





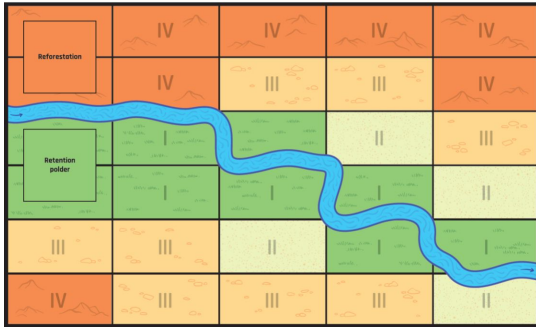






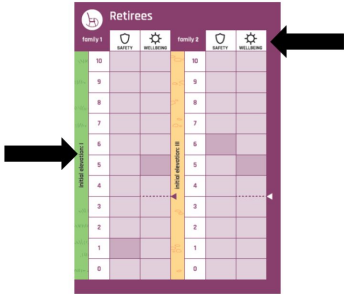
Gifts of Culture 1.1.5 EN

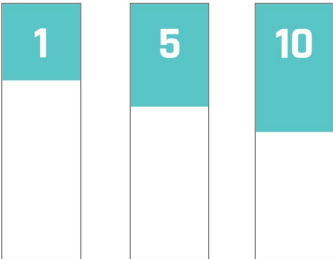
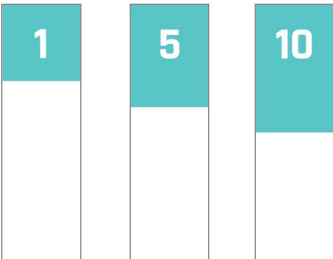
Presentation

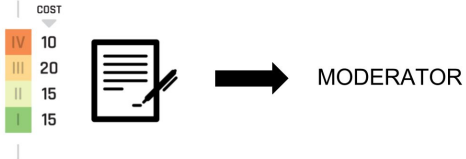
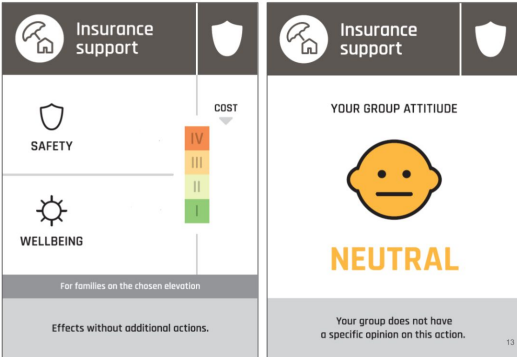

No.	Moderator	Players
Introduction		
1.	<div> </div>	<div> </div>

2.	<p><i>In a moment you will become the members of a community living in an area exposed to floods.</i></p> <p><i>You will face difficult decisions and often unfavorable public opinion.</i></p>	 
3.	<p>Community</p> <p><i>You all belong to the same small community.</i></p> <p><i>Because of the high migration rate in the last few years, your community became very diverse culturally.</i></p> <p><i>Right now your community consists of:</i></p> <p><i>Workers, Farmers, Entrepreneurs, Retirees, People with Disabilities, Immigrants, Refugees.</i></p> <p><i>Some of the members of your community are active in the local NGO.</i></p>	



