

Game overview

Title: Invest in the Future

Description¹: 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.

Why this game? 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.

Facilitator skill level: The game can be played without a facilitator. However, a facilitator can be used to introduce the game and provide information about local climate change concerns, and/or to guide debrief discussion to elicit and consolidate insights and mutual learning from game-play.

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

¹ 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.

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- 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

How to win this game: Players strive to complete projects to gain the most development points

Game Guide and Rules

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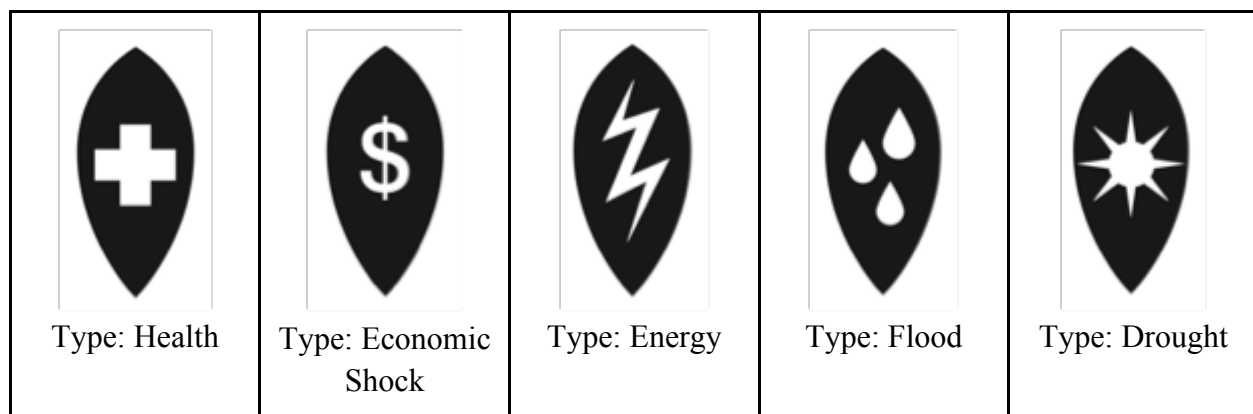
Setup

Before Arrival

1. Download the game materials.
2. Follow the printing instructions to print and cut out the materials; one set of materials is required for each team of 3-5 players. To be able to reuse the material, it is recommended to laminate all cards.

Upon Arrival

1. Place the following on a table or flat surface (ok to play on the floor or ground):
 - a. Action Sheet (*Face Up*).
 - b. Token strips (*Face Up*).
 - i. Tear off one token of each sector and place it face down in the middle of the table. For four players remove the Infrastructure Token strip. For three players remove the Infrastructure and Education Token strips.
 - c. Sector Mat (*Face Up*).
 - i. Sort Development Cards by sector to form 5 decks
 - ii. Shuffle each sector Development Card Deck and place all five decks (*Face Down*) on the appropriate spot on the Sector Mat.
 - d. Fill out Disaster Cards
 - i. As a group, discuss and decide on a disaster that could hit your community for each of the five types, and write it on the relevant disaster card.



- e. Shuffle the Disaster Card deck and place it face down. Note: the deck includes disaster cards as well as some “good year” cards.
- f. Place a coin on the table; any flippable two-sided object will do.

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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.

Starting the game

1. Each player must choose, at random, one of the facedown tokens on the table. This token represents your key sector (*which will be important for scoring*). Think of this as the sector in which your district is weakest, so you may want to consider this when you choose development projects!

				
Education	Energy	Environment	Health	Infrastructure

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2. The player who draws the Energy token will go first, in every round of the game.
3. Each player now takes the rest of the tokens for their sector (*token strip*). The tokens represent the player's budget. In order to make a move during the game, the player needs to invest one token.
4. Make sure all Sector Cards are face down (so only the symbol shows) on the Sector Mat.
5. Begin the first round of play.
6. The game ends after 3 rounds: the player with the most development points is the winner!

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.

