

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!)

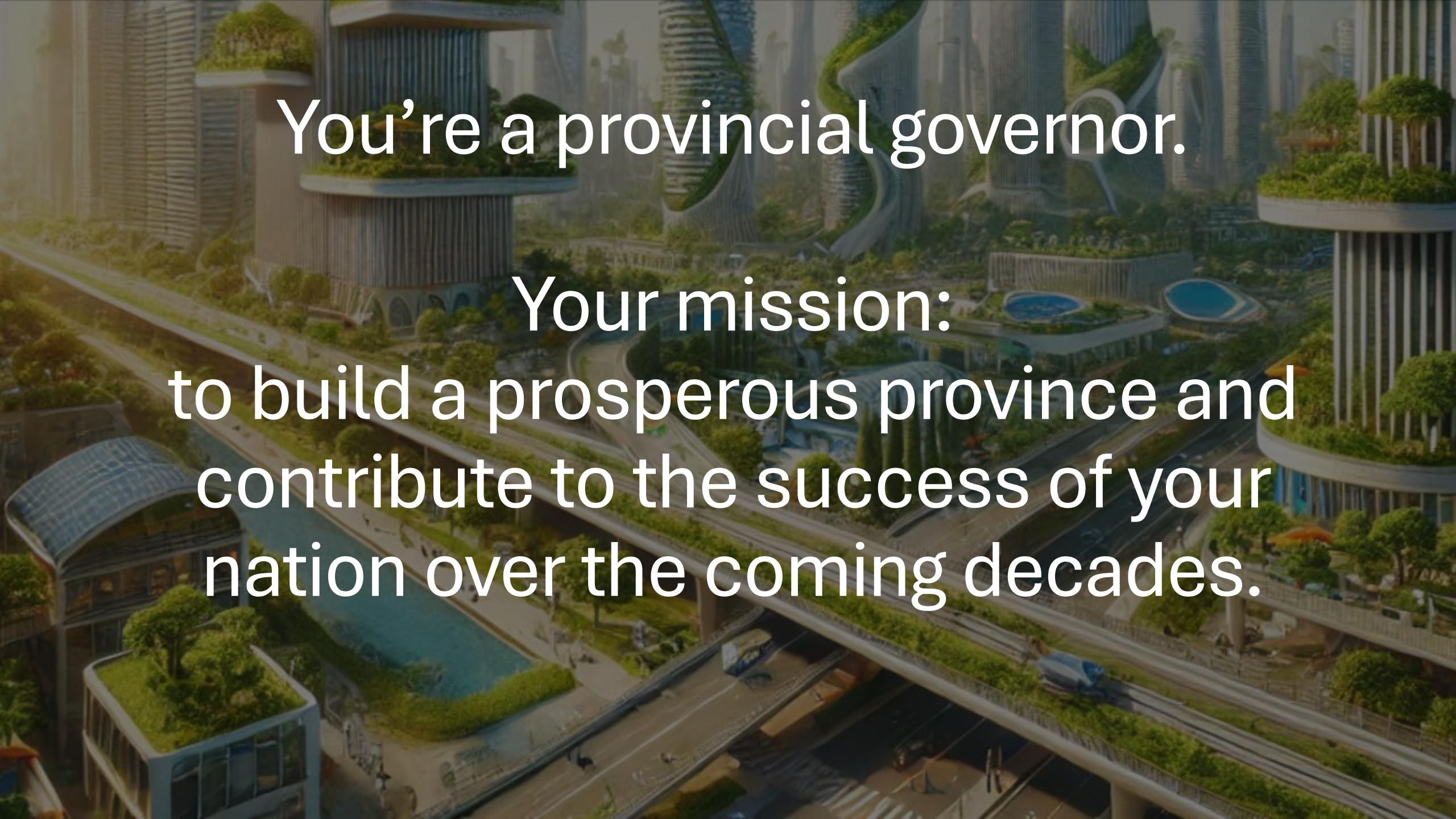
Decisions for the Decade

A game about risk and deep uncertainty

Game facilitator:

Flavia Tsang, Metropolitan Transportation Commission

Modeling Mobility Conference, 2025

A high-angle, aerial photograph of a futuristic city. The city is densely packed with skyscrapers, many of which have extensive green roofs covered in vegetation. A complex network of elevated roads and highways crisscrosses the city, with several cars visible on the roads. The surrounding landscape appears to be a mix of urban development and some green spaces. The overall aesthetic is clean, modern, and technologically advanced.

