

# Before the Storm

“Convincing others of great actions”  
#103

## Why this game?

When you understand and use forecasts you can take more meaningful action before a disaster happens.



Climate change will increasingly influence how, when and where many extreme events will occur.



This means **understanding forecasts** and **knowing how to act** on them becomes increasingly important

### Link with Climate Change

In the future, climate change will likely lead to stronger tropical storms, cyclones and hurricanes. However, it may lead to a decrease in the number of storms (NOAA, 2017).

In general, rainfall is expected to become more intense, which will lead to increased impact from storms.

## Game overview

**Description:** Before the Storm is a decision-making game designed to introduce the weather forecasts and possible actions to take against natural disasters through different roles. The object of the game is to win the most rounds by playing an action card from one's hand to best "match" that round's communal forecast card as chosen by that round's judging player.

**Learning outcomes:** Players learn about weather forecasts, making appropriate decisions for different lead times and encourages players to argue their choice.

**Facilitator skill level:** ★ Easy exercises, gentle, not too daring or adventurous

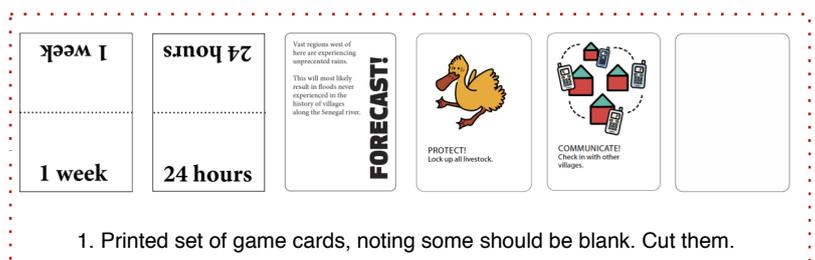
**Intended audience:** Community members/donors/disaster managers/volunteers/branch officers, etc.

**Number of players:** This game can be played in a group of 4-7. It is possible to run multiple tables of the game (up to 60 or more players) in “tournament style” as described at the end of this document.

**Time needed for gameplay/discussion:** Ca. 30 minutes, depending on how much time is dedicated to discussion.

**Playspace Requirements:** Big tables, with enough space for players to walk around and enough space to accommodate the game cards.

**Materials** (for 4-7 players):



1. Printed set of game cards, noting some should be blank. Cut them.

### Want to know more?



See link to more resources

# Facilitation guide



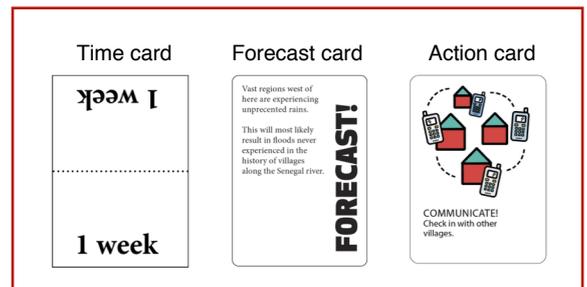
## Rules and game play:

### Set up:

- Players should be placed in groups of 4-7.

### Gameplay:

1. Place the 1 week time card on the table. This represents the lead-time of a forecast: how much time is expected to elapse between the issue of the forecast and the actual occurrence of the forecasted event.
2. Shuffle the forecast cards and place one in front of the time card.
3. Shuffle the action cards and distribute four cards to each player. Some cards might be blank, this is ok!
4. Players play just one action card per turn, face down. This corresponds to recommending a plan for disaster preparedness in response to the forecasts. The aim is to have a card that will be chosen by the judge as the most appropriate action for that lead time. Note: When a player writes their own card, they must only write down one action (not multiple actions).
5. Decide who will serve as the judge for the first round of gameplay. The judge is responsible for deciding who has the best match, and therefore who wins each round. Each player has a chance to be the judge, as the position is handed off to the player on the left after each consecutive round.
6. Judge shuffles and reviews the action cards. Players can try to convince the judge that their card is the best.
7. Judge awards 1 point to the best choice (that player keeps the action card in their score pile).
8. Complete the same steps for: Three day forecast & 24 hour forecast.
9. Continue play for 6 rounds (1 forecast card is 1 round). The player with the most cards in their score pile wins. Ties are friendly (multiple winners result on a tie).



### Variations

- Alternative ending: On a tie, play 3 more rounds. Continue until one winner is selected.
- Challenge! Once each game, a player may challenge. The challenging player then advocates for his/her action, and the judge defends his/her decision. All other players except for the player with the winning card may vote to either uphold the judge's decision, or overturn the judge's decision and award 1 point to the challenger. If the challenger loses the vote, they lose 1 point. Note: there can only be one challenge per round (due to time constraints inherent in planning disaster preparedness measures.)
- Tournament Option (for large group/workshop setting). For the first round, play proceeds as normal. Once all teams have finished the first round of play, each team will select a person to represent them in the second round. The cards that were chosen by the teams in the first round will serve as their draw pile for the second round of play.
- Instead of using the pre-made Forecast and Action cards, you can choose to create cards that are more relevant for your setting.

### Acknowledgements

This game is inspired by 'Apples to Apples'. It has been modified by the Red Cross Red Crescent Climate Centre, with support from Extra Ludic.



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