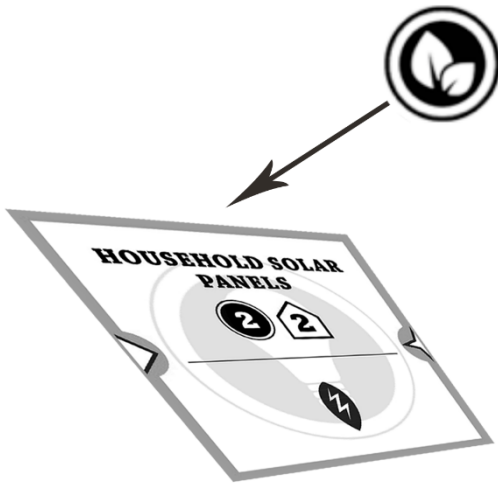
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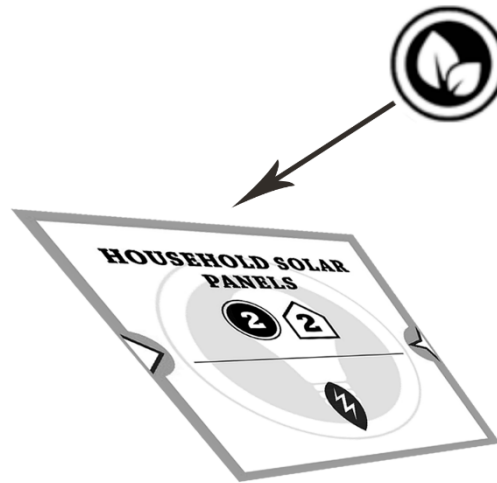
Turn

A player can take **one** of these four actions on their turn:

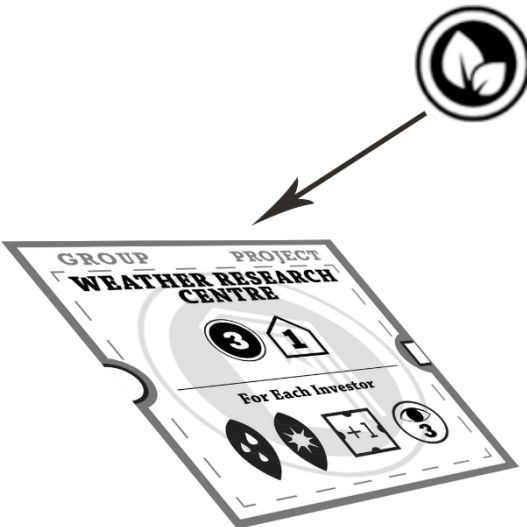
1. Start a development project: put down a card and play a token on it.



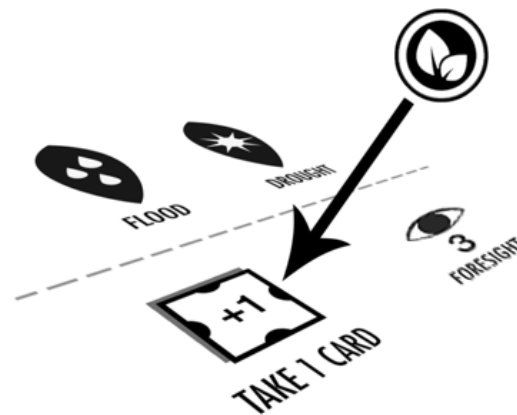
2. Continue developing: play a token on any of your incomplete card(s).