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

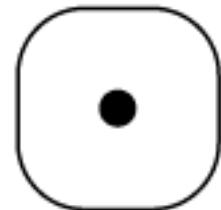


Devastating droughts





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:



2. Make Decisions

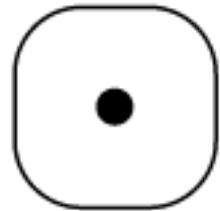


3. Make Observations



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

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)
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Winning nation (team)
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Step 2 of 4:



1. Receive Scientific Information



2. Make Decisions



3. Make Observations



4. Review consequences

PROVINCIAL PLAN

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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



Step 3 of 4:



1. Receive Scientific Information



2. Make Decisions



3. Make Observations



4. Review 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

DROUGHT PROTECTION If a drought happens:
Use 1 bean

SCORE CARD

Decade	How Many Humanitarian Crises?	How Many Prosperity Points?
Practice		
1		
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HOW TO WIN?

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If a flood happens



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4. Review consequences

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SCORE CARD

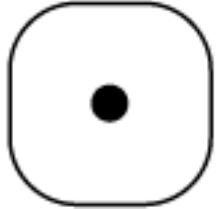
Decade	How Many Humanitarian Crises?	How Many Prosperity Points?
Practice		
1		
2		
3		

HOW TO WIN?

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

Winning nation (team)
Fewest humanitarian crises

If a drought happens



1. Receive Scientific Information



2. Make Decisions



3. Make Observations



4. Review consequences

PROVINCIAL PLAN

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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

