

Menti Discussion

Which uncertainty concerns you the most?



Get ready!

Form Teams

- Come up with a Name!
- Score sheet

Each Player

- Get your Region Plan / Pen
- Count out 10 beans

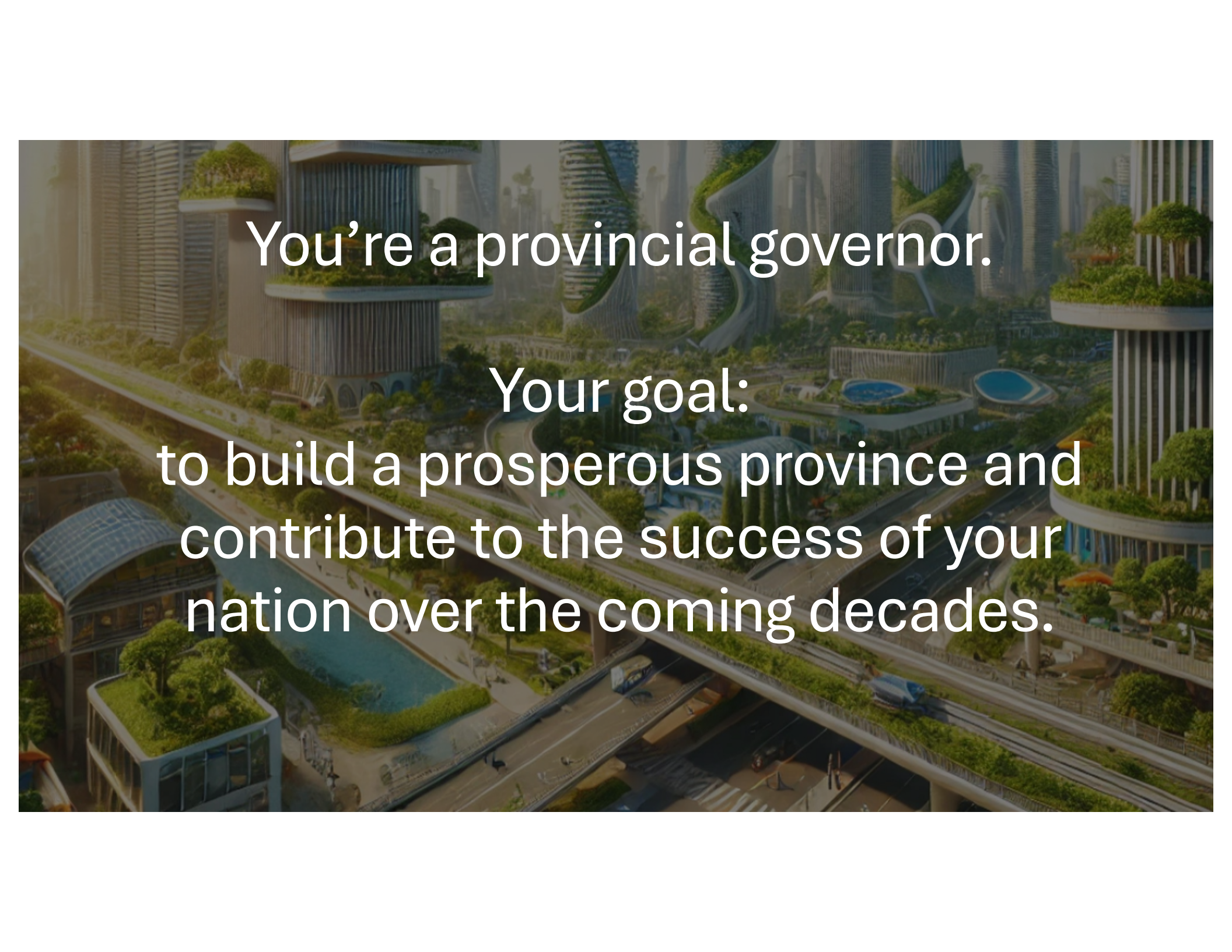
Decisions for the Decade

A game about risk and deep uncertainty

Game facilitator:
Marty Milkovits

Assisted by: Paris Charitatos, Dahai Han

CTPS All Staff Event – March 17, 2026

The background image is a detailed rendering of a futuristic, sustainable urban environment. It features tall, modern buildings with green facades and rooftop gardens. A network of elevated walkways and bridges connects different levels of the city, with lush greenery integrated into the infrastructure. In the foreground, there are swimming pools, pedestrian paths, and small green spaces. The overall atmosphere is one of a thriving, eco-friendly metropolis.

