



Developing a Nation Through Gameplay







Introduction

This game is a model of the choices and consequences government ministers face when trying to further their nation's development.

This game is an amplification and simplification of reality. The rules of the game and the mechanics of the game help model a complex system, and although they are based on facts, they should not be taken as fact. Please accept and do not challenge the rules as they define this system.



December 2005

It's been 5 years since the 2000 launch of the U.N. Millennium Development Goals (MDGs), and your nation's head of state realizes that your country is behind on the planning and progress towards these goals.

She tasks you along with 3 other national ministers to put together and implement a plan to achieve all 8 MDGs by the target year 2015.

Your team of 4 has a lot of work to do over the next 10 years. Good luck!



Getting Started

Place the board where all members of the nation can see.

Place the 3 tiles of each MDG in the space below the orange box with the matching MDG icon.

There are 10 rounds (10 years). In each round each player has an opportunity to make one investment from their available budget.



Board Setup



Magnitude



Minister Cards

Each person plays a minister of a nation. A minister's orange card shows for which two MDGs he or she is responsible.

If your nation completes an MDG by investing in all 3 levels of it, the minister responsible for that MDG earns more money per round.



Millennium Development Goals





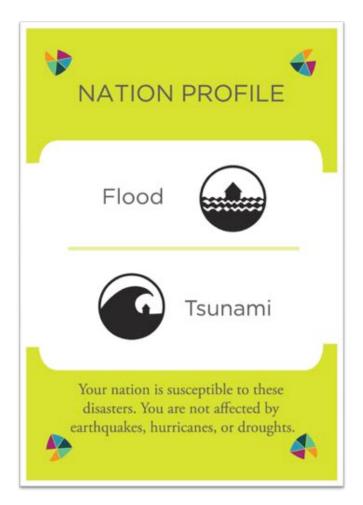
Game Goal

To get the most points by earning all the Millennium Development Goals and by further investing in those MDGs.

Points are calculated at the end of the game with the following values:

```
MDG @ Level 3 = 15 points
MDG @ Level 2 = 10 points
MDG @ Level 1 = 6 points
Unachieved MDG = -6 points
```

Magnitude



Nation Profile Card

Some nations are better protected against certain disasters and not against others.

This card states to which natural hazards your nation is most susceptible.



Disaster Risk Management Cards

Disaster Risk Management Cards protect your nation from natural hazards.

The more MDGs you have, the more expensive DRM is.

There is a chart on the board that shows the cost.

DRM COST

0-8 MDGs achieved \$\$\$\$ 9-16 MDGs achieved \$\$\$\$\$ 17-24 MDGs achieved \$\$\$\$\$\$\$\$





Round Structure

Each round a new slide will appear telling players what year it is and what the global initiatives are for the upcoming two years.

Starting in year 2007, players' annual budgets are determined by using Budget Calculator.

When each nation has completed their investments for the year, the moderator will reveal what major event happened in that year.



Turns Left:

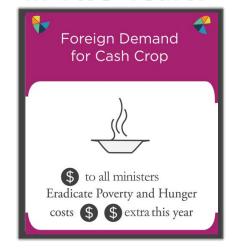




Next Year:



In Two Years:



Turns Left:

2006

2007

2008

2009

2010

2011

2012

2013

2014

2015

Collect starting budget of 6 money.

Actions

Buy Millennium Development Goal (6, 4 or 5 money) Buy Disaster Risk Management (4, 6 or 8 money)





Moderate level of flooding caused by the stripping of mangroves along the coastline to construct new housing

Nation loses MDGs unless covered by DRM







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Nation loses MDGs unless covered by DRM

Count the number of MDGs your nation has achieved on the board, and find the corresponding loss below.

MDGs Achieved	Loss
1-3	1
4-6	2
7-9	3
10-12	4

MDGs Achieved	Loss
13-15	5
16-18	6
19-21	7
22-24	8





Next Year:



In Two Years:



Turns Left:

2006

2007

2008

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2015

Collect annual budget.
Use orange Budget Calculator.

Actions

Buy Millennium Development Goal (6, 4 or 5 money) Buy Disaster Risk Management (4, 6 or 8 money)





Level 5 drought caused by climate change.

Nation loses MDGs unless covered by DRM.







Level 5 drought caused by deforestation.

Nation loses MDGs unless covered by DRM

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1-2	1
3-4	2
5-6	3
7-8	4
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23-24	12





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Collect annual budget.
Use orange Budget Calculator.

Actions

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7.8 earthquake strikes causing extensive damage.

Nation loses MDGs unless covered by DRM







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Use orange Budget Calculator.

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Heavy rains led to high level of flooding exacerbated by a clogged drainage system.

Nation loses MDGs unless covered by DRM







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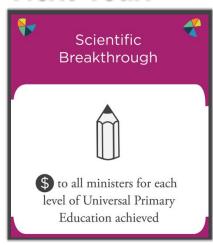
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Collect annual budget.
Use orange Budget Calculator.

Actions

Buy Millennium Development Goal (6, 4 or 5 money) Buy Disaster Risk Management (4, 6 or 8 money)





A hurricane with 100-mph winds and a 5-foot surges hits and knocks out your nation's technology network.

Nation loses MDGs unless covered by DRM







A hurricane with 100-mph winds and a 5-foot surges hits and knocks out your nation's technology network.

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A tsunami strikes destroying your nation's infrastructure.









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A 6.3 magnitude earthquake strikes destroying poorly constructed buildings in your nation.

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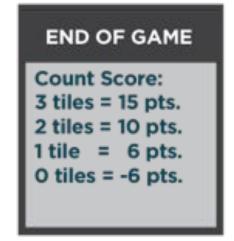




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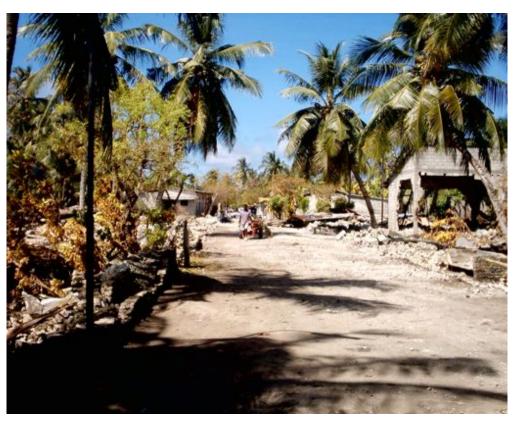
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A hurricane with 120-mph winds and a 7-foot surges hits knocking out your nation's technology network.

Nation loses MDGs unless covered by DRM.







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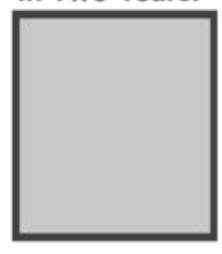




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How advanced is your nation?



Count up your points, and see how your nation stacks up against the rest.

MDG @ Level 3 = 15 points MDG @ Level 2 = 10 points MDG @ Level 1 = 6 points Unachieved MDG = -6 points

A completed board adds up to a total of 120 points.

