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# World Game

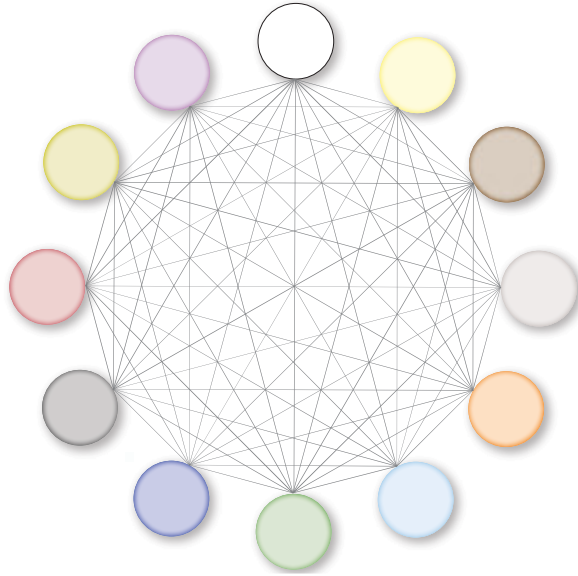
The game that helps us to build the world we need



# Introduction

## What is the World Game?

The World Game is a collaborative role-playing game about sustainability and resilience designed for groups wanting to place their activity into a wide view of current global challenges. It is a fun way to engage with the big picture of what is happening and what might happen in our world, that we will need to respond to. In the game, we role-play different ways of engaging with our real-world challenges than our usual one. This gives us permission to be creative and 'think outside the box'. Like in any form of lateral thinking, often insights and ideas generated in the game turn out to be very useful in the real world.



Here is the World System Model upon which the IFF World Game is based.

## Why are there twelve factors and why those in particular?

There are twelve factors in the model because, although this is a stretch, we can still visualise it as a whole system. For example we are used to looking at clock faces with twelve positions for the hours. We already have a familiar visual pattern for holding twelve factors in mind. These overarching factors include the obvious ones (such as food, water and well being). Together, they give us a way to see a wide range of factors that it is necessary to take into account in developing sustainable and resilient societies at every level from community to planet. You can test this by seeing that the consequences of removing or distorting any one of them weakens resilience. The model comes alive as the game board.

## What is the objective of the game?

There are several results from playing the game with a group of people. Firstly, the game helps generate innovative ideas to contribute to sustainability and resilience. Secondly it helps a group of people develop foresight through a common understanding of global challenges. Thirdly it can provide a platform for practical action. And finally, sharing the ideas generated by the game in the IFF Game Blog helps everyone who joins the network to build on each other's ideas.

# Why

## Purpose of the Game

To imagine how you, as a group, could contribute to increasing the resilience of your society (family, neighbourhood) in the face of the big issues challenging us humans to create a viable and fulfilling form of one planet living that works both locally and globally.



## Spirit of the Game

This is a collaborative learning game with the emphasis on shared creative thinking. The competitive focus is with the challenges rather than with the players. The game structure starts off with a review of global challenges which are impacting local communities (and increasingly will do so). It then moves on to challenge the players

to find their own shared viewpoint and responses. The final stage is to generate ideas that feel relevant and exciting in developing greater resilience.

The game combines learning about the serious challenges we face whilst enabling it to be fun, creative and energizing.



## The Community of the Game

The game enables sharing in a wider way than just the players of a given game event. So to play the game you need to register your game, naming a lead contact. In exchange for downloading the game, we ask that you use the IFF Game Blog

to report on some of the main interesting ideas that emerged for your group together with some basic information about the age profile of your group. This helps to create a shareable pool of information as to how different groups of different types in different parts of the world are thinking about the way they wish to move towards their version of One Planet Living. From time to time the International Futures Forum will publish a review and synopsis of what is emerging.

## Players

The game is played with 4, 6 or 12 players. The player composition could be a community group, a family or group of families, a gathering of interested friends, a group of professional colleagues and so on. Games with other numbers of players are possible with some ingenuity and distribution of roles in the game but this version keeps the allocation of tasks simple.



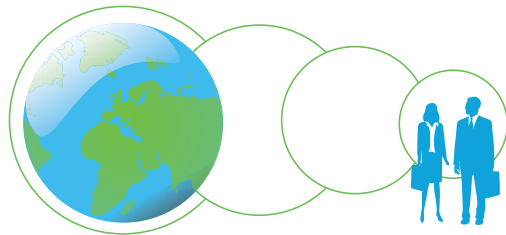
# Play

## Choosing the Focus of the Game

You will need to choose the challenge around which you will play the game. It helps for one person to be convenor of the game and take a lead role in getting the hang of the game steps. If you are the convenor gather your group around a common interest in the area of one planet living.