You're a provincial governor.

Your goal:
to build a prosperous province and
contribute to the success of your
nation over the coming decades.

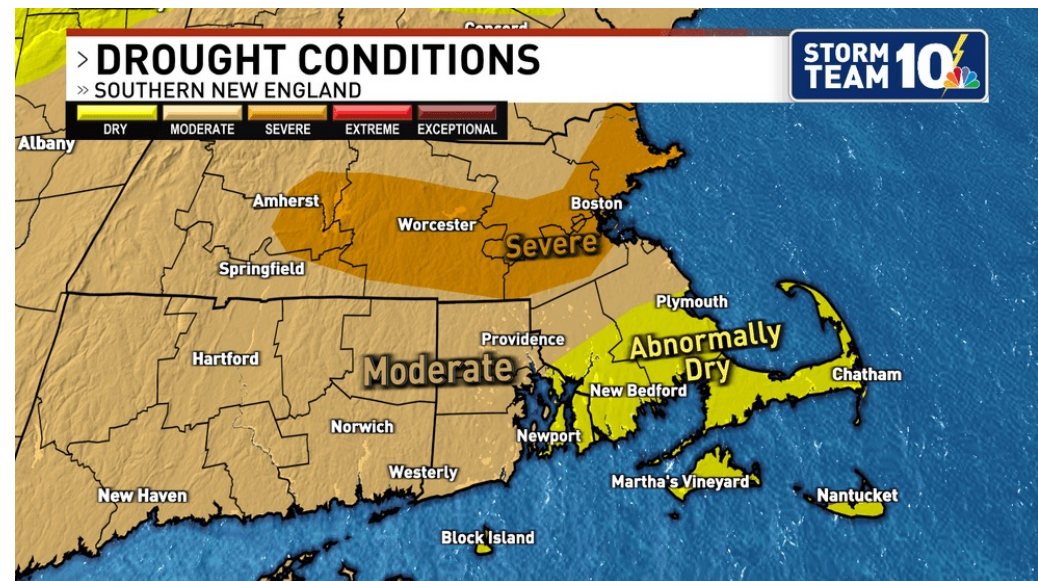
However, your goal faces challenges from natural disasters...

Extreme floods



MICHAEL DWYER/ASSOCIATED PRESS

Devastating droughts



(WJAR)

Rules of the game

Rule #1: No challenging the rules please!

Rule #2: Each provincial governor individually decides how to invest their 10 beans. There will be no sharing of beans.

- However, you may discuss strategies together to work toward winning as a team

Rule #3: You make investment at the beginning of each decade

- Beans may not be moved from one box to another after the investment deadline

How to win .. Or at least not lose

- Anyone with a humanitarian crisis = Loser
- The team with the most prosperity points = Winning nation
(tiebreaker: fewest crises)
- Provinces with the fewest crises = Winning province
(tiebreaker: prosperity points)

We have prizes for the winners!

PROVINCIAL BOARD

DROUGHT PROTECTION
If you roll a drought lose 1 bean



DEVELOPMENT Investment
*Earn 1 Prosperity Point per bean,
 But only if no crisis*

FLOOD PROTECTION Investment
If you roll a flood: lose 1 bean





How to Win

Winning Provinces

- **Fewest Crises** out of ALL players
- Max 1 provincial winner per country
- Tiebreaker within country:
province with most prosperity
points

1 Winning Country:

- **Most Prosperity Points**
- Tiebreaker: country with fewest crises

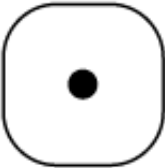
		2. INVESTMENT DECISIONS				3. OBSERVATIONS										4. RESULTS		
		DROUGHT Protection (0 - 9)	DEVELOPMENT (1 - 10)	FLOOD Protection (0 - 9)	Choose Robust Option?	Annual Precipitation										# Crises	# Prosperity Points	
Decade																		
1					X													
2					Yes / No													
3					Yes / No													
4					Yes / No													
TOTAL:																		

How will you invest your resources (beans) for the next decade to maximize prosperity while protecting from possible crisis?

