

To play...

- Each team needs:
 - 1 die
 - 1 pen
 - 1 Observation sheet
 - A team name (get creative!)
- Each player needs:
 - 1 “Provincial Plan” per player
 - 10 beans per player

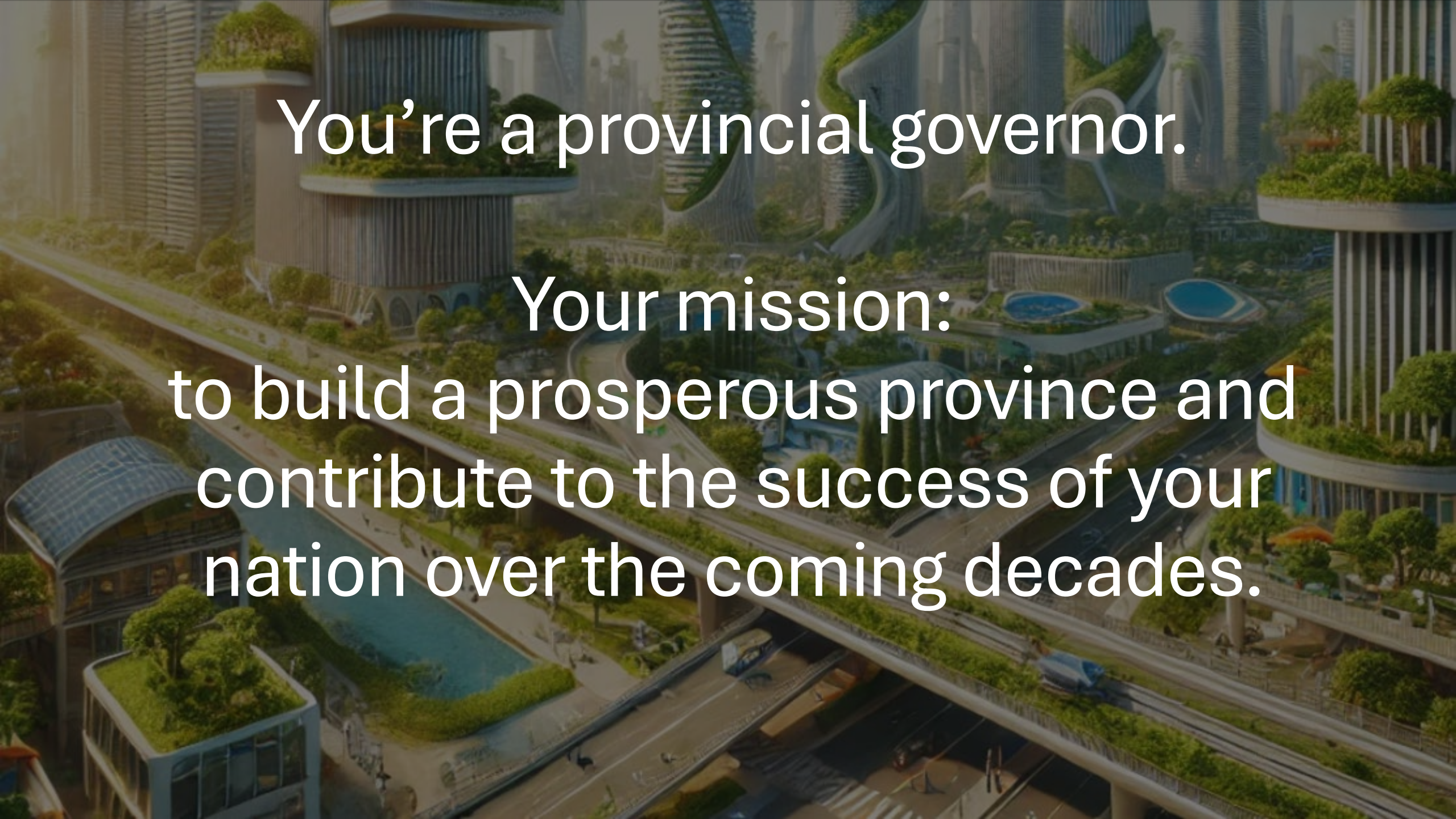
Decisions for the Decade

A game about risk and deep uncertainty

Game facilitator:

Flavia Tsang, Metropolitan Transportation Commission

TRB Annual Meeting 2025

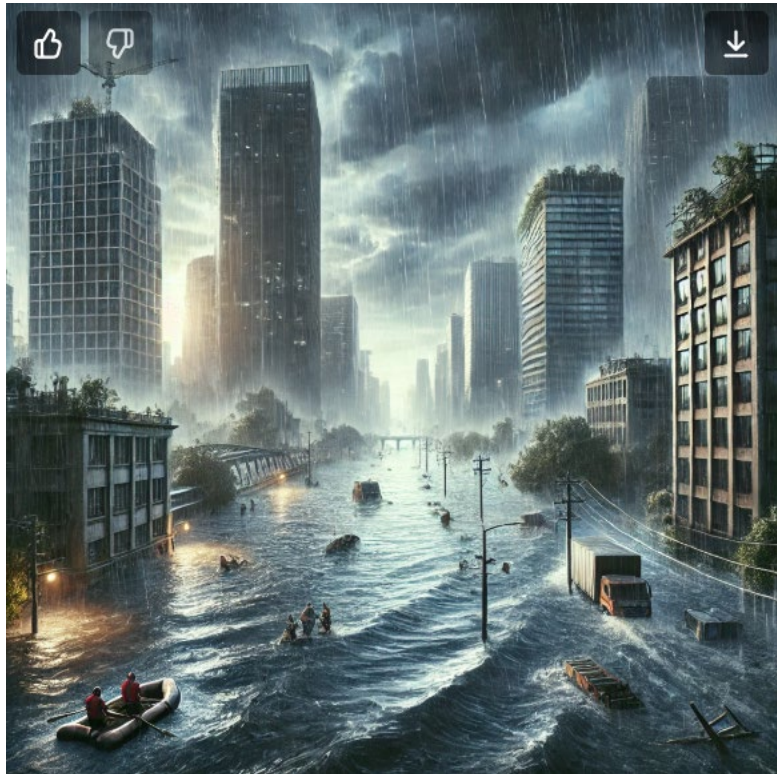
The background image is a detailed, high-angle view of a futuristic urban environment. The architecture is characterized by verticality and green integration. Buildings have multiple levels of green roofs and terraces, some with trees and small pools. A network of elevated walkways and roads crisscrosses the scene, with small figures of people and vehicles indicating a functional, populated space. The overall color palette is dominated by greens and blues, suggesting a focus on nature and water in the urban design.

You're a provincial governor.

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

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

Extreme floods

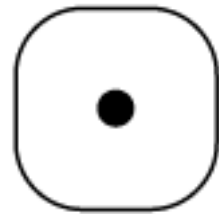


Devastating droughts





Scientific info: historical rainfall



= Drought



= Extreme Flood



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

Winners... & Losers

- Anyone with a humanitarian crisis = Loser
- The team with the fewest humanitarian crises = Winning nation
(tiebreaker: most prosperity points)
- The individual with no humanitarian crisis & the most prosperity points = Winning province
(tiebreaker: the player in the nation with fewer total crises wins)

We have prizes for the winners!



Let's play

Practice round



Provincial Plan

Investment in 
FLOOD PROTECTION
If you roll a 6: Use 1 bean

Investment in
DEVELOPMENT
Gain 1 Prosperity Point per bean
But only if no Crisis

Investment in 
DROUGHT PROTECTION
If you roll a 1: Use 1 bean

Score card

Decade	How many Humanitarian Crises?	How many Prosperity Points?
1st		
2nd		
3rd		

How to win?

- **Winning province (player)**
 - No humanitarian crisis; and
 - Most prosperity points
- **Winning nation (team)**
 - Most prosperity points

Within each decade,
we follow a sequence of four steps...