The game can be played at different scales depending on the common interest of the group playing it. Some perspectives from which a particular outcome focus of the game might be played are suggested here.

- The whole planet
- The country or region
- A city, town or village
- A local community
- A family
- A personal concern for action



The game convener agrees with the players what the focus is to be. Write a summary of this down on a CHALLENGE SHEET (e.g. flip chart) with any few notes that help explain it. This will be a key reference to steer the activities of the game and can be used to remind the players if they get stuck or go off track.

The game can also be played as a problem solving exercise but often the most fun and creativity come when treating it as a role play. Some sample challenges are:

“What if we were to run our town? How might we help it move to one planet living?”

“What might we do to deal with climate change?”

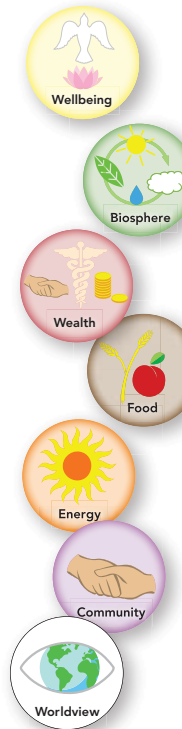
“What do we recommend to improve wellbeing in society?”

“What is needed to restore the environment beyond simply survival?”

“What would we like to put into a neighbourhood education programme on better living?”

## Preparation

On the following pages you will find



- The **Guidelines for Play**
- **Node Responsibility Sheets**
- A **Log Sheet for Generative Solution Ideas**, one for the whole group
- The **Game Board** (print A3, cut and glue the two sheets together to make the World Game Board)
- A set of **Tokens** with symbols, one for each node. (The circular tokens work better if mounted on thin card then cut out.)
- A set of **Counters** (cut out 12 red, 12 blue and 12 green)
- A set of 12 **Node Briefs**. These give you some starting conditions for playing the node role.
- A sheet to make a set of 24 **Collapse cards**
- A sheet to make a set of 24 **Renewal cards**
- A **Blog Notes** sheet to record the conclusions you wish to share from the game

Print these out to prepare the kit you need to play the game

## Setting Up the World Game

Typical games take anything from 1 to 4 hours depending on the intensity of play. With fewer players the demands on each player are higher. The game can be extended into a project.

1. Place the game board in the middle of the game table
2. Sitting around the table, pass round a hat containing the Tokens. Each player takes a token until all are distributed. If 4 players each will have three, with 6 players each will have 2, with 12 players each will have one.
3. Each player then takes the Node Brief(s) corresponding to their Token(s) and a node responsibility sheet
4. Each player is allocated a red and a blue Counter for each node within their responsibility. The convenor holds the green Counters until they are needed.
5. The game is now ready to start.

## The Play

### Round One

1. The convenor reads out the Focus of the Game and facilitates any discussion to ensure the focus is clear. However, no debate should take place at this stage.
2. The convenor points out that the object of the game will be to see if the group can generate innovative ideas in the final stage of the game, having prepared the ground in Rounds One and Two.
3. Players are given a set time to read their Node Briefs.
4. Each player has 1,2 or 3 Node Responsibility sheets depending on the number of players. Their task is to identify from the Node Brief an issue of relevance to their Game Focus. This is written in the appropriate space on their Node Responsibility Sheet.
5. Each in turn reads out their issue(s). As each issue is read a red counter is placed on the game board next to their node to indicate that Node has been addressed.

### Round Two

6. Players imagine a solution for their Node and write it in the next space on their Node Responsibility sheet.
7. Each in turn again offers their idea(s) and places a blue counter on that node to indicate that Node has been covered.
8. The convenor now picks four cards at random from the Collapse pack, reads them out and lays them on the table. In the game these events have now happened and must be taken into account.
9. All players review the impact of these events on their issue and their solution and make any improvements or additions they think are necessary.
10. Any altered items are read out.



### Round Three

11. The Convenor now picks four cards at random from the Renewal pack, reads them out and lays them on the table. In the game these events have now happened and must be taken into account.
12. Players now engage in a group conversation to look for areas where combinations of single Node solution ideas generate a more powerful and innovative positive solution. Successful ideas are written by the Convenor on the Generative Solutions sheet including the nodes from which the ideas came. For each idea a green counter is placed in the middle of the game board.
13. The game is concluded when six generative ideas have been created or before six, when the group has run out of innovative combinations.