3. Play a token on a group project that is not fully developed (see *Group Projects*).



4. Play a token on the Action Sheet: either on a Shield, on Draw, or on Foresight (valid only for 1 round).

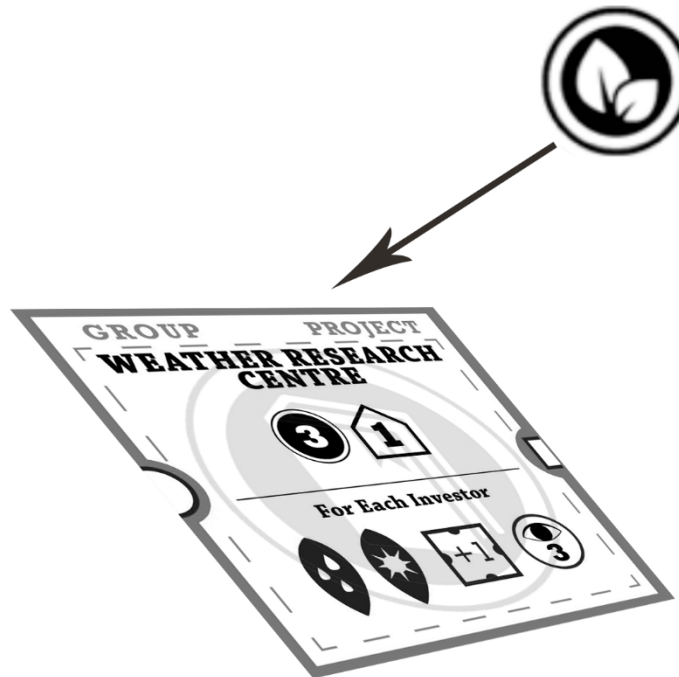


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Development Projects

1. Development projects are started by playing a card. You may play cards and tokens from any sector (*not just your sector's deck*).
2. Development projects are completed by playing the required number of tokens on the card. The number in the black circle is the cost of the development project: how many tokens are required to complete it. (*For Example: for a card with a 2 in the black circle you must play 2 tokens to complete the project - which takes two turns*)
3. Each player may only play 1 token per turn.
4. Players can only play tokens on their own cards (not opponents cards): unless it is a group project (*see **Group Projects** below*).
5. When a development project is completed, it may give you some additional benefits. (*see **Additional Development Actions** below*)



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Developing Group Projects

Some projects are labeled *Group Projects*. This means that once they are played, any player can invest in their development by adding a token on their turn. Group Projects usually give both the player who started the project and every player that invested some **Additional Development Actions** (explained below). Each Group Project card clearly states which benefits are only for the player that started the project (above the line) and which are also for co-investors (below the line).



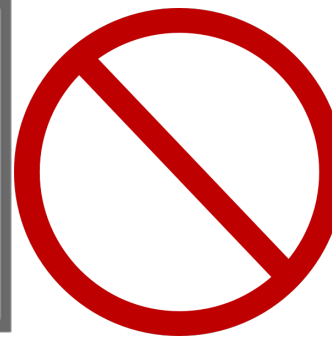
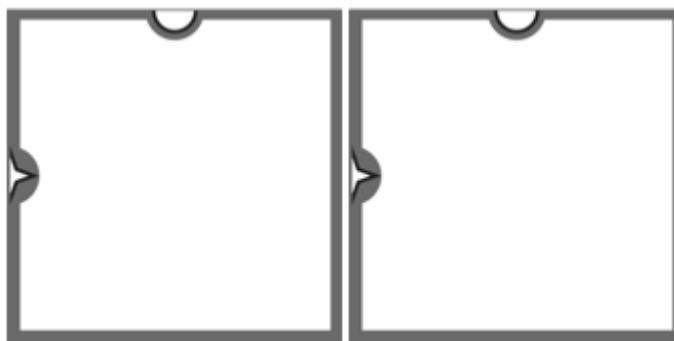
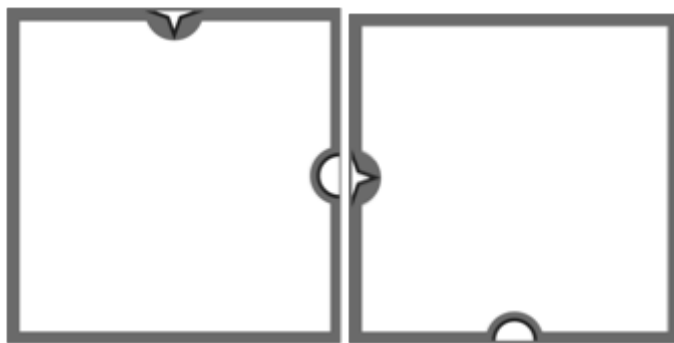
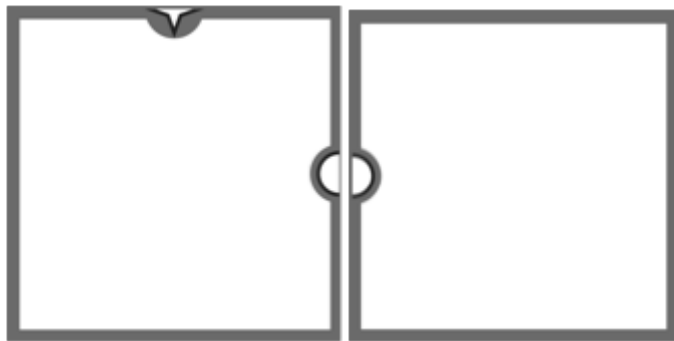
On the example card above, only the player who started the development would get 1 development points. But all players who co-invested in the project (including the player that started the project) get the 4 additional benefits which are indicated by the 4 symbols shown under *For Each Investor*. In this case, all investors would get the benefit of 1 flood protection and 1 drought protection for the rest of the game (or as long as the Group Project is not destroyed by a Disaster!), draw 1 more Development Card one time, and with Foresight, get to peek at the next 3 Disaster cards one time.

