

# Gifts of Culture 1.1.5.EN

## Gameflow

Round	Moderator
<b>Before the game</b>	<b>Gather the materials</b> <b>Prepare as a moderator</b> <b>Arrange the table</b>
<b>Before the game</b> <i>General introduction</i>	<ol style="list-style-type: none"> <li>1. Give general explanation about the game</li> <li>2. Explain community - roles, migration.</li> <li>3. Explain the Local Citizens Board.</li> <li>4. Introduce the Valley and floods - setting. Introduce map and different elevations.</li> <li>5. Show families on the map. Each Board Member represents a few families.</li> <li>6. Introduce Family track: safety and well-being. Explain how it's working.</li> <li>7. Explain Budget Units (they won't get more budget units)</li> <li>8. Explain three rounds (decisions, results) and how to make a decision to fund an action.</li> <li>9. Show Actions. Explain different types of action cards: safety actions, inclusion actions, well-being actions.</li> <li>10. Ask players to read the letters. Tell them they could sort cards as they like.</li> <li>11. Give players the action cards, explain it's only information source.</li> <li>12. Explain special actions: relocation, reforestation and retention polder.</li> </ol>
<b>Before the game</b> <i>Information reading</i>	<ol style="list-style-type: none"> <li>1. Ask players to confirm the location of their group on the map.</li> <li>2. Check family indicators. Explain Family crisis and ask refugees to turn their cards around.</li> </ol>
<b>Round 1</b>	<ol style="list-style-type: none"> <li>1. Ask groups with barriers to act on the additional instructions.</li> </ol>

<i>Negotiations</i>  15 minutes	2. Set the timer 3. Check funded actions (budget) and sort them 4. There may be a change of decision - in this case budget units are returned to players
<b>Round 1</b> <i>Results</i>	1. Proceeding action by action: <ul style="list-style-type: none"> <li>a. Ask players to find a specific action card</li> <li>b. Social feedback (Social feedback mechanism)</li> <li>c. If players implemented relocation (or retention polder), <ul style="list-style-type: none"> <li>i. ask them if they want to move and where they want to move</li> <li>ii. ask players to move their families to the highest elevation. The families move in order: family with highest well-being &gt; family with lowest wellbeing</li> </ul> </li> </ul> 2. Updating the safety and wellbeing tracks. 3. Results of a flood, specified: scenario 4. Updating the wellbeing track after the flood: <ul style="list-style-type: none"> <li>a. If family has wellbeing under 4, ask the representative to turn the card around.</li> <li>b. If Refugees wellbeing is higher than 5, all players get +1 to wellbeing</li> </ul> 5. Explain Humanitarian Crisis <ul style="list-style-type: none"> <li>a. If there is a Humanitarian Crisis explain Tackle Humanitarian Crisis and Tackle humanitarian crisis card, ask all players to lower their wellbeing by one.</li> </ul>
<b>Round 2</b> <i>Negotiations</i>  10 minutes	1. Set the timer 2. Check funded actions (budget) and sort them 3. There may be a change of decision - in this case budget units are returned to players
<b>Round 2</b>	1. Proceeding action by action:

<p><i>Results</i></p>	<ol style="list-style-type: none"> <li>a. Ask players to find a specific action card</li> <li>b. Social feedback (Social feedback mechanism)</li> <li>c. If players implemented relocation (or retention polder),               <ol style="list-style-type: none"> <li>i. ask them if they want to move and where they want to move</li> <li>ii. ask players to move their families to the highest elevation. The families move in order: family with highest well-being &gt; family with lowest wellbeing</li> </ol> </li> </ol> <ol style="list-style-type: none"> <li>2. Updating the safety and wellbeing tracks.</li> <li>3. Results of a flood, specified: scenario</li> <li>4. Updating the wellbeing track after the flood:               <ol style="list-style-type: none"> <li>a. If family has wellbeing under 4, ask the representative to turn the card around.</li> <li>b. If Refugees wellbeing is higher than 5, all players get +1 to wellbeing</li> </ol> </li> <li>5. Updating humanitarian crisis track               <ol style="list-style-type: none"> <li>a. If there is a Humanitarian Crisis explain Tackle Humanitarian Crisis and Tackle humanitarian crisis card, ask all players to lower their wellbeing by one.</li> </ol> </li> </ol>
<p><b>Round 3</b></p> <p><i>Negotiations</i></p> <p>10 minutes</p>	<ol style="list-style-type: none"> <li>1. Set the timer</li> <li>2. Check funded actions (budget) and sort them</li> <li>3. There may be a change of decision - in this case budget units are returned to players</li> </ol>
<p><b>Round 3</b></p> <p><i>Results</i></p>	<ol style="list-style-type: none"> <li>1. Proceeding action by action:               <ol style="list-style-type: none"> <li>a. Ask players to find a specific action card</li> <li>b. Social feedback (Social feedback mechanism)</li> <li>c. If players implemented relocation (or retention polder),                   <ol style="list-style-type: none"> <li>i. ask them if they want to move and where they want to move</li> </ol> </li> </ol> </li> </ol>

	<ul style="list-style-type: none"> <li>ii. ask players to move their families to the highest elevation. The families move in order: family with highest well-being &gt; family with lowest wellbeing</li> <li>2. Updating the safety and wellbeing tracks.</li> <li>3. Results of a flood, specified: scenario</li> <li>4. Updating the wellbeing track after the flood: <ul style="list-style-type: none"> <li>a. If family has wellbeing under 4, ask the representative to turn the card around.</li> <li>b. If Refugees wellbeing is higher than 5, all players get +1 to wellbeing</li> </ul> </li> <li>5. Updating humanitarian crisis track <ul style="list-style-type: none"> <li>a. If there is a Humanitarian Crisis explain Tackle Humanitarian Crisis and Tackle humanitarian crisis card, ask all players to lower their wellbeing by one.</li> </ul> </li> </ul>
<b>Reflection</b>	Debriefing