### Closure

14. Each player makes a statement to the group as to what they feel is
  - a. most significant to come out of the game
  - b. most fun and most stimulating
  - c. whether the game has given them a new idea for action outside the game
15. The convenor enters their ideas into the Blog Notes sheet.
16. It could be good to take a picture of your game board with the reference on it and post also with the blog.
17. The convenor (with assistance) enters the details into the blog and completes the game cycle.

The players may then like to celebrate their achievements in the game. Winning is coming up with shared ideas, a feeling of empowerment and learning, and the feeling of having fun whilst tackling really important challenges that all humanity share in some form or another.

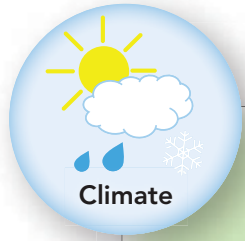


Wellbeing

Issue from Round One

Solution Idea from Round Two

'Collapse' Revision from Round Two



Issue from Round One

Solution Idea from Round Two

'Collapse' Revision from Round Two





Issue from Round One

Solution Idea from Round Two

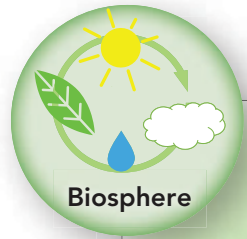
'Collapse' Revision from Round Two



Issue from Round One

Solution Idea from Round Two

'Collapse' Revision from Round Two



Issue from Round One

Solution Idea from Round Two

'Collapse' Revision from Round Two



Issue from Round One

Solution Idea from Round Two

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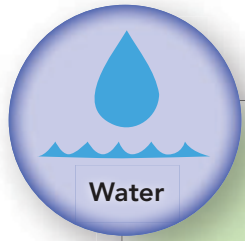


