

To play...

- Each player needs:
 - 1 “Provincial Plan” per player
 - 10 beans per player
- Each team (of 3-5 people) needs:
 - 1 die
 - 1 pen
 - 1 Observation sheet
 - A team name (get creative!)

Decisions for the Decade

A game about risk and deep uncertainty

Game facilitator:

Flavia Tsang, Metropolitan Transportation Commission

Modeling Mobility Conference, 2025

The background image depicts a highly advanced, sustainable urban environment. It features a dense cluster of tall, modern buildings with green facades and rooftop gardens. A complex network of elevated walkways and bridges connects different levels of the city, allowing for pedestrian movement without the need for cars. The architecture is characterized by clean lines and a harmonious integration of nature, with trees and plants growing on various levels of the buildings and along the walkways. The overall atmosphere is one of a thriving, eco-friendly metropolis.

You're a provincial governor.

Your mission:
to build a prosperous province and
contribute to the success of your
nation over the coming decades.

However, your mission faces challenges from natural disasters...

Extreme floods

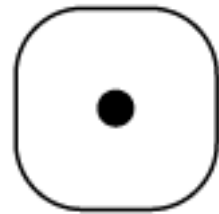


Devastating droughts





Scientific info: historical rainfall



= Drought



= Extreme Flood





Let's play

Practice round



PROVINCIAL PLAN



FLOOD PROTECTION

If a flood happens:
Use 1 bean



DEVELOPMENT

Gain 1 Prosperity Point
per bean
But only if no Crisis



DROUGHT PROTECTION

If a drought happens:
Use 1 bean

SCORE CARD

Decade	How Many Humanitarian Crises?	How Many Prosperity Points?
Practice		
1		
2		
3		

HOW TO WIN?

Winning province (player)

No humanitarian crisis &
Most prosperity points

Winning nation (team)

Fewest humanitarian crises

Within each decade, we follow a sequence of four steps



1. Receive Scientific
Information



2. Make Decisions



3. Make
Observations



4. Review
Consequences

Step 1 of 4:



1. Receive Scientific
Information



2. Make Decisions

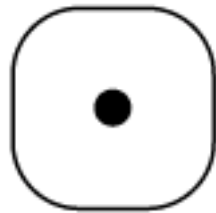


3. Make
Observations



4. Review
consequences

Based on historical rainfall...



= Drought



= Extreme Flood



Step 2 of 4:



1. Receive Scientific
Information



2. Make Decisions




3. Make
Observations




4. Review
consequences


PROVINCIAL PLAN

**FLOOD PROTECTION**

If a flood happens:
Use 1 bean

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per bean
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**DROUGHT PROTECTION**

If a drought happens:
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SCORE CARD

Decade	How Many Humanitarian Crises?	How Many Prosperity Points?
Practice		
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HOW TO WIN?

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SCORE CARD

Decade	How Many Humanitarian Crises?	How Many Prosperity Points?
Practice		
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HOW TO WIN?

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Step 3 of 4:



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Information



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consequences



Roll the die 10 times to find out the rainfall in each of the 10 years

If a flood happens



1. Receive Scientific Information



2. Make Decisions







3. Make Observations





4. Review consequences

PROVINCIAL PLAN

**FLOOD PROTECTION** If a flood happens:
Use 1 bean 

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But only if no Crisis 

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SCORE CARD


Decade	How Many Humanitarian Crises?	How Many Prosperity Points?
Practice		
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HOW TO WIN?
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Winning nation (team)
Fewest humanitarian crises


If a flood happens



- 


1. Receive Scientific Information
- 

2. Make Decisions
- 

3. Make Observations
- 


4. Review consequences

PROVINCIAL PLAN











FLOOD PROTECTION


If a flood happens:
Use 1 bean



DEVELOPMENT


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But only if no Crisis





DROUGHT PROTECTION

If a drought happens:
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SCORE CARD

Decade	How Many Humanitarian Crises?	How Many Prosperity Points?
Practice		
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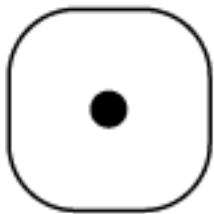
HOW TO WIN?

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Winning nation (team)
Fewest humanitarian crises



If a drought happens



1. Receive Scientific Information



2. Make Decisions




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4. Review consequences









PROVINCIAL PLAN


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SCORE CARD

Decade	How Many Humanitarian Crises?	How Many Prosperity Points?
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HOW TO WIN?

Winning province (player)
No humanitarian crisis &
Most prosperity points

Winning nation (team)
Fewest humanitarian crises



If you get an extreme event and **no protection** is available, you get a **crisis!!!**



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2. Make Decisions



3. Make Observations



4. Review consequences

PROVINCIAL PLAN

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SCORE CARD

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HOW TO WIN?