NB: any crisis wipes out all prosperity investments!



Scientific info: historical rainfall

 = Drought



 = Flood





Let's play

Decade #1 - Practice round



Practice Round Strategies

- **“Build Baby Build!”**

- 0 Flood Beans
- 10 Development Beans
- 0 Drought Beans

- **“No Risk, No Tears”**

- 4 Flood Beans
- 1 Development Beans
- 5 Drought Beans

- **“Here Comes the Rain Again”**

- 6 Flood Beans
- 4 Development Beans
- 0 Drought Beans

Choose 1 of the three
strategies

at least one of each per team

PROVINCIAL BOARD



DEVELOPMENT Investment
Prosperity Point per bean,
But only if no crisis



How to Win

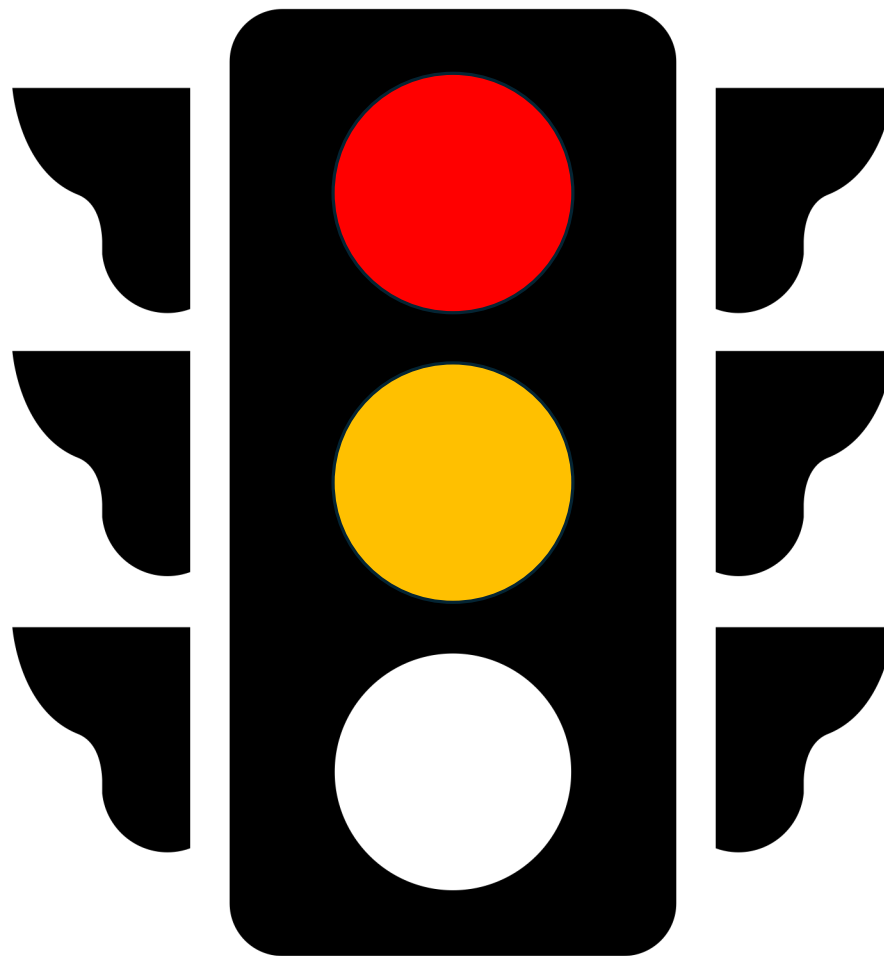
Winning Provinces

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TOTAL:																

Roll!

YEAR 0

4



0

reset



0

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A reminder on how to win + an offer

- To win as a team: Your team must have the ***most prosperity points***
- To win as an individual: You must have ***the fewest humanitarian crises***

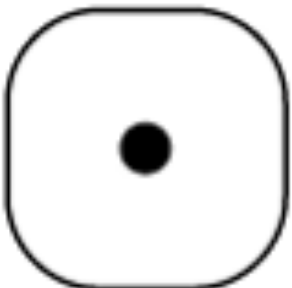




Let's play!