Trade

Issue from Round One

Solution Idea from Round Two

'Collapse' Revision from Round Two



Issue from Round One

Solution Idea from Round Two

'Collapse' Revision from Round Two



Community

Issue from Round One

Solution Idea from Round Two

'Collapse' Revision from Round Two



Issue from Round One

Solution Idea from Round Two

'Collapse' Revision from Round Two

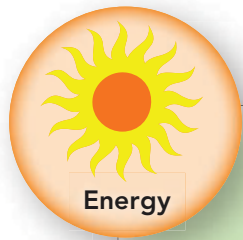




Issue from Round One

Solution Idea from Round Two

'Collapse' Revision from Round Two



Issue from Round One

Solution Idea from Round Two

'Collapse' Revision from Round Two

1+1-3 Idea 1 combining \_\_\_\_\_ and \_\_\_\_\_

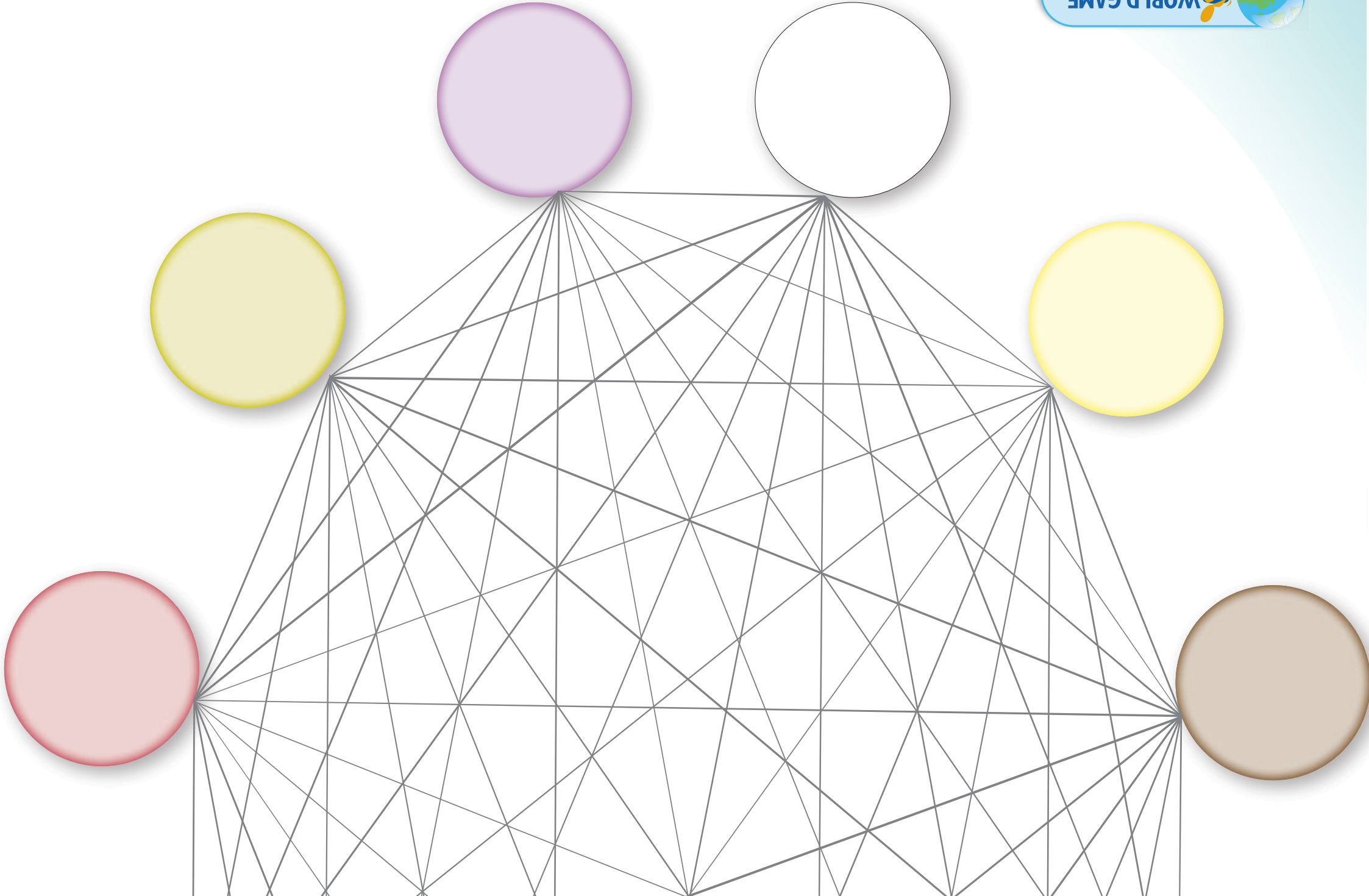
1+1-3 Idea 4 combining \_\_\_\_\_ and \_\_\_\_\_

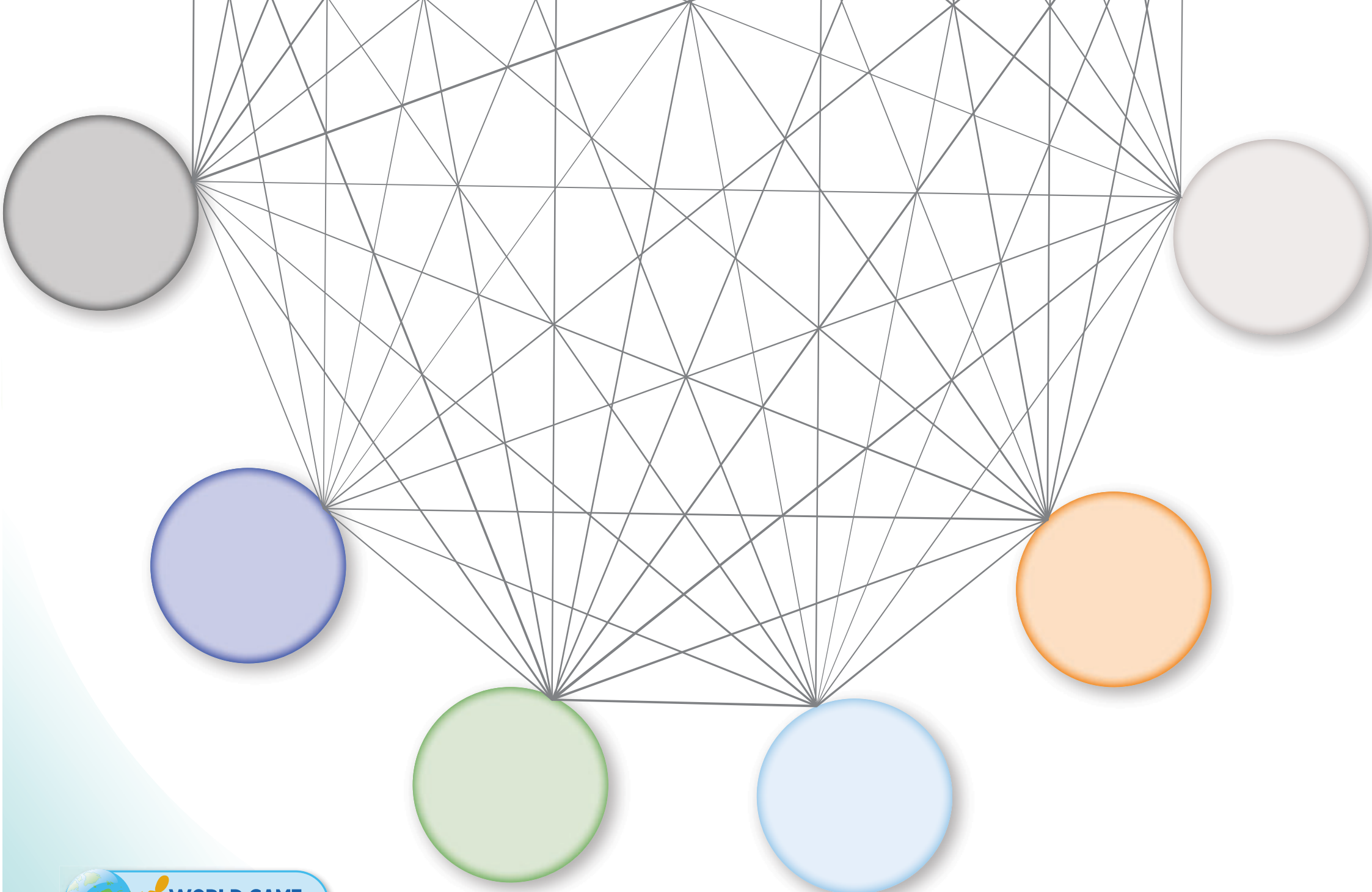
1+1-3 Idea 2 combining \_\_\_\_\_ and \_\_\_\_\_