1. Receive Scientific
Information



2. Make Decisions



3. Make
Observations



4. Review
Consequences

Step 1 of 4:



1. Receive Scientific
Information



2. Make Decisions

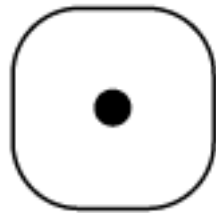


3. Make
Observations



4. Review
consequences

Based on historical rainfall...



= Drought



= Extreme Flood



Step 2 of 4:



1. Receive Scientific
Information



2. Make Decisions



3. Make
Observations



4. Review
consequences

Provincial Plan

Investment in



FLOOD PROTECTION

If you roll a 6: Use 1 bean

Investment in

DEVELOPMENT

Gain 1 Prosperity Point per bean

But only if no Crisis

Investment in



DROUGHT PROTECTION

If you roll a 1: Use 1 bean

Score card

Decade	How many Humanitarian Crises?	How many Prosperity Points?
1st		
2nd		
3rd		

How to win?

- **Winning province (player)**
 - No humanitarian crisis; and
 - Most prosperity points
- **Winning nation (team)**
 - Most prosperity points

Step 2 of 4:



1. Receive Scientific Information



2. Make Decisions



3. Make Observations



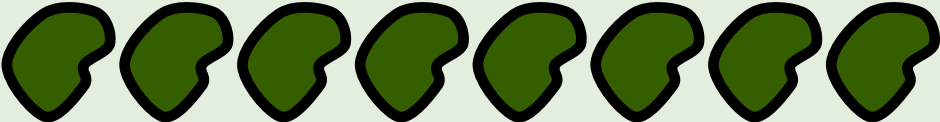
4. Review consequences

Provincial Plan

Investment in 
FLOOD PROTECTION
If you roll a 6: Use 1 bean



Investment in 
DEVELOPMENT
Gain 1 Prosperity Point per bean
But only if no Crisis



Investment in 
DROUGHT PROTECTION
If you roll a 1: Use 1 bean



Score card

Decade	How many Humanitarian Crises?	How many Prosperity Points?
1st		
2nd		
3rd		

How to win?

- **Winning province (player)**
 - No humanitarian crisis; and
 - Most prosperity points
- **Winning nation (team)**
 - Most prosperity points

Step 3 of 4:



1. Receive Scientific
Information



2. Make Decisions



3. Make
Observations

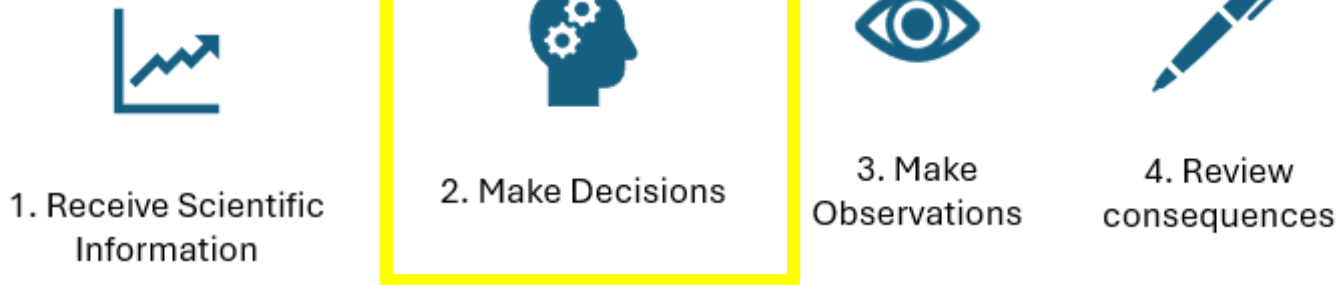


4. Review
consequences



Roll the die 10 times to find out the rainfall in each of the 10 years

If a flood happens

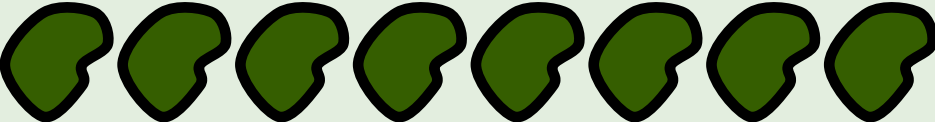


Provincial Plan

Investment in 
FLOOD PROTECTION
If you roll a 6: Use 1 bean



Investment in
DEVELOPMENT
Gain 1 Prosperity Point per bean
But only if no Crisis



Investment in 
DROUGHT PROTECTION
If you roll a 1: Use 1 bean



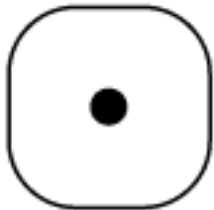
Score card

Decade	How many Humanitarian Crises?	How many Prosperity Points?
1st		
2nd		
3rd		

How to win?

- **Winning province (player)**
 - No humanitarian crisis; and
 - Most prosperity points
- **Winning nation (team)**
 - Most prosperity points

If a drought happens



1. Receive Scientific Information



2. Make Decisions



3. Make Observations



4. Review consequences

Provincial Plan

Investment in 

FLOOD PROTECTION

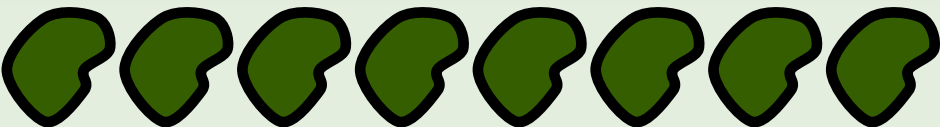
If you roll a 6: Use 1 bean

Investment in

DEVELOPMENT

Gain 1 Prosperity Point per bean

But only if no Crisis



Investment in 

DROUGHT PROTECTION

If you roll a 1: Use 1 bean





Score card

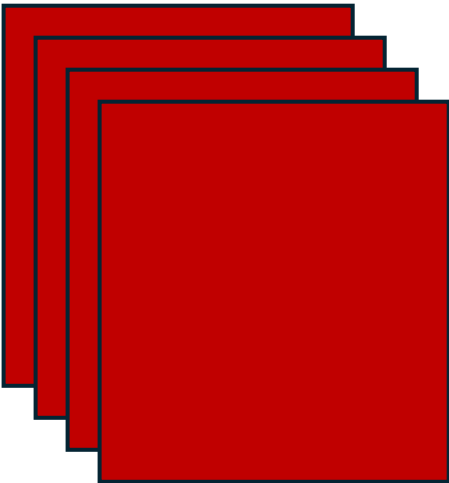
Decade	How many Humanitarian Crises?	How many Prosperity Points?
1st		
2nd		
3rd		

How to win?

- **Winning province (player)**
 - No humanitarian crisis; and
 - Most prosperity points
- **Winning nation (team)**
 - Most prosperity points

If you get an extreme event and **no protection** is available

A crisis!



Provincial Plan

Investment in 

FLOOD PROTECTION

If you roll a 6: Use 1 bean

Investment in 

DEVELOPMENT

Gain 1 Prosperity Point per bean

But only if no Crisis



Investment in 

DROUGHT PROTECTION

If you roll a 1: Use 1 bean



Score card

Decade	How many Humanitarian Crises?	How many Prosperity Points?
1st		
2nd		
3rd		

How to win?