Decade #2



 = **Drought**



 = **Flood**



PROVINCIAL BOARD

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How to Win

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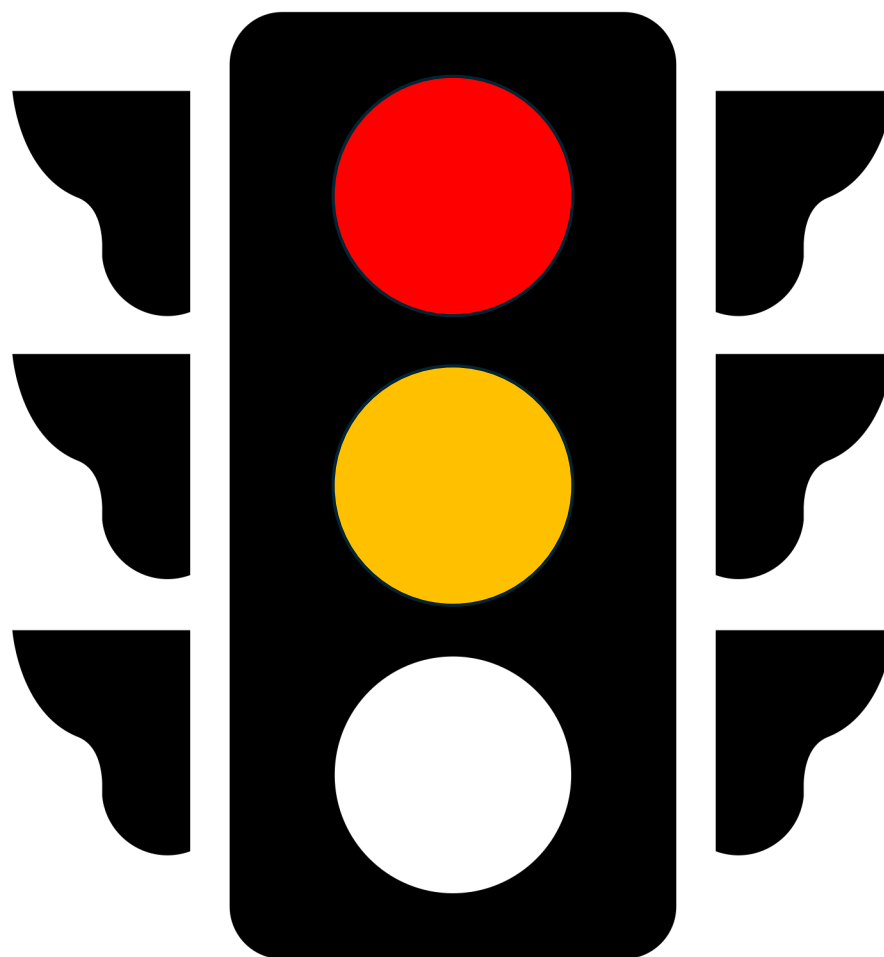
1 Winning Country:

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TOTAL:																	

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ROBUST
CHOICE



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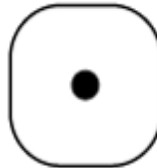
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= Drought



= Flood

How to Win

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Decade	2. INVESTMENT DECISIONS				3. OBSERVATIONS	4. RESULTS	
	DROUGHT Protection (0 - 9)	DEVELOPMENT (1 - 10)	FLOOD Protection (0 - 9)	Choose Robust Option?	Annual Precipitation	# Crises	# Prosperity Points
1				X			
2				Yes / No			
3				Yes / No			
4				Yes / No			
					TOTAL		

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Decade					X												
1																	
2					Yes / No												
3					Yes / No												
4					Yes / No												
					TOTAL:												

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



Let's play!

