



## When to prepare:

# "Water" You Thinking About Drought?

## Rules

### Game Objectives:

When to prepare: "Water" you thinking about drought? is a climate-scenario game with a focus on agricultural decision-making. It will guide you through 2 years with a variation in climatic conditions. It is meant to get groups talking about strategies they use to reduce loss during dry times or wet times and what conditions they notice when they implement these strategies. Based on current conditions regarding water, you will choose resources to benefit your agricultural production while the climatic conditions dictate how much water is in the environment.

### Game set-up and materials (in-person):

- Teams of two, three or four
- 1 game board (24 months of climate conditions, 16 months of agricultural production) (game board is either purple or green)
- (OPTIONAL) 150 units of water per team:
  - 7 white beads (70 units)
  - 10 red beads (50 units)
  - 30 blue beads (30 units)
- \$160 per team (x16 \$10)
- Yellow resource cards (2 sets), spread one set out with the yellow side facing up
- 8-sided die OR two 6-sided die
- Pen
- Paper

### **Playing the game:**

- Climate conditions are revealed month by month
- Precipitation and temperature conditions will dictate how many units of water are lost or gained each month from the climate
  - (+) = add water back to your supply
  - (-) = take water away from your supply
  - \*If game is not being played with 'beads' then use the pen and paper to keep track of water lost and gained
- Each year has a finite number of resources
  - You can use up to two (2) resources every month but once they are used, they can't be added back to the pile for that year
  - When you play a resource card, you pay \$10 to the "bank"
- When to roll for chance will be displayed on the slide. There are helpful (+) and hurtful (-) chance cards
  - The points you receive or lose will be based on the number rolled, corresponding to the chance point sheet

### **Winning the game:**

- Be the team with the highest number of units of water or the most money left over at the end of 2 years

## CHANCE

If you roll a...	Chance	Points
1	Congrats! You received grant money	+5
2	Migratory birds and moose have found your crop!	-5
3	Bummer! Fungus has plagued your crops!	-6
4	A wildfire has burned part of your crop	-7
5	Price of inputs increases	-6
6	Phew! A light rain has given slight moisture to your crops	+5
7	Finally! A break in the warm temperatures for a few days	+5
8	Oh no! Weeds are taking over!	-7

**\*If playing with two 6-sided die, roll both die and add the value of die. Keep rolling until value is 8 or less.**