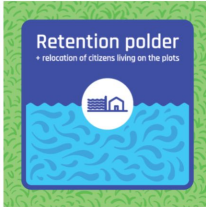
4.	<div><div>Local Citizens Board</div><div><p>Each of you was chosen as a representative of one of those groups of interest in the Local Citizens Board, which partially administrates your valley.</p><p>As a representative in the Local Citizens Board, you are representing the interest of your group.</p><p>The representative of the NGO is not responsible for his/her own group.</p></div></div>	<div><div><div><div>Workers</div></div><div><div>Entrepreneurs</div></div><div><div>People with disabilities</div></div><div><div>Refugees</div></div></div><div><div><div>Farmers</div></div><div><div>Retirees</div></div><div><div>Immigrants</div></div><div><div>NGO</div></div></div></div> <div>3</div>
5.	<div><div>Introduce the Valley and floods, elevations</div><div><p>Your community is situated in a beautiful but flood-prone valley. Floods are periodical and occur with different severity, and might be a danger to people living here.</p><p>Your valley is situated on 4 different elevations. Some areas are safer than the others. All elevations are marked on the map’s legend.</p></div></div>	<div><div><div><div><div></div></div></div><div><div><div>MAP LEGEND</div><div><div><div>the lowest point</div><div>the highest point</div></div><div><div><div>ELEVATION</div><div>SAFETY</div></div><div><div><div>I</div><div>II</div><div>III</div><div>IV</div></div><div><div><div>1</div><div>4</div><div>6</div><div>9</div></div></div></div></div></div></div><div>4</div></div></div></div>
6.	<div><div>Show families on the map</div><div><p>Each group consists of few families.</p><p>Show families on the map</p></div></div>	<div><div><div><div><div><div><div><div><div>IV</div><div>IV</div><div>IV</div><div>IV</div><div>IV</div></div><div><div><div>IV</div><div>IV</div><div>IV</div><div>IV</div><div>IV</div></div><div><div><div>IV</div><div>IV</div><div>IV</div><div>IV</div><div>IV</div></div><div><div><div>IV</div><div>IV</div><div>IV</div><div>IV</div><div>IV</div></div><div><div><div>IV</div><div>IV</div><div>IV</div><div>IV</div><div>IV</div></div></div><div><div><div>IV</div><div>IV</div><div>IV</div><div>IV</div><div>IV</div></div><div><div><div>IV</div><div>IV</div><div>IV</div><div>IV</div><div>IV</div></div><div><div><div>IV</div><div>IV</div><div>IV</div><div>IV</div><div>IV</div></div><div><div><div>IV</div><div>IV</div><div>IV</div><div>IV</div><div>IV</div></div><div><div><div>IV</div><div>IV</div><div>IV</div><div>IV</div><div>IV</div></div><div><div><div>IV</div><div>IV</div><div>IV</div><div>IV</div><div>IV</div></div></div><div><div><div>IV</div><div>IV</div><div>IV</div><div>IV</div><div>IV</div></div><div><div><div>IV</div><div>IV</div><div>IV</div><div>IV</div><div>IV</div></div><div><div><div>IV</div><div>IV</div><div>IV</div><div>IV</div><div>IV</div></div><div><div><div>IV</div><div>IV</div><div>IV</div><div>IV</div><div>IV</div></div><div><div><div>IV</div><div>IV</div><div>IV</div><div>IV</div><div>IV</div></div><div><div><div>IV</div><div>IV</div><div>IV</div><div>IV</div><div>IV</div></div></div><div><div><div>IV</div><div>IV</div><div>IV</div><div>IV</div><div>IV</div></div><div><div><div>IV</div><div>IV</div><div>IV</div><div>IV</div><div>IV</div></div><div><div><div>IV</div><div>IV</div><div>IV</div><div>IV</div><div>IV</div></div><div><div><div>IV</div><div>IV</div><div>IV</div><div>IV</div><div>IV</div></div><div><div><div>IV</div><div>IV</div><div>IV</div><div>IV</div><div>IV</div></div></div><div><div><div>IV</div><div>IV</div><div>IV</div><div>IV</div><div>IV</div></div><div><div><div>IV</div><div>IV</div><div>IV</div><div>IV</div><div>IV</div></div><div><div><div>IV</div><div>IV</div><div>IV</div><div>IV</div><div>IV</div></div><div><div><div>IV</div><div>IV</div><div>IV</div><div>IV</div><div>IV</div></div><div><div><div>IV</div><div>IV</div><div>IV</div><div>IV</div><div>IV</div></div></div><div><div><div>IV</div><div>IV</div><div>IV</div><div>IV</div><div>IV</div></div><div><div><div>IV</div><div>IV</div><