- **Winning province (player)**
 - No humanitarian crisis; and
 - Most prosperity points
- **Winning nation (team)**
 - Most prosperity points

Steps 4 of 4:



1. Receive Scientific
Information



2. Make Decisions



3. Make
Observations



4. Review
consequences

Provincial Plan

Investment in 
FLOOD PROTECTION
If you roll a 6: Use 1 bean

Investment in
DEVELOPMENT
Gain 1 Prosperity Point per bean
But only if no Crisis

Investment in 
DROUGHT PROTECTION
If you roll a 1: Use 1 bean

Score card

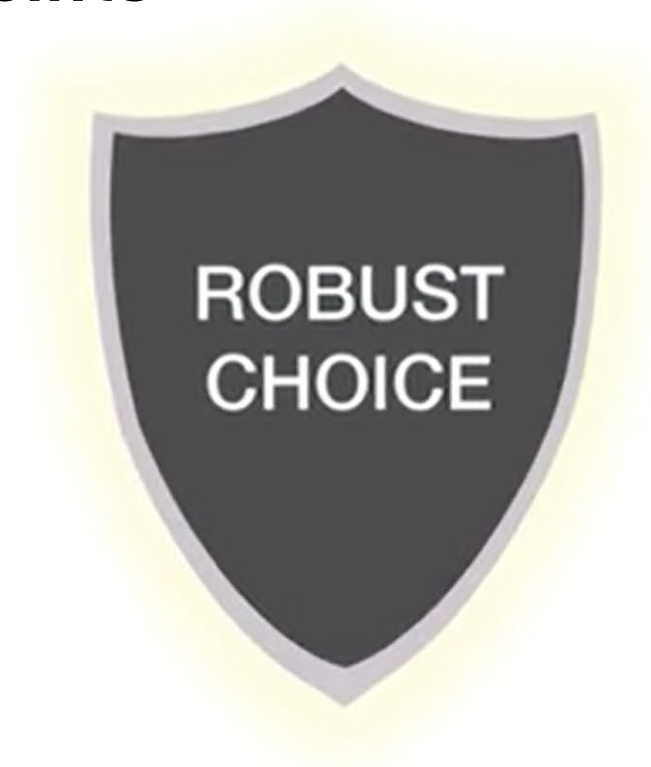
Decade	How many Humanitarian Crises?	How many Prosperity Points?
1st		
2nd		
3rd		

How to win?

- **Winning province (player)**
 - No humanitarian crisis; and
 - Most prosperity points
- **Winning nation (team)**
 - Most prosperity points

A reminder on how to win + an offer

- To win as a team: Your team must have the ***fewest humanitarian crises***
- To win as an individual: You must have ***no humanitarian crises + the highest prosperity points***





Let's play!

Decade #1



Step 1 of 4:



1. Receive Scientific
Information



2. Make Decisions

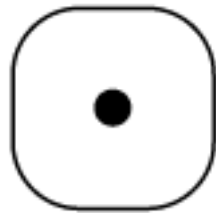


3. Make
Observations



4. Review
consequences

Based on historical rainfall...



= Drought



= Extreme Flood



Step 2 of 4:



1. Receive Scientific Information



2. Make Decisions



3. Make Observations



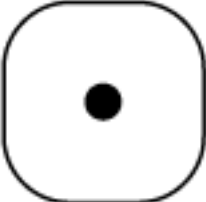
4. Review consequences

Provincial Plan

Investment in 
FLOOD PROTECTION
If you roll a 6: Use 1 bean

Investment in
DEVELOPMENT
Gain 1 Prosperity Point per bean
But only if no Crisis

Investment in 
DROUGHT PROTECTION
If you roll a 1: Use 1 bean

 = Drought

 = Flood

Score card

Decade	How many Humanitarian Crises?	How many Prosperity Points?
1st		
2nd		
3rd		

How to win?

- **Winning province (player)**
 - No humanitarian crisis; and
 - Most prosperity points
- **Winning nation (team)**
 - Most prosperity points

Step 3 of 4:



1. Receive Scientific
Information



2. Make Decisions



3. Make
Observations



4. Review
consequences



Go ahead: roll your dice once!

Step 3 of 4:



1. Receive Scientific
Information



2. Make Decisions



3. Make
Observations



4. Review
consequences



Step 4 of 4:



1. Receive Scientific
Information



2. Make Decisions



3. Make
Observations



4. Review
consequences

Provincial Plan

Investment in



FLOOD PROTECTION

If you roll a 6: Use 1 bean

Investment in

DEVELOPMENT

Gain 1 Prosperity Point per bean

But only if no Crisis

Investment in



DROUGHT PROTECTION

If you roll a 1: Use 1 bean

Score card

Decade	How many Humanitarian Crises?	How many Prosperity Points?
1st		
2nd		
3rd		

How to win?