Development Bonus: at the end of the game, any player that played a token on a completed Group Project can count that group project toward their **Development Bonus** (see *Scoring*).

Developing through Connections

Unless you have no cards in play, you must always play new Development Cards next to an existing card and connect to it by matching the Connection. Connections come in 4 shapes: you can complete a circle, a square, a diamond or a star.

1. A card **does not** need to be fully developed to play another card or to connect to it.
2. All connections touching other cards must match.
3. If a card has a blank side then nothing can be connected to that side.



Development points

1. At the end of the game, for every development card a player has completed, that player receives development points equal to the number inside the building symbol on that card.



2. = 2 development points.

Additional Development Actions

Some Development Cards have additional symbols that give additional benefits once the development is completed.

- Take these actions only once, and only when the project is completed.
- These benefits take effect immediately, even if it is not your turn.
- If multiple players are entitled to additional benefits (in the case of a Group Project) begin with the player who played the project Development Card, and continue clockwise.

These are the symbols for the additional benefits and the actions to be taken:



1. Draw Cards: The draw card symbol allows any player that invested in the development to draw the number of additional cards indicated. For example + 1 means draw 1 card, + 2 means draw 2, etc.



2. Add Shield protection: This symbol allows any player that invested to get a number of additional tokens to play on shields of their choice on the Action Sheet. For example, in this case players who invested would get 2 additional tokens from their set-aside reserve and play them as they choose on the Action Sheet. Players who get this benefit have to choose the shields they want to invest in immediately when the card is completed, they cannot wait until the end of the round to see what disaster hits.



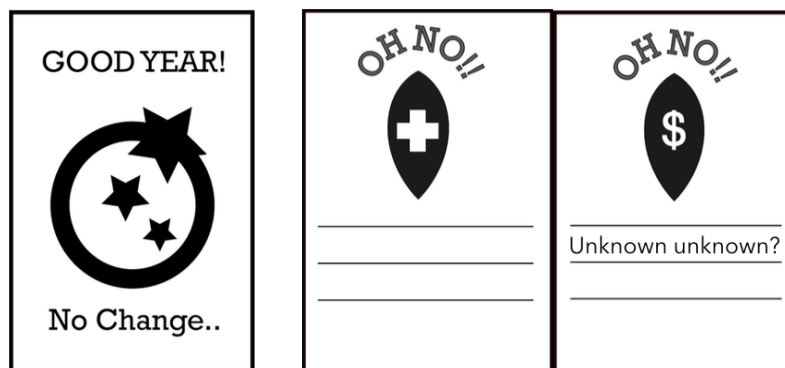
3. Foresight: This symbol allows any player that invested to peek at the top three cards of the Disaster Deck and then place them back in the same order.

Disasters

At the end of every round, there is the possibility that a disaster will strike. Because the climate is changing, disasters are impacting us directly through storms and floods and drought, and indirectly through energy shortages and economic shocks, and the frequency and intensity of disasters is becoming greater. So the risk of disaster rises with each round of the game.

- 1. Round 1:** At the end of the round, 1 player must, without letting anyone see, draw the top 3 cards from the Disaster deck, then shuffle them under the table (or behind their back). Then s/he must ask another player to pick one of the cards by saying one, two, or three. The player with the cards under the table will then flip that card up for everyone to see.
- 2. Round 2:** Repeat the same process but this time use 4 Disaster cards.
- 3. Round 3:** Repeat the same process but this time use 5 Disaster cards.