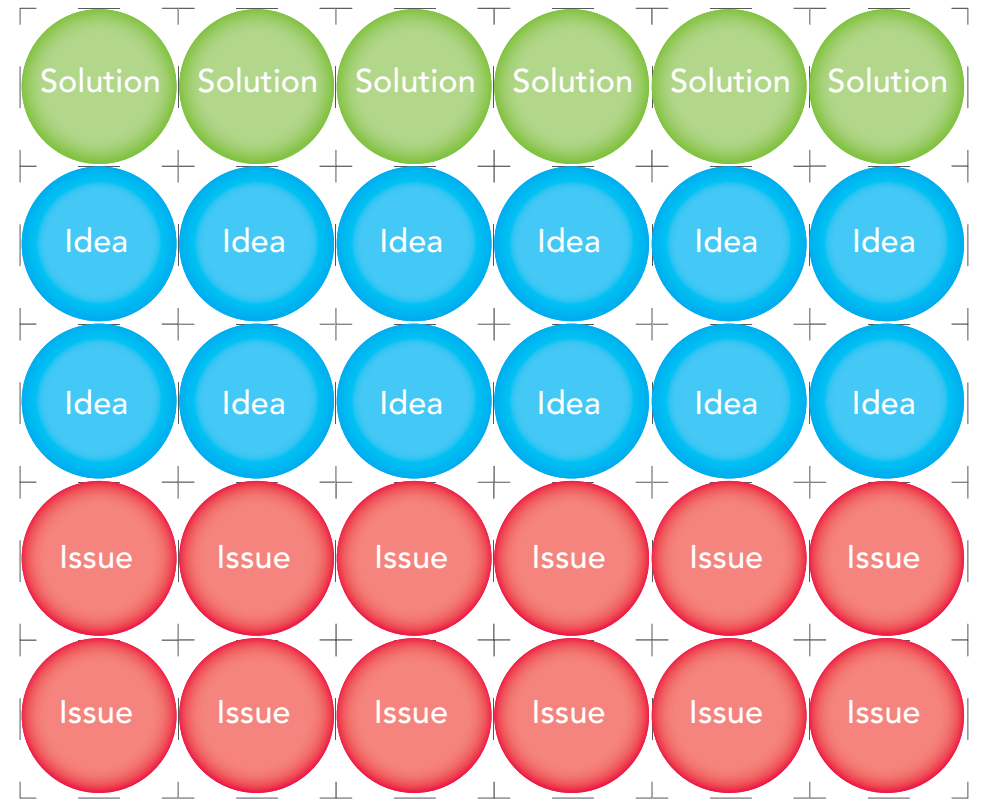
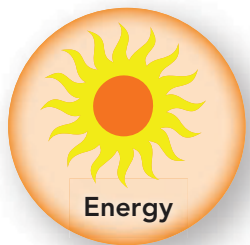
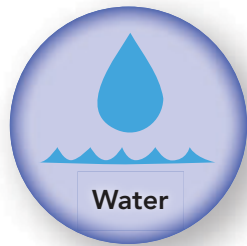
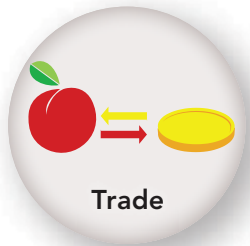
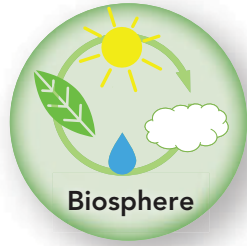
1+1-3 Idea 5 combining \_\_\_\_\_ and \_\_\_\_\_