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



1. Receive Scientific Information



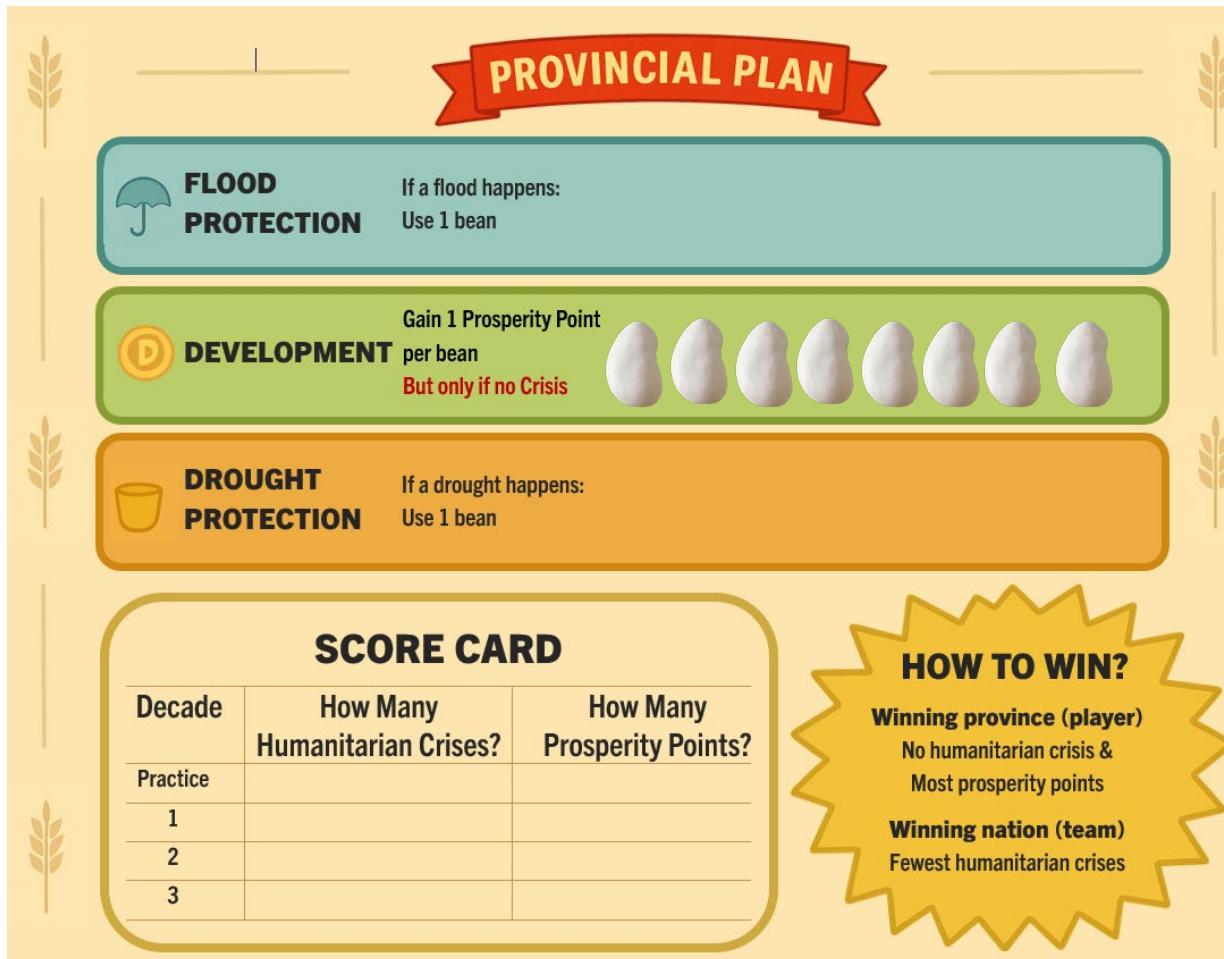
2. Make Decisions



3. Make Observations



4. Review consequences



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



1. Receive Scientific Information



2. Make Decisions



3. Make Observations



4. Review consequences

PROVINCIAL PLAN

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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

Steps 4 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

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		
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HOW TO WIN?

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

Winning nation (team)
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

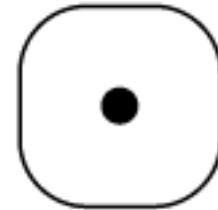


3. Make Observations



4. Review consequences

Based on historical rainfall...



= Drought



= Extreme Flood



Step 2 of 4:



1. Receive Scientific Information



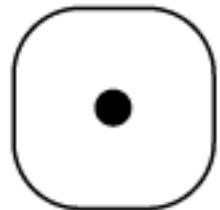
2. Make Decisions



3. Make Observations



4. Review consequences



= Drought



= Flood

PROVINCIAL PLAN

FLOOD PROTECTION If a flood happens:
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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?
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1		
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HOW TO WIN?

Winning province (player)
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Winning nation (team)
Fewest humanitarian crises



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:



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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Use 1 bean

SCORE CARD		
Decade	How Many Humanitarian Crises?	How Many Prosperity Points?
Practice		
1		
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3		

HOW TO WIN?

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

Winning nation (team)
Fewest humanitarian crises

Let's play!

Decade #2

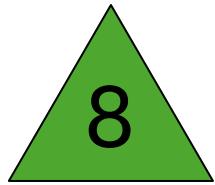
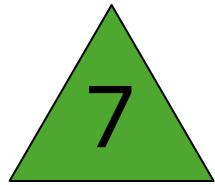
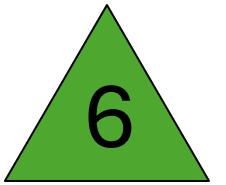




Have you heard? The climate is changing...