div>IV</div><div>IV</div><div>IV</div></div><div><div><div>IV</div><div>IV</div><div>IV</div><div>IV</div><div>IV</div></div><div><div><div>IV</div><div>IV</div><div>IV</div><div>IV</div><div>IV</div></div><div><div><div>IV</div><div>IV</div><div>IV</div><div>IV</div><div>IV</div></div></div><div><div><div>IV</div><div>IV</div><div>IV</div><div>IV</div><div>IV</div></div><div><div><div>IV</div><div>IV</div><div>IV</div><div>IV</div><div>IV</div></div><div><div><div>IV</div><div>IV</div><div>IV</div><div>IV</div><div>IV</div></div><div><div><div>IV</div><div>IV</div><div>IV</div><div>IV</div><div>IV</div></div><div><div><div>IV</div><div>IV</div><div>IV</div><div>IV</div><div>IV</div></div></div><div><div><div>IV</div><div>IV</div><div>IV</div><div>IV</div><div>IV</div></div><div><div><div>IV</div><div>IV</div><div>IV</div><div>IV</div><div>IV</div></div><div><div><div>IV</div><div>IV</div><div>IV</div><div>IV</div><div>IV</div></div><div><div><div>IV</div><div>IV</div><div>IV</div><div>IV</div><div>IV</div></div><div><div><div>IV</div><div>IV</div><div>IV</div><div>IV</div><div>IV</div></div></div><div><div><div>IV</div><div>IV</div><div>IV</div><div>IV</div><div>IV</div></div><div><div><div>IV</div><div>IV</div><div>IV</div><div>IV</div><div>IV</div></div><div><div><div>IV</div><div>IV</div><div>IV</div><div>IV</div><div>IV</div></div><div><div><div>IV</div><div>IV</div><div>IV</div><div>IV</div><div>IV</div></div><div><div><div>IV</div><div>IV</div><div>IV</div><div>IV</div><div>IV</div></div></div><div><div><div>IV</div><div>IV</div><div>IV</div><div>IV</div><div>IV</div></div><div><div><div>IV</div><div>IV</div><div>IV</div><div>IV</div><div>IV</div></div><div><div><div>IV</div><div>IV</div><div>IV</div><div>IV</div><div>IV</div></div><div><div><div>IV</div><div>IV</div><div>IV</div><div>IV</div><div>IV</div></div><div><div><div>IV</div><div>IV</div><div>IV</div><div>IV</div><div>IV</div></div></div><div><div><div>IV</div><div>IV</div><div>IV</div><div>IV</div><div>IV</div></div><div><div><div>IV</div><div>IV</div><div>IV</div><div>IV</div><div>IV</div></div><div><div><div>IV</div><div>IV</div><div>IV</div><div>IV</div><div>IV</div></div><div><div><div>IV</div><div>IV</div><div>IV</div><div>IV</div><div>IV</div></div><div><div><div>IV</div><div>IV</div><div>IV</div><div>IV</div><div>IV</div></div></div><div><div><div>IV</div><div>IV</div><div>IV</div><div>IV</div><div>IV</div></div><div><div><div>IV</div><div>IV</div><div>IV</div><div>IV</div><div>IV</div></div><div><div><div>IV</div><div>IV</div><div>IV</div><div>IV</div><div>IV</div></div><div><div><div>IV</div><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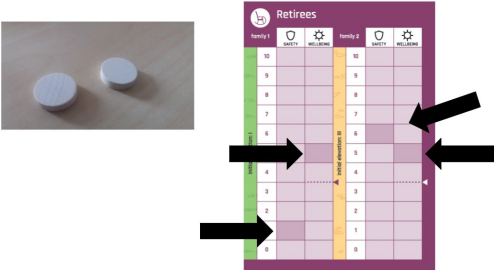
7.	<p>Families and safety</p> <p><i>Each family has a specific level of safety and wellbeing.</i></p> <p><i>Safety indicates how safe the family will be in a case of a flood.</i></p> <p><i>The initial level of safety depends on the initial elevation marked on the map and your player boards.</i></p> <p><i>The higher the elevation, the safer the family will be in a case of a flood.</i></p>	<div> SAFETY</div> <div> WELLBEING</div> <div>6</div>
8.	<p>Families and wellbeing</p> <p><i>Wellbeing indicates important aspects of human life: from wealth, through physical, psychical health, to motivation and willingness to work.</i></p> <p><i>The initial level of the families' wellbeing depends on the group they belong to and should be consistent with your group of interest.</i></p> <p><i>A flood will affect the wellbeing of each family, depending on how high is the safety of the family.</i></p>	<div> SAFETY</div> <div> WELLBEING</div> <div>6</div>
9.	<p>Players boards</p> <p><i>To keep track of the level of safety and wellbeing of families from your group of interest, each of you has a Player Board with 2 tracks - safety and wellbeing.</i></p> <p><i>The only exception is NGO representative who is not responsible for one group or family but is there to help those in need.</i></p>	<div></div> <div>8</div>