There may not be a disaster every year, so if you're lucky, a Good Year card might come up: this means no disaster so go ahead and start the next round.



If the card revealed is not a “Good Year” card, a disaster hits: “OH NO!!”

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Some disasters can be predicted and prepared for by choosing shields wisely to give us some protection, but sometimes disasters strike as “unknown unknowns” that we cannot completely prepare for.

1. If an *Unknown unknown* disaster hits, it cannot be completely protected against. **ALL players must remove one development from their district** before moving on to the steps below even if they had shields. An *Unknown unknown* disaster represents unknown disasters that may strike in the future.

Whether an Unknown unknown or a Disaster Card written by players, you must play it through:

2. Flip a coin to determine the size of the disaster.
The range of levels possible is determined by the Round:
 - a. Round 1
 - i. Heads = Level 1 Disaster
 - ii. Tails = Level 2 Disaster
 - b. Round 2
 - i. Heads = Level 2 Disaster
 - ii. Tails = Level 3 Disaster
 - c. Round 3
 - i. Heads = Level 3 Disaster
 - ii. Tails = Level 4 Disaster
3. Players must discard one card from their district for each disaster level (e.g. Level 1 Disaster, lose 1 development card, level 2 lose two cards).
4. However: players may have been able to protect against some or all of the disaster damage:
 - a. Each shield on a player’s completed Development Cards, and each token on the Action Sheet give that player 1 level of **protection** (see *Protection below*).
 - b. Each level of protection allows a player to keep a development card on the board. For example, if a level 3 health disaster hits a player would need to discard 3 development card from play. However, if they have 1 health shield as protection then they would need to remove 2 developments. If they have 2 health shields they would need to remove just 1 development. If they have 3 health shields then they would be fully protected and they would not need to remove any developments.

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Protection

Shields give players protection for the development projects in their districts when Disaster strikes. To give full protection, the number of Shields a player has must equal the level of Disaster.

Protection can be gained from shields on completed Development Cards and from tokens played on the Action Sheet.

Development Card Shields:

1. Shields on Development Cards last for the entire game. These Shields only give protection when the development project is complete. If there are not enough tokens on the Development Card to complete it then any Shield(s) on the card give no protection.
2. Shields on Development Cards can only protect against the same Disaster type; *e.g. Flood shields ONLY protect against a Flood disaster.*

Action Sheet Shields:

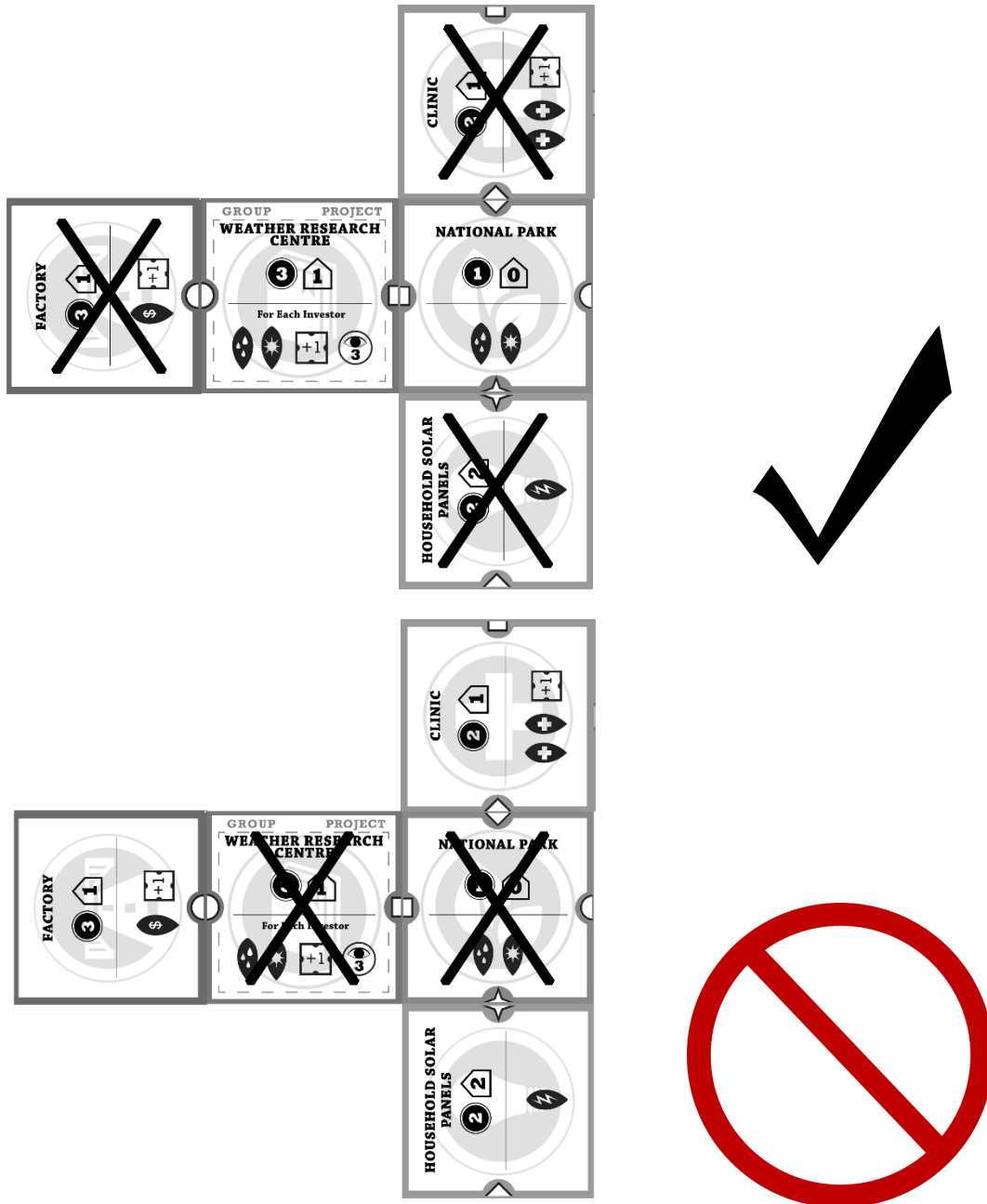
1. Every turn, a player may choose 1 of 4 actions; one choice is to place a token on a Shield on the Action Sheet.
2. These Shields only give protection for the round in which they are played (*unlike the Development Card Shields*). At the end of each round, all tokens are removed from the Action Sheet.
3. Shields on the Action Sheet can only protect against their corresponding disaster type; *e.g. Flood shields ONLY protect against a Flood disaster (just as with Development Card shields).*

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Removing district cards

When a disaster strikes, if you do not have enough protection Shields, you must remove cards from your district! First remove cards that are on the outskirts of your district. You may not remove cards with multiple connections. For example, you can destroy cards marked X below:



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Scoring

At the end of Round 3, each player counts their points. The total number of points is equal to the combined total of:

- 1) Points from all completed development cards in your district. The number is found in the building icon on each card: add them all up.
- 2) Bonus Development Points. Depending on how you have developed your district, you may be entitled to some bonus points!

Bonus Development Points

There are several ways to score Bonus Development Points. The first two ways will multiply your score total by two. If 1 & 2 are both achieved, multiply your total score by three.

- 1: Any player who completes 5 or more development cards in their key sector [Score X2]
- 2: Any player who completes at least one Development Card in each of the 5 sectors [Score X2]
- 3: Any player who completes at least 5 cards in their key sector **AND** one card from each other sector [Score X3]

NOTE: If a player has invested in a completed Group Project, its sector can be counted towards the bonus.

Total points at the end of Round 3: The player with the most points wins!

Debrief Discussion Prompts

What were your strategies? How do they differ? Does strategy or luck account for why the winner won? Did your strategy change after the first round? How did you feel when the disasters became more severe? Did protection become more important to you after a disaster? What would you do differently next time you play? How does this game relate to your own community? What could your community do to reduce the risk of damage from disasters? What kinds of things could you and other youth do to be better protected? To make your community more resilient? What insights can you draw from this game? How would you change the game to make it more meaningful to you?