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Winning nation (team)
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Steps 4 of 4:



1. Receive Scientific
Information



2. Make Decisions





3. Make
Observations




4. Review
consequences

PROVINCIAL PLAN

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HOW TO WIN?
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Fewest humanitarian crises

Winners... & Losers

- Anyone with a humanitarian crisis = Loser
- The individual with no humanitarian crisis & the most prosperity points = Winning province
(tiebreaker: the player in the nation with fewer total crises wins)
- The team with the fewest humanitarian crises = Winning nation
(tiebreaker: most prosperity points)

We have prizes for the winners!

One more thing...





Let's play!

Decade #1



Step 1 of 4:



1. Receive Scientific
Information



2. Make Decisions

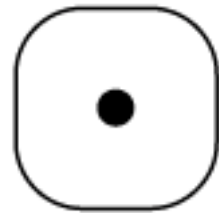


3. Make
Observations



4. Review
consequences

Based on historical rainfall...



= Drought



= Extreme Flood



Step 2 of 4:



1. Receive Scientific Information



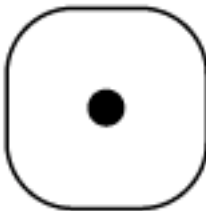
2. Make Decisions




3. Make Observations





4. Review consequences


 = Drought

 = Flood

PROVINCIAL PLAN

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Step 3 of 4:



1. Receive Scientific Information



2. Make Decisions



3. Make Observations



4. Review consequences

This is the step where we roll the dice 10 times.

But this is our first time playing, so please roll it **just once**.



Step 3 of 4:



1. Receive Scientific
Information



2. Make Decisions



3. Make
Observations



4. Review
consequences



Step 4 of 4:



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Information



2. Make Decisions





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Observations




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HOW TO WIN?

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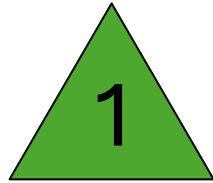
Let's play!

Decade #2





Have you heard? The climate is changing...



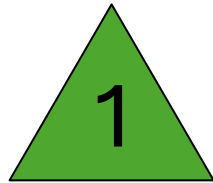
= Drought



= Extreme Flood



Have you heard? The climate is changing...



= Drought



= Extreme Flood



Step 2 of 4:



1. Receive Scientific
Information



2. Make Decisions



3. Make
Observations



4. Review
consequences



Step 3 of 4:



1. Receive Scientific
Information



2. Make Decisions



3. Make
Observations



4. Review
consequences



What's your score?



1. Receive Scientific
Information



2. Make Decisions




3. Make
Observations




4. Review
consequences

PROVINCIAL PLAN




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SCORE CARD

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HOW TO WIN?

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Are you happy with the outcomes
of your decisions? Why or why not?



Let's play!

Decade #3



The climate continues to change...

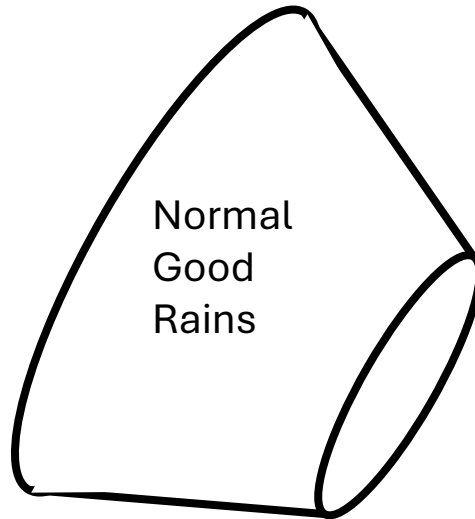
This cone can land in 3 ways:



Flood



Drought



Normal
Good
Rains

It's decision time!



1. Receive Scientific
Information



2. Make Decisions




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Observations




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consequences

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DROUGHT PROTECTION

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HOW TO WIN?

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What's your score?



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**Poll: If you had to describe how this game
makes you feel in fewer than five words,
what would they be?**



<https://tinyurl.com/HowYouFeel5Words>

Word Cloud on Mentimeter

Join at menti.com | use code 4546 9900

Mentimeter

Poll: If you had to describe how this game makes you feel in fewer than five words, what would they be?



Reflections

- If you were to draw an analogy between elements of this game and your work, what would it be?
- The game talks about the robust option in the abstract, but what might a robust option look like in the context of transportation planning? What role do you think travel modeling could play?

Thank you for playing!

Credits:

“Decision for the Decade” is created by
Pablo Suarez and Janot Mendler de Suarez of
the Red Cross Red Crescent Climate Centre,
in collaboration with the World Bank