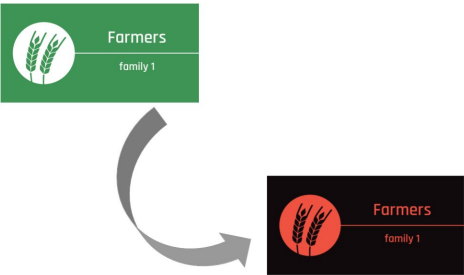

10.	<p>Tell the players about the actions</p> <p><i>As a member of the Local Citizens board, you can affect those tracks by funding different actions that will protect families from the effects of the flood and raise their wellbeing.</i></p> <p><i>To do that you will have to use Local Citizens Board' budget.</i></p>	 <p>9</p>
11.	<p>Explain Budget Units</p> <p><i>Budget Units simulate a part of the Local Citizens Board' budget you can use.</i></p> <p><i>There are 3 denominations of Budget Units: 1, 5, 10.</i></p> <p><i>Show budget units to the players.</i></p> <p><i>All of you have equal right to use the budget as you see fit. That's why each of you has 50 Budget Units.</i></p> <p><i>You won't get more Budget Units during the game.</i></p> <p><i>Hand out budget units to all players.</i></p>	 <p>9</p>
12.	<p>Rounds</p> <p><i>Local Citizens Board will have 3 meetings. It corresponds to 3 rounds in the game.</i></p> <p><i>During each round, you will be able to fund actions by yourself or negotiate with other players to fund actions together.</i></p>	<p>3 rounds</p> <p>11</p>



<p>13.</p>	<p>Making decisions</p> <p><i>To fund an action you need to collect budget units equal to its cost. Take one of the blank pieces of paper and write down the name of the action you want to fund.</i></p> <p><i>You can fund actions by yourself or by collecting the Budget Units from few representatives.</i></p> <p><i>You can also fund as many actions as you want, though remember that there will be 3 rounds and you won't get more budget units.</i></p> <p><i>If you change your mind about an action you can ask me for your budget units back, but only until the end of the round.</i></p>	 <p>12</p>
<p>14.</p>	<p>Action Cards</p> <p><i>Not all groups can benefit from actions in the same way.</i></p> <p><i>Each of you receives a set of informative 2-sided cards, with effect on safety, wellbeing, the cost of action and additional information, on one side, and your group attitude towards the action on the other side.</i></p> <p><i>To understand the effect of an action on your group, you will have to check your own card of this action.</i></p> <p><i>Please, don't show your cards to other representatives.</i></p>	 <p>13</p>
<p>15.</p>	<p>Actions</p> <p>Show cards.</p> <p><i>There are 3 different kinds of actions:</i></p> <p><i>Safety Actions</i></p> <p><i>Inclusion actions</i></p> <p><i>Wellbeing actions</i></p>	 <p>14</p>


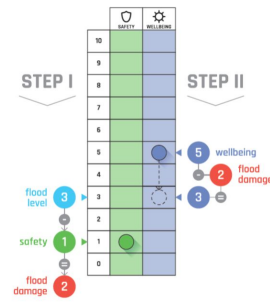
16.	<p>Safety actions</p> <p><i>Safety actions raise the safety of families on specific elevation or in the whole valley.</i></p> <p><i>Some of the safety actions work only on one elevation per use.</i></p> <p><i>It means that, for example, to include the whole valley in the action Insurance support you would have to buy this action 4 times. 1 per each elevation.</i></p> <p><i>You will recognize the difference by looking at the cost of the action on your action card.</i></p>	<div><div><div><div><div></div><div></div><div></div><div></div></div><div></div></div><div><div><div><div>IV</div><div>III</div><div>II</div><div>I</div></div><div><div>COST</div><div>10</div><div>20</div><div>15</div><div>15</div></div></div><div><div><div>III</div><div>II</div><div>I</div></div><div><div>COST</div><div>250</div><div>250</div><div>250</div></div></div></div><div><div><div>Benefits for the families on one elevation per funding</div><div></div></div><div><div>Benefits for the whole valley per funding</div><div></div></div></div><div><div><div>COST</div><div>165</div></div></div></div><div>15</div></div>
17.	<p>Inclusion actions</p> <p><i>Inclusion actions, which raise the wellbeing of families in specific groups and might have an additional effect on other actions.</i></p> <p><i>For example, Temporary Residence Registration might change the effects of Insurance Support for some groups.</i></p> <p><i>If you see this icon, check if the action has any additional effect available for your group.</i></p> <p>Show the icon on the card.</p>	<div><div><div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div><div></div></div><div><div><div><div><div></div><div></div><div></div><div></div></div><div></div></div><div><div><div>ADDITIONAL EFFECTS</div><div></div></div><div><div>ADDITIONAL EFFECTS ICON</div><div></div></div></div><div><div><div>WHICH SPECIFIC ACTION IS AFFECTED</div><div></div></div></div></div><div>16</div></div></div>
18.	<p>Wellbeing actions</p> <p><i>Wellbeing actions, which raise the wellbeing of families in specific groups.</i></p> <p><i>Let's go to the details of a few actions.</i></p>	<div><div><div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div><div></div></div><div><div><div><div></div><div></div><div></div><div></div></div><div></div></div><div><div><div>WELLBEING ACTIONS</div><div></div></div></div></div><div>17</div></div>