Decade #3







= Drought



= Flood



PROVINCIAL BOARD

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DEVELOPMENT Investment
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FLOOD PROTECTION Investment
If you roll a flood: lose 1 bean





How to Win

Winning Provinces

- **Fewest Crises** out of ALL players
- Max 1 provincial winner per country
- Tiebreaker within country:
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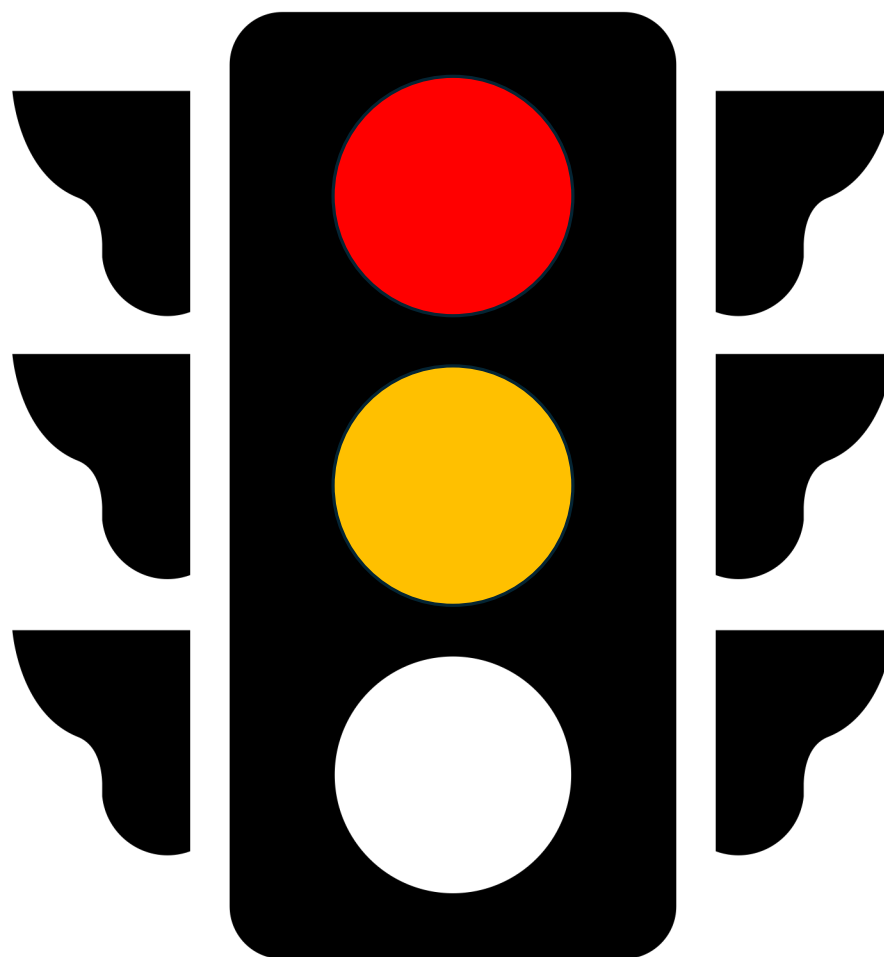
1 Winning Country:

- **Most Prosperity Points**
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		2. INVESTMENT DECISIONS				3. OBSERVATIONS										4. RESULTS	
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Decade	1				X												
	2				Yes / No												
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	4				Yes / No												
TOTAL:																	

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**ROBUST
CHOICE**



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How to Win

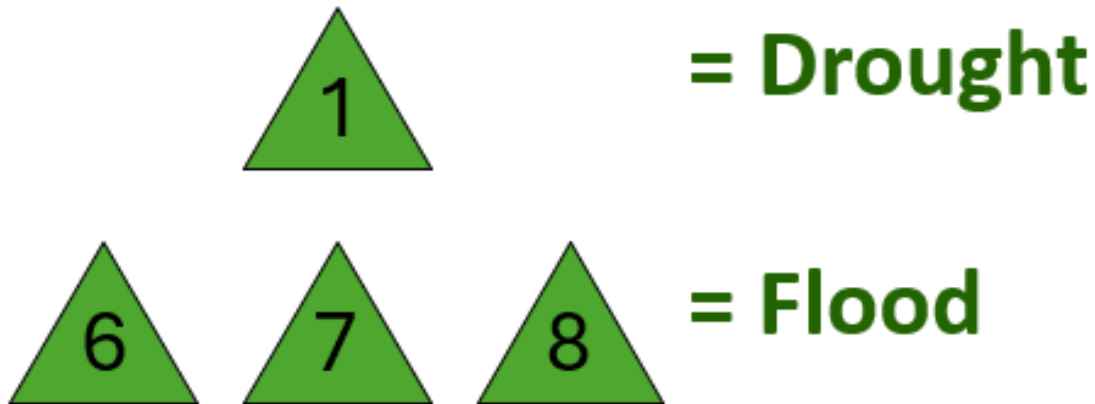
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1 Winning Country:

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Decade	DROUGHT Protection (0 - 9)	DEVELOPMENT (1 - 10)	FLOOD Protection (0 - 9)	Choose Robust Option?	Annual Precipitation										# Crises	# Prosperity Points
1				X												
2				Yes / No												
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4				Yes / No												
TOTAL:																



How to Win

Winning Provinces

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- **Max 1** provincial winner per country
- **Tiebreaker** within country: province with most prosperity points

1 Winning Country:

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- **Tiebreaker:** country with fewest crises

Decade	2. INVESTMENT DECISIONS				3. OBSERVATIONS	4. RESULTS	
	DROUGHT Protection (0 - 9)	DEVELOPMENT (1 - 10)	FLOOD Protection (0 - 9)	Choose Robust Option?	Annual Precipitation	# Crises	# Prosperity Points
1				X			
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					TOTAL		

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Decade					X												
1																	
2					Yes / No												
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Are you happy with the outcomes
of your decisions? Why or why not?



Let's play!

Decade #4





NEW CLIMATE local uncertainty ...

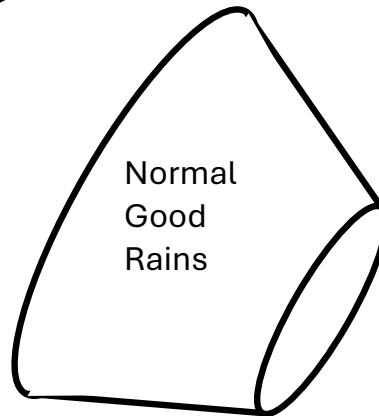
the cone can land in 3 ways:



Flood



Drought



Normal
Good
Rains

PROVINCIAL BOARD

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How to Win

Winning Provinces

- **Fewest Crises** out of ALL players
- *Max 1 provincial winner per country*
- *Tiebreaker within country: province with most prosperity points*

1 Winning Country:

- **Most Prosperity Points**
- *Tiebreaker: country with fewest crises*

- **Winning Provinces**
- **Fewest Crises** out of ALL players
- **Max 1** provincial winner per country
- **Tiebreaker** within country:
province with most prosperity points
- **1 Winning Country:**
- **Most Prosperity Points**
- **Tiebreaker:** country with fewest crises

- **Fewest Crises** out of ALL players
 - **Max 1** provincial winner per country
 - **Tiebreaker** within country:
province with most prosperity points
- 1 Winning Country:**
- **Most Prosperity Points**
 - **Tiebreaker:** country with fewest crises