- **Winning province (player)**
 - No humanitarian crisis; and
 - Most prosperity points
- **Winning nation (team)**
 - Most prosperity points



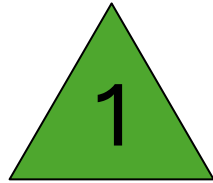
Let's play!

Decade #2





Have you heard? The climate is changing...



= Drought



= Extreme Flood



What's your score?



1. Receive Scientific
Information



2. Make Decisions



3. Make
Observations



4. Review
consequences

Provincial Plan

Investment in 
FLOOD PROTECTION
If you roll a 6: Use 1 bean

Investment in
DEVELOPMENT
Gain 1 Prosperity Point per bean
But only if no Crisis

Investment in 
DROUGHT PROTECTION
If you roll a 1: Use 1 bean

Score card

Decade	How many Humanitarian Crises?	How many Prosperity Points?
1st		
2nd		
3rd		

How to win?

- **Winning province (player)**
 - No humanitarian crisis; and
 - Most prosperity points
- **Winning nation (team)**
 - Most prosperity points

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



Let's play!

Decade #3



NEW CLIMATE local unclarity ...

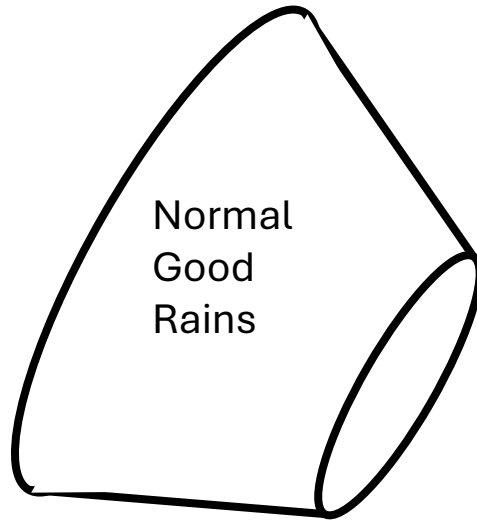
the cone can land in 3 ways:



Flood



Drought



Normal
Good
Rains

It's decision time!



1. Receive Scientific
Information



2. Make Decisions



3. Make
Observations



4. Review
consequences

Provincial Plan

Investment in 
FLOOD PROTECTION
If you roll a 6: Use 1 bean

Investment in
DEVELOPMENT
Gain 1 Prosperity Point per bean
But only if no Crisis

Investment in 
DROUGHT PROTECTION
If you roll a 1: Use 1 bean

Score card

Decade	How many Humanitarian Crises?	How many Prosperity Points?
1st		
2nd		
3rd		

How to win?

- **Winning province (player)**
 - No humanitarian crisis; and
 - Most prosperity points
- **Winning nation (team)**
 - Most prosperity points

What's your score?



1. Receive Scientific
Information



2. Make Decisions



3. Make
Observations



4. Review
consequences

Provincial Plan

Investment in 
FLOOD PROTECTION
If you roll a 6: Use 1 bean

Investment in
DEVELOPMENT
Gain 1 Prosperity Point per bean
But only if no Crisis

Investment in 
DROUGHT PROTECTION
If you roll a 1: Use 1 bean

Score card

Decade	How many Humanitarian Crises?	How many Prosperity Points?
1st		
2nd		
3rd		

How to win?

- **Winning province (player)**
 - No humanitarian crisis; and
 - Most prosperity points
- **Winning nation (team)**
 - Most prosperity points

Reflections

- If you had to describe how this game makes you feel in fewer than five words, what would they be?
- 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 travel modeling could play?
- Do you have any feedback on the game mechanics and facilitation?

Using the sticky notes provided, write your responses and place them on the poster boards

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

.