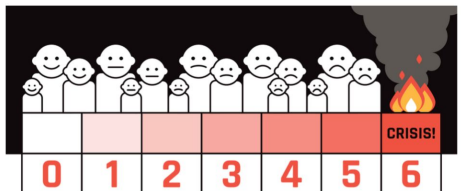
19.	<p>Relocation</p> <p><i>In the case of Relocation, all families on chosen elevation will have a chance to relocate their families to elevation IV. If there will be no place left on this IV elevation, they will be able to move to the lower elevations. From then on the family's safety will raise to the initial safety level of the elevation they moved to.</i></p> <p><i>You won't have to relocate your families, even if the action was funded. In that case, the family (or families) won't experience any effects of Relocation, be it positive or negative).</i></p> <p><i>You will relocate by moving your families cards on the board. I will tell you exactly when to do that.</i></p>	 <p>Relocation</p> <p>18</p>
20.	<p>Reforestation, Retention Polder</p> <p><i>Actions with effects for the whole valley have specific places they can be implemented.</i></p> <p><i>If you fund Reforestation or Retention Polder I will put those 2 cards (show Ref. and Ret. Pol cards) in special placeholders on the board and the whole valley will be able to experience the effects of those actions. will spread all over the valley.</i></p> <p><i>Please, remember that in the case of Retention Polder, representatives of the families living on 2 plots have to agree to relocation.</i></p> <p><i>Note that even with those actions, you will have to check their effects by looking into your cards. But, unlike other safety actions, the effects of those actions will concern all families in all groups.</i></p>	  <p>19</p>



<p>21.</p>	<p>Action cards and letter</p> <p><i>After each round will go to the results, where I will give you details about the effects of your actions.</i></p> <p><i>I will hand you letters from your group of interest. Please, don't show your letters to other players. Some of you will get additional instructions. Please wait with acting on them until I say otherwise. Additional instructions don't apply to the communication with me, the moderator.</i></p> <p><i>Read the letter first, and then check out your cards. You can segregate them as you wish.</i></p> <p><i>Please, confirm that each of you has 11 cards in the color of your group. The cards are only an information source.</i></p> <p><i>I will give you only 5 minutes for that. Let me know if you finish sooner.</i></p>	 <p>20</p>
<p>22.</p>	<p>Safety level and wellbeing</p> <p><i>Please confirm your wellbeing and safety markers are on the starting points.</i></p> <p><i>If any of your families have a wellbeing lower than 4, please raise a hand.</i></p>	 <p>21</p>



23.	<p>Family crisis</p> <p><i>I'm sorry but those families with wellbeing lower than 4 are now in a family crisis.</i></p> <p><i>It means that they are living in poor conditions and health.</i></p> <p><i>Please, flip their card on the map to the other, black side. You can flip it back later, when your family has a wellbeing higher or equal 4.</i></p> <p><i>During results of each round, we will check if any of the families is in crisis.</i></p>	 <p>The diagram illustrates the 'Family crisis' rule. On the left is a green card with a white wheat icon and the text 'Farmers' and 'family 1'. A large grey curved arrow points to the right, where a black card with a red wheat icon and the text 'Farmers' and 'family 1' is shown. This represents flipping the card to the black side when a family's wellbeing is below 4.</p>
Round 1 - Negotiations		
24.	<p>Round 1 - 15 minutes</p> <p>Ask the representatives of People with disabilities, Immigrants and Refugees to act on the additional instructions.</p> <p><i>On my mark, the timer will start counting down from 15 minutes.</i></p> <p><i>Each 5 minutes I will let you know how much time you still have left.</i></p> <p><i>Start the timer</i></p> <p><i>Each 5 minutes ring the bell and let players know how much time they have left</i></p> <p>Collect sheets for actions with budget units. Segregate them by kind and elevation. Give back budget units from actions if players changed their mind (you can check players colors in color palette).</p> <p>End the round after 15 minutes (if players were in the middle of filling a sheet of paper, let them finish).</p>	<p>Round 1</p> <p>15 minutes</p> 
Round 1 - Results		

