

Forging Futures

ROCKEFELLER
Philanthropy
Advisors



A STRATEGIC DECISION-MAKING GAME FOR RESILIENT SOCIETIES

GAME MATERIALS

1. Game board
2. Resilience resources



= political



= technological



= social



= environmental



= economic

3. Individual resilience bank
4. Resilience resource pool
5. Founder cards
6. Building block cards
7. Event cards
8. Guiding questions card
9. Resource key card

NUMBER OF PLAYERS

4-6

DURATION OF THE GAME

60-90 minutes

(including storytelling)

SETTING UP

1. Place the game board in the middle of the table or chosen space.
2. Place resilience resources in the resilience resource pool (sorted by color).
3. Place an empty individual resilience bank in front of each player.
4. Select the facilitator.
5. The facilitator shuffles building block cards, places the deck face down on the game board.
6. The facilitator shuffles event cards, places one randomly selected card face down in each designated space.



TO PLAY:

Era One

(10 YEARS INTO THE FUTURE...)

FORGING RESILIENT SOCIETIES

1. The facilitator shuffles the founder cards and hands **1 randomly selected card to each player.**

2. Players take turns briefly **introducing the founders** from whom they inherited their societies.

NOTE! Players are not required to adhere to the persona or vision of the founder. The founder simply describes the inherited legacy. Players may choose to adhere to the original founder, act counter to the founder or have a loose affiliation with the founder's vision.

3. Players **place the 4 resources specified on their founder card** on the corresponding symbols.

These are the resources inherited from the founders to begin forging resilient societies.

4. Facilitator **deals 5 building block cards** to each player.

5. Players review their building blocks to make the **first strategic decision**: which building blocks do they want to (and can!) implement given the resources they inherited from the founder?

6. Since not everything can be implemented at once, players need to make their **second strategic decision**: they can **trade 2 building blocks for any 1 resilience resource.**

NOTE! All trades must be made prior to placing resilience resources on the building block cards.

7. Traded in building block cards are **discarded away from the playing area.**

8. Players allocate available resources to implement the building blocks of their societies.

HARVESTING RESILIENCE RESOURCES

1. The founder card is **turned horizontally** with resilience resource symbols at the top.

2. **Implemented** building blocks are turned over horizontally and stacked on top of the founder card in a cascading manner with **resource symbols visible.**

3. The resilience resources from the implemented building blocks are returned to the **resilience resource pool.**

4. **Unimplemented** building blocks remain vertical to be implemented in Eras Two and Three.
5. Players **harvest resilience resources generated** by the implemented (horizontal) building blocks AND the founder card. The harvested resources are transferred to the **individual resilience banks to be used in Eras Two and Three**.

NOTE!

- The founder card generates resources in every era. Implemented building blocks are carried over to each next era and continue to generate resources in all three eras.
- To avoid confusion, players should first place the generated resources on the corresponding symbols on the cards, then transfer them to the individual resilience banks.

EXPERIENCING DISRUPTION, TELLING THE STORY OF YOUR SOCIETY

1. Era One experiences **1 disruptive event** impacting the resources and societies forged so far.
2. The facilitator **reads the Era One event card**; players implement the impacts of the event.
3. Following the event, each player shares **the story of the society forged** so far. For assistance with the narrative, please refer to the **guiding questions card**.

TO PLAY:

Era Two

(20 YEARS INTO THE FUTURE...)

FORGING RESILIENT SOCIETIES

1. Facilitator **deals 5 building block cards** to each player.
2. Players **review the building block cards** and decide which ones they want to (and can!) implement.
3. Players can trade in **2 building blocks for any 1 resilience resource AND/OR** trade in **3 resilience resources for any 1 resilience resource**.
4. Traded in building block cards are discarded away from the playing area.
5. Players **allocate available resources** to implement the building blocks of their societies.

HARVESTING RESILIENCE RESOURCES

1. **Implemented** building block cards are turned over horizontally and stacked in a cascading manner on top of the founder card and Era One implemented cards with **resource symbols visible**.
2. The resilience resources from the implemented building blocks are returned to the **resilience resource pool**.
3. **Unimplemented** building blocks remain vertical to be implemented in Era Three.
4. Players **harvest resilience resources generated** by the implemented (horizontal) building blocks from Eras One and Two **AND** the founder card. The harvested resources are transferred to the **individual resilience banks to be used in the Era Three**.

EXPERIENCING DISRUPTION, TELLING THE STORY OF YOUR SOCIETY

1. Era Two experiences **2 disruptive events** impacting the resources and societies forged so far.
2. The facilitator reads the **first event card**; players implement the impacts of the event.
3. The facilitator reads the **second event card**; players implement the impacts of the event.
4. Following the event, each player **shares the story of the society forged** so far. For assistance with the narrative, please refer to the **guiding questions card**.

TO PLAY:

Era Three

(30 YEARS INTO THE FUTURE...)

FORGING RESILIENT SOCIETIES

Follow the steps in Era Two.

HARVESTING RESILIENCE RESOURCES

Follow the steps in Era Two to **harvest resilience resources** generated by the implemented (horizontal) building blocks from Eras One, Two and Three **AND** the founder card. The harvested resources are transferred to the **individual resilience banks**

EXPERIENCING DISRUPTION, TELLING THE STORY OF YOUR SOCIETY

Follow the steps in Era Two. **NOTE: Era Three experiences 3 disruptive events.**

FINAL PHASE: BUILD YOUR FUTURE WORLD

1. Once all three eras are completed, players **count the total number of resilience resources** in their individual resilience banks.
2. The player with the **most total resilience resources is declared the winner**, and their society defines the future world.
3. As the leader of the future world, the winner invites **each player to contribute 1** building block to be included in the world.
4. Guided by the winner, the players collectively come up with a succinct and catchy name for the future world. They then **craft and tell the story** of how this world **came to be**, what it **aspires to become** and what it **feels like to live in it**.

OPTIONAL: POST-GAME DISCUSSION QUESTIONS

For those who wish to have a debrief discussion about the experience of playing the game and how it can be applied to an organization or a specific area of work, we have included suggested post-game facilitated discussion questions.

- 1. How did it feel to play this game?**
- 2. Did the game spark any aha! moments?**
- 3. What did you find to be useful about the game and what did you find challenging?**
- 4. How did the game relate to the current strategic decision making in your organization, to how it approaches opportunities, risks and resource allocation?**
- 5. What learnings from this experience will you be bringing into your work and your organization?**