= Drought



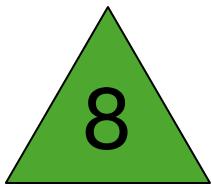
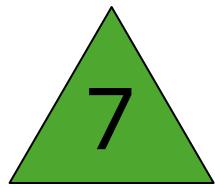
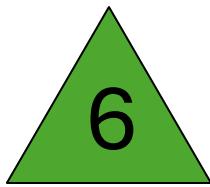
= Extreme Flood



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

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?
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1		
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3		

HOW TO WIN?

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

Winning nation (team)
Fewest humanitarian crises

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

Let's play!

Decade #3



The climate continues to change...

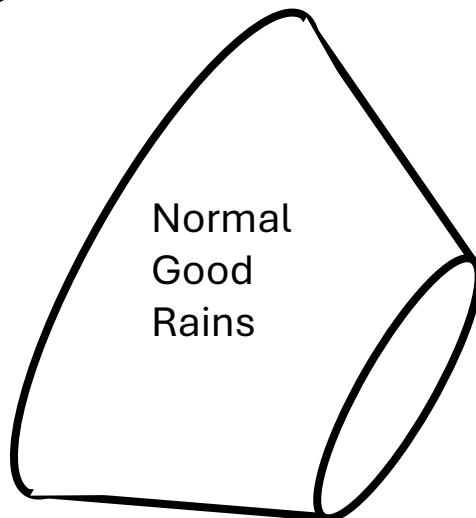
This cone can land in 3 ways:



Flood



Drought



It's decision time!



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 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		
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3		

HOW TO WIN?

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

Winning nation (team)
Fewest humanitarian crises



What's your score?



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 Gain 1 Prosperity Point per bean
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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

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?



The word cloud is centered around the game 'throw the cone'. The most prominent words are 'throw the cone' (blue), 'i love flavia' (red), 'risk aversion' (blue), 'cone cone cone' (blue), and 'drought' (blue). Other notable words include 'cone is life' (blue), 'beans' (orange), 'cone pls' (orange), 'flooded with grief' (orange), 'boxed in' (orange), 'good' (orange), 'liable' (orange), 'risky' (orange), 'unlucky' (orange), 'thrilling' (orange), 'anxious' (orange), 'uncertain' (orange), 'change rules for success' (orange), 'no historical data' (orange), 'insolated' (orange), 'bean stew' (orange), 'flood prone' (orange), 'risk averse' (orange), 'unfinished' (orange), 'i fail in probability' (orange), 'please throw the cone' (orange), 'thought provoking' (orange), 'need more rounds' (orange), 'kept me thinking hard' (orange), 'lucky and uneasy' (orange), 'in the dark' (orange), 'who risks lives of others' (orange), 'uninformed' (orange), 'no risk no reward' (orange), 'robust choice' (orange), 'confused' (orange), 'catastrophy' (orange), 'concerned' (orange), 'need to see therapist now' (orange), 'is the cone loaded' (orange), 'probability is a lie' (orange), and 'second guessing myself' (orange). A small emoji of a face with a neutral expression is positioned in the center of the word cloud.

beans

cone pls

flooded with grief

boxed in

good

liable

risky

unlucky

drought

thrilling

anxious

uncertain

change rules for success

no historical data

insolated

bean stew

flood prone

risk averse

unfinished



i fail in probability

please throw the cone

thought provoking

need more rounds

kept me thinking hard

lucky and uneasy

in the dark

who risks lives of others

uninformed

no risk no reward

cone is life

i love flavia

risk aversion

cone cone cone

robust choice

confused

catastrophy

concerned

need to see therapist now

is the cone loaded

probability is a lie

second guessing myself

lack of control

importance of safety net

changing conditions

probability is a lie

39

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 Mendlar de Suarez of
the Red Cross Red Crescent Climate Centre,
in collaboration with the World Bank