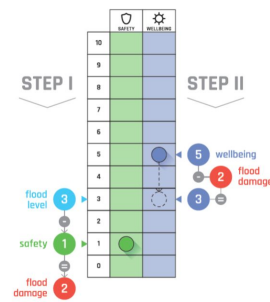

25.	<p>Results</p> <p>We will now go to the result of the first Local Citizens Board meeting - the first round.</p>	<p>Round 1</p> <p>Results</p> 
26.	<p>Results - Action by Action</p> <p>Read out action and elevation. Ask players to find their card. Give out the social feedback card if applicable. Refer to the Social_feedback_mechanism_Moderator file for details. If Relocation then:</p> <ul style="list-style-type: none"> - Families move to the highest elevation (family by family) starting from the highest wellbeing. - The relocation is not obligatory. <p>If Retention Polder, then:</p> <ul style="list-style-type: none"> - Make sure players on the plot agreed to the action. <p>Ask players to update the safety, wellbeing tracks according to the info on their cards.</p>	<p>Round 1</p> <p>Results</p> 

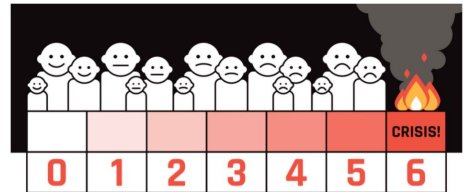

27.	<p>Results of a flood</p> <p><i>It seems that there was a flood!</i> <i>I will now inform you about the magnitude of the flood.</i></p> <p>Scenario (choose level of difficulty before the game) for the first round:</p> <table border="1"> <tr> <td>Hard</td><td>Medium</td><td>Easy</td></tr> <tr> <td>Flood</td><td>Flood</td><td>Flood</td></tr> <tr> <td>8</td><td>7</td><td>6</td></tr> </table>	Hard	Medium	Easy	Flood	Flood	Flood	8	7	6	<h1>Round 1</h1> <p>Results</p> 
Hard	Medium	Easy									
Flood	Flood	Flood									
8	7	6									
28.	<p>Results of a flood</p> <p><i>If family's safety level is below the flood level, it means that family suffered some losses connected to the flood.</i> <i>You will have to subtract the difference between the flood level and family's safety from the family's wellbeing.</i></p> <p><i>For example, if flood level was equal to 3 and family's safety was 1, this family will lose 2 points of wellbeing.</i></p>										



29.	<p>Updating the wellbeing track after the flood</p> <p>Take a look at Refugees' representative player board.</p> <p>(If Refugees wellbeing is higher than 5 all players get +1 to wellbeing: <i>Refugees got acclimated in your community. Your community has a common understanding.</i>) <i>Does any of your families have wellbeing under 4? If so please raise your hand.</i></p> <p>Check if players with the family crisis are still in family crisis. Ask players to flip their family cards if needed.</p>	<h1>Round 1</h1> <p>Results</p> 
30.	<p>Results of a flood</p> <p>Show players Humanitarian Crisis track.</p> <p><i>This is humanitarian crisis track. Each round you might be in danger of Humanitarian Crisis. Humanitarian crisis starts when 6 families are in family crisis. All families in the valley will lose 1 wellbeing point per round until the crisis is averted.</i></p> <p>Give the board to the NGO representative and ask him/her to move the marker on Humanitarian crisis track according to the number of families with wellbeing below 4.</p> <p>(If there is a Humanitarian Crisis: New card Tackle humanitarian crisis card raises wellbeing of all families in the family crisis by 1.</p> <p>Ask all players to lower their wellbeing by one.)</p>	 <p>HUMANITARIAN CRISIS</p> <p><small>Humanitarian Crisis starts when 6 families have Wellbeing under 4. All families in the Valley lose 1 wellbeing point each round until the crisis is averted.</small></p>
Round 2 - Negotiations		