1+1-3 Idea 3 combining \_\_\_\_\_ and \_\_\_\_\_

1+1-3 Idea 6 combining \_\_\_\_\_ and \_\_\_\_\_









**Wellbeing includes:**

Population health,  
Sense of security,  
Addictive behaviour,  
Degree of happiness,  
Self-responsibility,  
Creative expression.

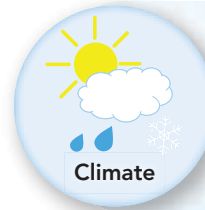


**Possible shocks or surprises:**

- Global pandemics such as avian flu or swine flu.
- Mass-poverty and resource conflicts creating levels of famine previously unseen outside specific areas.
- Mental health conditions leading to extreme events such as genocide and ethnic cleansing.

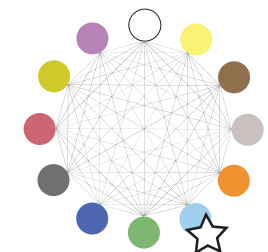
**Possible positive news:**

- Introduction of new policies to reduce the gap between rich and poor.
- New equitable health care systems introduce
- Swiftness of resource priorities from treating illness to promoting health and wellbeing.



**Climate includes:**

Weather patterns,  
Greenhouse gas emissions,  
Temperature rise,  
Ice melt and sea level,  
Mitigation activity.



**Possible shocks or surprises:**

- Disappearance of the Arctic ice cap in summer.
- Accelerated melting of the Greenland ice cap with consequent sea rise and impact on coastal cities.
- Release of methane from Arctic tundra triggering a runaway increase in greenhouse gas.

**Possible positive news:**

- Despite failure so far the level of greenhouse gas emissions starts to fall.
- Several major weather events happening in rapid succession convince the sceptics that action should be taken after all.
- New ways of sequestering carbon on a massive scale are developed.



**Food includes:**

Agriculture and horticulture,  
Food quality,  
Nutritional balance,  
Food safety,  
Equitable distribution.

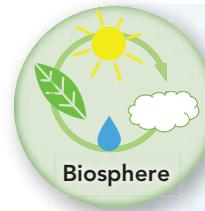


**Possible shocks or surprises:**

- More than half of the planet's population lives in urban areas so disruption to farm supplies could precipitate a uniquely urban food crisis in a relatively short time.
- A virulent wheat disease could destroy most of the world's main wheat crops, potentially leaving millions to starve.
- Collapse of the bee population has massive impact on agricultural production.

**Possible positive news:**

- Communities growing much more food locally increasing food security.
- International agreement that basic foodstuffs are allocated outside the market.
- New regulation demands the removal of dubious food additives by food manufacturers.



**Biosphere includes:**

State of organic life,  
Species extinction,  
Wilderness,  
Forms of pollution,  
Exploitation and degradation,  
Conservation and restoration.



**Possible shocks or surprises:**

- We are already living at a level that requires 1.5 planets earth which cannot continue.
- Ecosystem support is impaired by the largest mass extinction for around 60 million years.
- Forest (the lungs of the planet) is almost all destroyed.

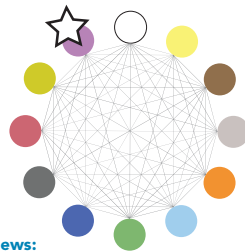
**Possible positive news:**

- Planting trees becomes a UN supported global emergency action.
- Many countries take up Ecuador's lead in granting mother nature rights under law.
- New areas of fertile land open up for agriculture.



**Community includes:**

Living arrangements,  
Life span education,  
Civic capacity,  
Social capital,  
Social justice,  
Competition and mutuality,  
Resilience.

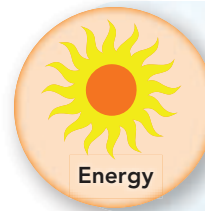


**Possible shocks or surprises:**

- Increasing the gap between rich and poor from around 30:1 in 1960 to closer to 80:1 at the present time causing degeneration of public health and wellbeing.
- Rapid erosion of community resilience in the face of increasing frequency of major events with insufficient recovery time.
- Reversion to tribalism under the pressure of scarcity and challenge to privilege.

