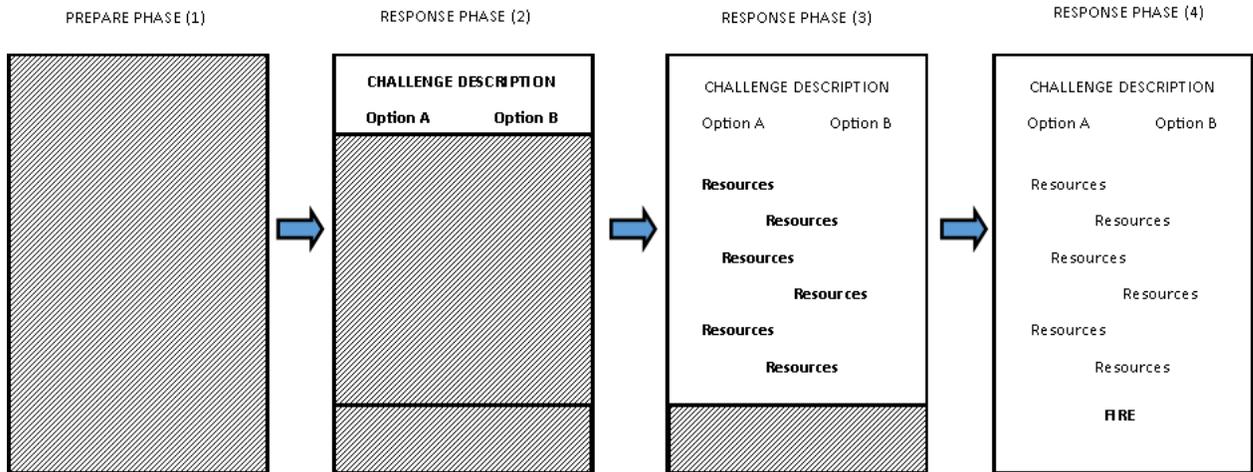# Instructions and checklist

People

- ☐ 1 facilitator who has read the script and instructions ahead of time
- ☐ 12-48 players
- ☐ 1-2 helpers to assist the facilitator (OPTIONAL, but useful especially for larger groups)

Room

- ☐ 1 room large enough to fit all players
- ☐ 6 tables with enough chairs to seat all players. (Round tables are best, but feel free to improvise)
- ☐ A projection screen, connected to a device that can project a PowerPoint file.

Printed Materials

- ☐ Print Resource cards on sticky notes (further instructions in the Resource cards folder). Players use resource cards when solving their community challenge.
- ☐ Print Sectors (8.5x11in paper size) and place them somewhere in the room where players will meet with their colleagues from the same sector. Place the Sectors far enough apart so that players have enough space.
- ☐ Print Sector description, fold in the middle of the paper, and place on tables corresponding with Sectors. There are 6 sectors to which players are distributed in at the beginning of the game.
- ☐ Print Communities (8.5x11in paper size) and place them in the same spot as the Sector signs. There are 6 different communities. Players go to their communities after they finish the first part (prepare phase) of the game.
- ☐ Print Rule sheets (6x) and Resource descriptions (36x, or one for each player). These will provide players with detailed information about the various parts of the game. Prepare phase packet for each resource that includes sector-specific resource cards, prepare phase rules, and resource description sheets.
- ☐ Print Script and Instructions. This document will lead you through the game.
- ☐ Print Challenge boards on large paper (24x36in). See the diagram below to get more information about the challenge boards. Keep these hidden from players (1) until later in the game (after prepare phase). You can either stick them on a wall or use easels to hold them once that time comes Hide the part of the board that indicates what resources player will need to solve the challenge (2). That way they can focus on the challenge description and select which option they want to solve. Fold/hide the Fire! Section (3) so it is not visible when players reveal the resources they need to solve the challenge (it will be revealed during the Response phase – see Script and Instructions (4)).

| PREPARE PHASE (1) | RESPONSE PHASE (2) | RESPONSE PHASE (3) | RESPONSE PHASE (4) |

CHALLENGE DESCRIPTION

Option A   Option B

Resources

Resources

Resources

Resources

Resources

Resources

FIRE

Make a package for each player (shown in table below):

    a. Print Role descriptions (1x) and Community description (6x) and cut into individual pieces indicated by dashed lines

    b. Print nametags on name badge labels. Nametags should include blank line for name of the player, their role, sector either printed or indicated by a color matching the color scheme used in the game, and community name. The table below indicates which roles come from which sectors and communities.

Note: The optimal number of people is 36 (6 people in each sector and each community). However, you can play the game with 12-48 people and adjust the number of roles. Always try to evenly distribute the players in sectors and communities. Regardless of the number of people, all players still select 12 resources in each sector that they want to keep. In that way, the pool of resources for solving the challenges remains constant. If you do not have a number of players that is a multiple of 6, you will end up with more people in certain sectors and communities. That is not a problem, some people and sectors will end up with more resources, which will even out during the trading process when solving the challenges. You can even make a discussion point out of it, i.e.: "You who had less resources available in the beginning of the game, were you able to solve your challenge? Did you get help from other communities?". With more than 36 players, feel free to duplicate some of the roles but try to distribute additional players evenly in various sectors and communities.

Electronic Materials (PowerPoint)

☐ Missouri River Basin information
☐ Drought
☐ Score Board

Player no.	Role	Sector	Community
1	Active Retiree	Private Citizens	Belcoast
2	Wildlife Conservation Fund Rep	Community	Belcoast
3	Water Resources Technician	Federal Government Agencies	Belcoast
4	Water Manager	Local Decision Makers	Belcoast
5	Firefighter	Responders	Belcoast
6	Marina Owner	Business and Industry	Belcoast
7	Homeowner	Private Citizens	Bridgelyn
8	Youth Group Leader	Community	Bridgelyn
9	Natural Resources Outreach Specialist	Federal Government Agencies	Bridgelyn
10	City Council Member	Local Decision Makers	Bridgelyn
11	National Guard Emergency Management Specialist	Responders	Bridgelyn
12	Environmental Monitoring Company Manager	Business and Industry	Bridgelyn
13	Homeowners Association Manager	Private Citizens	Greensborough
14	Deputy Director of Parks & Rec	Community	Greensborough
15	Game & Parks Warden	Federal Government Agencies	Greensborough
16	Mayor	Local Decision Makers	Greensborough
17	Medical Professional	Responders	Greensborough
18	TV reporter	Business and Industry	Greensborough
19	Property Manager	Private Citizens	Newdale
20	Principal	Community	Newdale
21	Public Health Manager	Federal Government Agencies	Newdale
22	Governor	Local Decision Makers	Newdale
23	Emergency Manager	Responders	Newdale
24	Emergency Company PR Specialist	Business and Industry	Newdale
25	Rancher	Private Citizens	Silvergrass
26	Church Pastor	Community	Silvergrass
27	USDA Farmworker Coordination Program Manager	Federal Government Agencies	Silvergrass
28	Tribal Chairman	Local Decision Makers	Silvergrass
29	Volunteer Firefighter	Responders	Silvergrass
30	Insurance Company CEO	Business and Industry	Silvergrass
31	Parent	Private Citizens	Skyview
32	School Board Member	Community	Skyview
33	Scientist	Federal Government Agencies	Skyview
34	Lawyer	Local Decision Makers	Skyview
35	Volunteer Emergency Organization Chair	Responders	Skyview
36	Well Driller	Business and Industry	Skyview