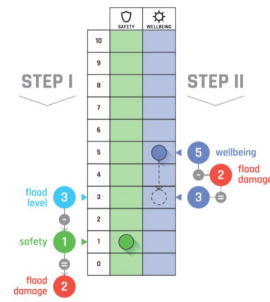
31.	<p>Round 2 - 10 minutes</p> <p><i>On my mark, the timer will start counting down from 10 minutes.</i></p> <p><i>Each 5 minutes I will let you know how much time you still have left.</i></p> <p><i>Start the timer</i></p> <p><i>Each 5 minutes ring the bell and let players know how much time they have left</i></p> <p>Collect sheets for actions with budget units. Segregate them by kind and elevation. Give back budget units from actions if players changed their mind (you can check players colors in color palette).</p> <p>End the round after 10 minutes (if players were in the middle of filling a sheet of paper, let them finish).</p>	<p>Round 2</p> <p>10 minutes</p> 
Round 2 - Results		
32.	<p>Results</p> <p><i>We will now go to the result of the first Local Citizens Board meeting - the second round.</i></p>	<p>Round 2</p> <p>Results</p> 




33.	<p>Results - Action by Action</p> <p>Read out action and elevation. Ask players to find their card. Give out the social feedback card if applicable. Refer to the Social_feedback_mechanism_Moderator file for details. If Relocation then:</p> <ul style="list-style-type: none"> - Families move to the highest elevation (family by family) starting from the highest wellbeing. - The relocation is not obligatory. <p>If Retention Polder, then:</p> <ul style="list-style-type: none"> - Make sure players on the plot agreed to the action. <p>Ask players to update the safety, wellbeing tracks according to the info on their cards.</p>	<h2>Round 2</h2> <p>Results</p> 									
34.	<p>Results of a flood</p> <p><i>There was another flood, though it seems not as severe as the first one. I will now inform you about the magnitude of the flood.</i></p> <p>Scenario (choose the level of difficulty before the game) for the first round:</p> <table border="1" data-bbox="259 1011 1559 1248"> <tr> <td>Hard</td><td>Medium</td><td>Easy</td></tr> <tr> <td>Flood</td><td>Flood</td><td>Flood</td></tr> <tr> <td>4</td><td>3</td><td>2</td></tr> </table>	Hard	Medium	Easy	Flood	Flood	Flood	4	3	2	<h2>Round 2</h2> <p>Results</p> 
Hard	Medium	Easy									
Flood	Flood	Flood									
4	3	2									

<p>35.</p>	<p>Results of a flood</p> <p><i>Please update your wellbeing tracks according to the magnitude of the flood.</i></p> <p>(If the players need another explanation, explain how the flood losses work. <i>If family's safety level is below the flood level, it means that family suffered some losses connected to the flood.</i> <i>You will have to subtract the difference between the flood level and family's safety from the family's wellbeing.</i></p> <p><i>For example, if flood level was equal to 3 and family's safety was 1, this family will lose 2 points of wellbeing.)</i></p>	 <p>34</p>
<p>36.</p>	<p>Updating the wellbeing track after the flood</p> <p>Take a look at Refugees' representative player board.</p> <p>(If Refugees wellbeing is higher than 5 all players get +1 to wellbeing: <i>Refugees got acclimated in your community. Your community has a common understanding.</i>)</p> <p>Does any of your families have wellbeing under 4? If so please raise your hand.</p> <p>Check if players with the family crisis are still in family crisis. Ask players to flip their family cards if needed.</p>	<h1>Round 2</h1> <p>Results</p>  <p>35</p>

37.	<p>Results of a flood</p> <p>Ask the NGO representative to move the marker on Humanitarian crisis track according to the number of families with wellbeing below 4.</p> <p>(If there is a Humanitarian Crisis: New card Tackle humanitarian crisis card raises wellbeing of all families is the family crisis by 1.</p> <p>Ask all players to lower their wellbeing by one.)</p>	 <p>HUMANITARIAN CRISIS</p> <p><small>Humanitarian Crisis starts when 6 families have Wellbeing under 4. All families in the Valley lose 1 wellbeing point each round until the crisis is averted.</small></p>
Round 3 - Negotiations		
38.	<p>Round 3 - 5-10 minutes</p> <p>Decide how long the round should be. Depending on how many budget units players have and the state of wellbeing in the valley it could be 5-10 minutes.</p> <p><i>On my mark, the timer will start counting down from xx minutes.</i></p> <p>Collect sheets for actions with budget units. Segregate them by kind and elevation. Give back budget units from actions if players changed their mind (you can check players colors in color palette).</p> <p>End the round after 5- 10 minutes (if players were in the middle of filling a sheet of paper, let them finish).</p>	<p>Round 3</p> <p>5-10 minutes</p> 
Round 3 - Results		