**Possible positive news:**

- People take over greater self-responsibility through movements like transition towns and re-localisation.
- Communities increasingly adopt fair trade between each other to the benefit of all.
- Social enterprise is increasingly valued more than monetary enterprise.



**Energy includes:**

Fossil resources,  
Renewable resources,  
Nuclear resources,  
Energy innovations,  
Energy efficiency,  
Energy security,



**Possible shocks or surprises:**

- We are facing a future without access to cheap fuel, electricity and the easy availability of goods from around the world.
- The situation is exacerbated by the need to rapidly reduce carbon emissions from fossil fuel to mitigate climate change.
- The production of fossil oil is highly dependent on water which itself is heading for extreme scarcity in some parts of the world.

**Possible positive news:**

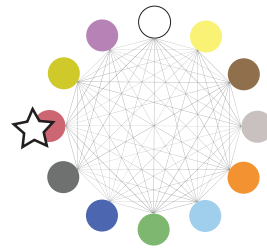
- A revolution in renewable non-fossil energy. Already wind power has begun to be regarded as economic. As the price goes up more innovative energy technologies become competitive in their start up phase.
- A breakthrough in safe nuclear energy (probably from China) which is self-protective to risks.





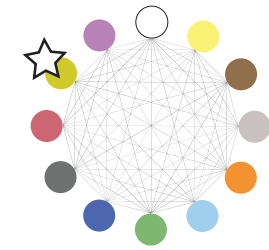
**Wealth includes:**

Finance and economy,  
Values and lifestyle,  
Work and reward,  
Equity and distribution,  
Monetary systems,  
Freedom and regulation.



**Governance includes:**

Political systems,  
Civic participation,  
Local, National, International  
Politics  
Regulation  
Corruption



**Possible shocks or surprises:**

- Rapid succession of financial crashes affecting social support, global economy, pensions and investment.
- Collapse of currencies including the US dollar.
- Tax payers revolts prompted by the socialisation of debt for the rich and privatisation of profit for the poor and middle classes.

**Possible positive news:**

- Return to trusted mutual funds and local co-operative banking and insurance.
- Stalling of globalised consumer society due to failure in supply of goods and disappearance of disposable income which leads to re-localisation of economies and higher community productivity and mutual care.

**Possible shocks or surprises:**

- Disruption of global functioning by crazy rogue states.
- Political, social and environmental turbulence massively increases the number of migrants across the world.
- Corruption of elections by fraud or violence so the real issues are not addressed.
- Breakdown in public order in the face of sudden scarcity.

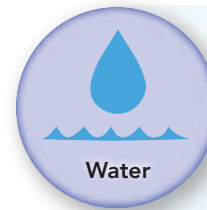
**Possible positive news:**

- Regeneration of local civic society and self-organisation in the face of state breakdown.
- Rationing in the context of one-planet living is accepted for common survival.
- Much higher emphasis on collective learning for a good way of life rather than 'hero leadership'.



**Trade includes:**

Transportation of goods,  
Mobility of people,  
Free/fair trade,  
Markets and agreements,  
Regional economies,  
Trade support systems.



**Water includes:**

Rainfall and ice-melt patterns,  
The state of aquifers, rivers  
and lakes,  
Irrigation and industrial  
demands,  
Purity and distribution,  
Scarcity and contamination.



**Possible shocks or surprises:**

- Transport fuel shortage and rocketing expense brought about by peak oil and breakdown of oil politics slows down international trade.
- Escalating costs of shipping food and goods exposes long distance dependency. e.g. on China.
- Shortage of key earth resources stalls technology trade - peak everything.

**Possible positive news:**

- Policy switches to encouraging regional trade to save fuel costs and emissions.
- Massive increase in fair trade deals to ensure greater social equity.
- Growth of multiple currencies that balance local, regional and global trade.

**Possible shocks or surprises:**

- Increasing outbreaks of conflict over water including over embodied water in food and products.
- Salination of water tables wiping out previously productive agricultural land.
- Disruption of major food supplies due to failure of irrigation water supply.

**Possible positive news:**

- International agreement to restore water as a commons right for all people instead of being a commercial commodity.
- New economic technology for desalination of sea water.
- Water harvesting and conservation methods enabled to spread rapidly.



**Habitat includes:**

Settlements on all scales,  
Infrastructure and utilities,  
Design quality,  
Degradation and restoration,  
Urban ecological footprints,  
Work life relationships.