1 Winning Country:

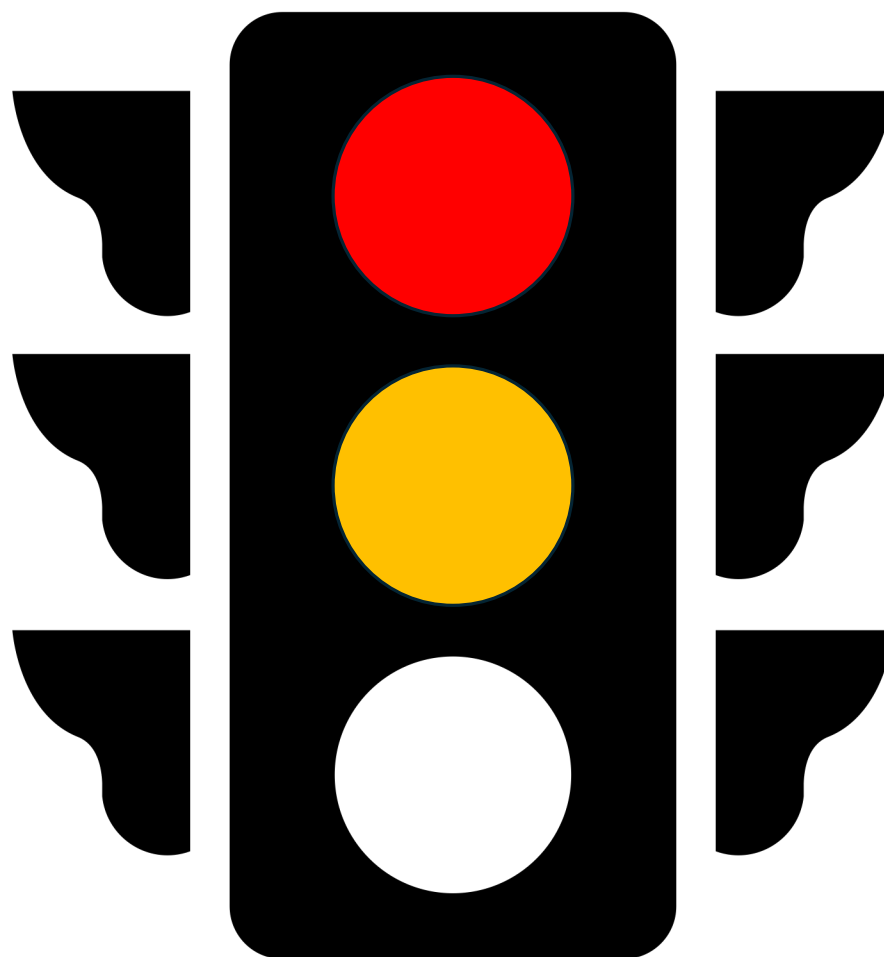
- ***Most Prosperity Points***
- ***Tiebreaker: country with fewest crises***

- **Most Prosperity Points**
- Tiebreaker: country with fewest crises

		2. INVESTMENT DECISIONS				3. OBSERVATIONS										4. RESULTS	
		DROUGHT Protection (0 - 9)	DEVELOPMENT (1 - 10)	FLOOD Protection (0 - 9)	Choose Robust Option?	Annual Precipitation										# Crises	# Prosperity Points
Decade	1				X												
	2				Yes / No												
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Decade	DROUGHT Protection (0 - 9)	DEVELOPMENT (1 - 10)	FLOOD Protection (0 - 9)	Choose Robust Option?	Annual Precipitation										# Crises	# Prosperity Points
1				X												
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TOTAL:																



Flood



Drought



Normal
Good
Rains

BOARD

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Decade	Protection (0 - 9)	(1 - 10)	Protection (0 - 9)	Robust Option?	3. OBSERVATIONS	4. RESULTS	
					Annual Precipitation	# Crises	# Prosperity Points
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POLL:

If you had to describe how this game makes you feel in fewer than five words, what would they be?

In <5 words - how did this game make you feel?

anxious

Stressed

Marty should throw cone

Inconclusive



hungry

Curious and collaborative



Frustrated!

Charge number?

I made just made \$23

The last episode of Sopranos

Frustrated

At loose ends

Uncertain

Throw the cone!

Can we cook these beans?

tape the cone throw it

"don't stop"

Uncertain

Mad

Proper protection with good development

Happy, team work,

I'm definitely stealing some dice and beans

Marty is cruel

I need my own shield

Happy, team power

And the winners are!

Reflections

- If you were to draw an analogy between 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 our programs and tools could play?

Thank you for playing!

Credits:

“Decision for the Decade” was created by Pablo Suarez and Janot Mendler de Suarez from the Red Cross Red Crescent Climate Centre, in collaboration with the World Bank



THE WORLD BANK

**RED CROSS/RED CRESCENT
CLIMATE CENTRE**

 International Federation
of Red Cross and Red Crescent Societies
The Netherlands  Red Cross

giz Deutsche Gesellschaft
für Internationale
Zusammenarbeit (GIZ) GmbH

5th Decade Decisions

Rock Bottom Brewing – 5PM