39.	<p>Results</p> <p><i>We will now go to the result of the first Local Citizens Board meeting - the third round.</i></p>	<p>Round 3</p> <p>Results</p> 
40.	<p>Results - Action by Action</p> <p>Read out action and elevation. Ask players to find their card. Give out the social feedback card if applicable. Refer to the Social_feedback_mechanism_Moderator file for details. If Relocation then:</p> <ul style="list-style-type: none"> - Families move to the highest elevation (family by family) starting from the highest wellbeing. - The relocation is not obligatory. <p>If Retention Polder, then:</p> <ul style="list-style-type: none"> - Make sure players on the plot agreed to the action. <p>Ask players to update the safety, wellbeing tracks according to the info on their cards.</p>	<p>Round 3</p> <p>Results</p> 

41.	<p>Results of a flood, scenario</p> <p><i>The flood! Again!</i> <i>I will now inform you about the magnitude of the flood.</i></p> <p>Scenario (choose the level of difficulty before the game) for the first round:</p> <table border="1"> <tr> <td>Hard</td><td>Medium</td><td>Easy</td></tr> <tr> <td>Flood</td><td>Flood</td><td>Flood</td></tr> <tr> <td>6</td><td>5</td><td>4</td></tr> </table>	Hard	Medium	Easy	Flood	Flood	Flood	6	5	4	<h1>Round 3</h1> <p>Results</p> 
Hard	Medium	Easy									
Flood	Flood	Flood									
6	5	4									
42.	<p>Results of a flood</p> <p><i>Please update your wellbeing tracks according to the magnitude of the flood.</i></p> <p>(If the players need another explanation, explain how the flood losses work. <i>If family's safety level is below the flood level, it means that family suffered some losses connected to the flood.</i> <i>You will have to subtract the difference between the flood level and family's safety from the family's wellbeing.</i></p> <p><i>For example, if flood level was equal to 3 and family's safety was 1, this family will lose 2 points of wellbeing.)</i></p>										

<p>43.</p>	<p>Updating the wellbeing track after the flood</p> <p>Take a look at Refugees' representative player board.</p> <p>(If Refugees wellbeing is higher than 5 all players get +1 to wellbeing.</p> <p><i>Refugees got acclimated in your community. Your community has a common understanding.)</i></p> <p><i>Does any of your families have wellbeing under 4? If so please raise your hand.</i></p> <p>Check if players with the family crisis are still in family crisis. Ask players to flip their family cards if needed.</p>	<p>Round 3</p> <p>Results</p>  <p>42</p>
<p>44.</p>	<p>Results of a flood</p> <p>Ask the NGO representative to move the marker on Humanitarian crisis track according to the number of families with wellbeing below 4.</p> <p>(If there is a Humanitarian Crisis: New card Tackle humanitarian crisis card raises wellbeing of all families is the family crisis by 1.</p> <p>Ask all players to lower their wellbeing by one.)</p>	 <p>HUMANITARIAN CRISIS</p> <p><small>Humanitarian Crisis starts when 5 families have Wellbeing under 4. All families in the Valley lose 1 wellbeing point each round until the crisis is averted.</small></p> <p>43</p>
<p>45.</p>	<p>Reflection</p> <p>Think about what the player's behavior. What did you notice?</p> <p>Here are some questions you might want to ask players in the debriefing.</p> <p><i>How was your game? Did you enjoy it? What happened?</i></p> <p><i>What is the game result? What does this result mean in the game?</i></p> <p><i>What were your goals in the game?</i></p>	 <p>Reflection</p> <p>44</p>

	<p><i>How did your goals change during the game?</i></p> <p><i>What helped? What made the game harder?</i></p> <p><i>If you played the game again, what would you do differently?</i></p> <p><i>Did you help each other? Did you feel you are a part of community?</i></p> <p><i>How did you feel about those families who in worse wellbeing or/and safety situation? How did you feel being responsible for such families?</i></p> <p><i>Did you identify with your group of interest?</i></p>	
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