**Worldview includes:**

Dominant belief systems,  
Tolerance and fundamentalism,  
Values and outlooks,  
Ideologies and utopias,  
Fixed or dynamic attitudes,  
The place of consciousness.



**Possible shocks or surprises:**

- Increasing breakdown of infrastructure such as electrical power, digital communication and control, mobility and essential services such as water and sewage.
- Explosion of poverty amplified by urban hazards wiping away standards of living by the ever-rising costs of floods, earthquakes, landslides and pandemics.

**Possible positive news:**

- Design revolution in converting cities to low energy, low emission, no commuting micro-settlements.
- Rapid spread of recognition that investment in habitat is investment in public health, mental and physical, given over half the world's people have urban lives.

**Possible shocks or surprises:**

- Tension between free market globalisation and community localisation.
- The trend towards fundamentalism in different belief systems erupts in conflict between communities with different belief systems.
- A majority of people just don't get the necessity for one-planet living.

**Possible positive news:**

- Growing numbers of people opt for quality of life rather than monetary gain as the aim in life.
- The development of new education and information communication channels enables next generations to be far more aware of the one planet challenge and what to do about it.





Climate warming releases disease from tropical regions to temperate zones	Epidemic illnesses die to breakdown of infrastructure and hygiene	Crop failure of major harvest in staple food e.g. wheat, rice, potatoes
Social breakdown leads to food shortage as distribution fails	Major food importing country goes to war to commandeer supplies	Exceptional storms (hurricanes, tornados) disrupt trade routes leading to shortages
Increasing impact of Peak Oil causes economic meltdown in importing countries	The consumption of fossil fuel still rising despite investment in renewable energy	Attempts to mitigate climate change continuing to fail
Greenhouse gas emissions monitoring show switch to methane as the main driver	Increasing frequency of breakdown in ecologies reducing ecosystem services	Shortage of drinking water affecting more and more millions of people
Increasing eruption of 'water wars' as supplies fail to meet demand	Massive ice shelf melt accelerates sea rise with low coastal regions inundated	Continuous reliable electricity supplies a thing of the past as grids frequently fail
Financial systems keep collapsing in ever faster cycles as proper reform is avoided	Official currencies losing value at an accelerating rate	A number of critical resource regions of the world become ungovernable
Difficult economic and environmental conditions greatly multiply the numbers of migrants	Aid organisations no longer able to cope with the scale and frequency of disasters	Increasing mental illness provoked by unavoidable evidence of unsustainability
Large scale flooding disrupts major sources of food and industry	Increasing citizen protest at the inability of governments to cope	Widespread disruption of internet and telecommunications

Collapse

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Collapse

Renewal

Collapse

<p>A new level of global cooperation puts greenhouse emissions on a rebalancing trajectory</p>	<p>Re-localisation and transition movements create massive increase in local resilience</p>	<p>Big switch of resources from remedying illness to health promotion</p>
<p>Careful geo-engineering winds more time to change the energy and transport infrastructure</p>	<p>Global policies emphasise fair trade over free trade</p>	<p>Widespread take up of policies that integrate human and environmental health</p>
<p>Rapid take up of restoration beyond sustainability with increasing health of biosphere</p>	<p>Massive global investment in renewable energy chosen as better use of defence spending</p>	<p>New methods of micro-farming proved both economic and resilience</p>
<p>Rapid take up of restoration beyond sustainability with increasing health of biosphere</p>	<p>Construction of electrical supergrid creates longer term electricity supply security</p>	<p>Global co-ordination of food supply based on need rather than free markets</p>
<p>Legislation is passed which requires business corporations to be social enterprises</p>	<p>Stringent policies narrowing the gap between rich and poor with outlawing of socialised debt</p>	<p>Adequate drinking water is established as a human right into a commodity for exploitation</p>
<p>Movement for universal education of children in principles of one-planet living whatever culture</p>	<p>Economies emerging with a diverse range of currencies increasing social and economic stability</p>	<p>Major remaining sources of natural fresh water are given international protection</p>
<p>Youth all over the world demands action for sustainability from all authorities</p>	<p>Emergence of a political climate that insists everything is done in the context of one planet living</p>	<p>Increasing levels of investment prioritizing resilience over efficiency and short term profit</p>
<p>Responsibility within nature becomes adopted as a worldview by all major social groups</p>	<p>Governance is disentangled from domination by business interests</p>	<p>New techniques of achieving low footprint cities receiving enthusiastic worldwide support</p>

# Blog Notes

Examples:

- Most significant to come out of the game?
- Most fun and most stimulating?
- What new ideas for action outside the game?