced*) during gameplay.

Round 1

1. All players: tear off 7 tokens from your sector strip and place them in front of you. Set aside the rest of the tokens until needed. The tokens represent 'play money' or your budget. The players will get a new budget for every round.
2. Play moves clockwise: Starting with the Energy player, all players draw 3 Development Cards (*in any combination from all the decks on the Sector Mat*).
3. Once all players have drawn 3 cards, **turn all of the decks face-up** so the text is visible.
4. To make a move, the player has to invest one token in 1 of the 4 possible actions (*see **Turn** below*). A player can only use one token per turn.

5. Energy player begins: the first turn consists of starting a development project (see **Turn** below). Choose 1 Development Card from your hand, play it face up in front of you, and place one token on it, and tell other players why your district needs this project.
6. Play moves clockwise until all tokens (*usually 7*) have been played: each turn consists of choosing 1 of 4 actions (see **Turn**), placing one token and giving a reason
7. After all turns are taken: draw from the Disaster Deck, flip the coin and...if the player is not protected, destroy Development Cards (see **Disasters** below).
8. Remove all tokens from the Action Sheet.

Rounds 2 & 3

1. All players: tear off another 7 tokens and place them in front of you. (*Set aside the rest*)
2. All investments and shields on your cards gained in Round 1 still count but all investments on the Action Sheet are gone.
3. Energy player starts. Continue clockwise. Take turns until all tokens are played.
4. Draw from the Disaster Deck (see *rules for Disasters*), flip the coin and...if the player is not protected: destroy Development Cards.
5. Remove all tokens from the Action Sheet.
6. At the end of Round 3, tally scores and declare the winner.

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