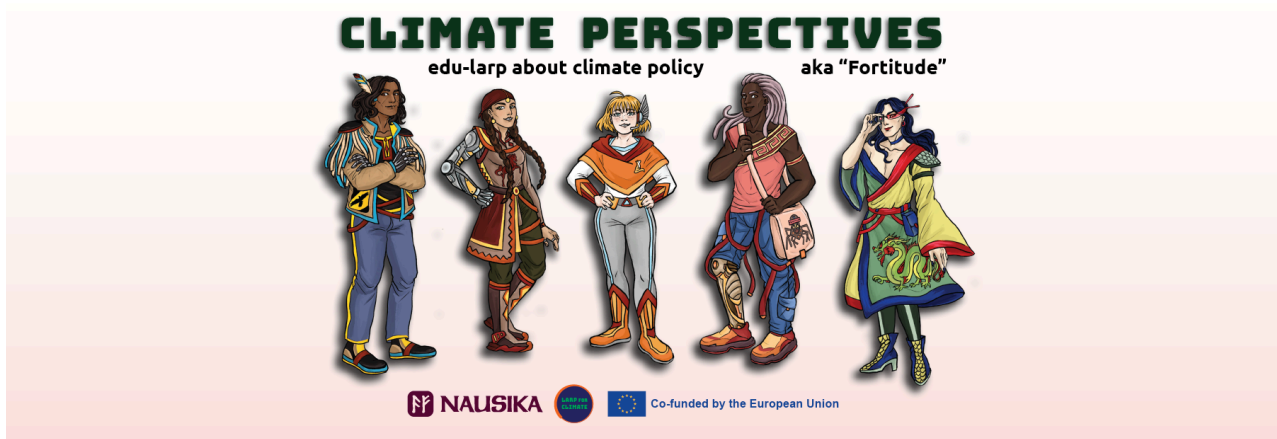


CLIMATE PERSPECTIVES

Climate Peak that can change the fate of the world,
a crush of local interests with the goal of protecting the planet.

previous title: "FORTITUDE"



#LarpForClimate #EduLarp #ClimateEducation

Dear Organizers,

this is a step-by-step instruction how to organize and facilitate the
game on your own.

You can find all other documents and materials on the

[Climate Perspectives Webpage](#)

BASIC INFO

- ♦ **Number of players:** minimum 5, maximum 35.
- ♦ **Age of players:** 13 years old and up.
- ♦ **Duration:** 1 hour - 3 hours, depending on the format of the game chosen by a facilitator.
- ♦ **Description:** In 2050 diplomats from countries all around the globe gather on a climate peak to decide which ecological priorities deserve to receive international financial support. They come to the Peak with agendas prepared by their governments, which want good results for their country. The players take the roles of diplomats and journalists who stand in front of big dilemmas. The game is asking questions about the world of international politics and how it shapes our environment.
- ♦ **Tags:** larp, diplomacy, politics, climate literacy
- ♦ **Learning goals:** understand the complicated situation of international politics facing a climate crisis.
- ♦ **Preparation and requirements:**
 - you will need a room with enough tables and chairs for the number of your players,
 - you will need to print around 50 pages, in color in A4 format,
 - you will need a roll of painters tape or something to stick 10 cards on the walls of the room
- ♦ **Credits:** Nausika Foundation, www.nausika.eu,

Larp For Climate Project (Erasmus+ Program, Key Action 2, 2021-1-PL01-KA220-YOU-000029241)

www.facebook.com/LarpForClimate

BEFORE THE EVENT

PRINT THE MATERIALS

- ♦ All materials are on the [Climate Perspectives Webpage](#). You can print them directly from the Google documents, which are linked there.
- ♦ Print the **CHARACTER CARDS** document - 1 for each player.

Print the pages 2-sided. If you cannot, print 2 pages in one paper sheet, to minimize the use of paper. You may print less cards if you expect less players.

- ♦ Print the **PRIORITIES** document. 1-sided, each on a separate sheet of paper. 10 Priority Cards should be attached to the walls of the room. The remaining 3 Compilation cards would be useful for you as the game facilitator.
- ♦ Print the **CONSEQUENCES** document. 1- or 2-sided. You may bind the pages.

PREPARE THE ROOM

- ♦ Put 10 Priority Cards on the walls around the room.

Use painters tape preferably. It is important that the Cards are possibly far away from each other.

- ♦ Prepare Character Cards.

Put them on one table, players will later choose between them.

- ♦ If the characters of Journalists take part in your game, prepare a board for them, or sheets of paper and writing materials. The idea is to create a board with news that Journalists will be able to write on.

PREPARE TO FACILITATE

- ♦ Facilitator should **read the whole Instruction** (this document) before the event.

- ♦ This game can be run by one person. As a facilitator, your role will be to welcome diplomats, moderate the discussion and take care of a voting process, and at the end facilitate the Debriefing.

PREPARE THE TIMING

- ♦ The standard version of the game, which can be organized in schools, runs within a following timeline::

TOTAL TIME: 2 x 45 minutes

BRIEFING: 15 minutes

DISCUSSION IN-GAME: 30 minutes

BREAK: you can make a break if it's run within school hours

VOTING IN-GAME: 25 minutes

DEBRIEFING: 20 minutes

- ♦ Adjust the duration and structure of the game to your needs and circumstances. You **may** use the following hints:
 - longer Briefing → more immersive for the players
 - longer Debriefing → more educational outcomes
 - more experienced players → longer Briefing and Gameplay
- ♦ Optionally, if you want to use a different type of voting or introduce more Workshop and Role-playing techniques, you can check out **VARIANTS AND EXTRAS** at the end of this document.

DURING THE EVENT

BRIEFING

- ♦ Welcome the players to the game.
- ♦ Ask them some warm-up questions, for example:
 - *Do you believe that the politicians will make our country climate neutral by the year 2050?*
 - *How do you imagine your house in the year 2050?*

- *Which countries have a better economic position than yours today?*
- *Which countries may be the most affected by climate change until the year 2050?*
- or any other question that you think fits your particular group!
- ♦ Explain the safety regulations:
 1. if they go outside the room, they are not playing the game there
 2. they can talk with you anytime if they have questions or feel uncomfortable
 3. while in the room, they should respect the story of the game - that it is a climate peak in the year 2050
 4. there is no physical violence of any kind allowed during the game
 5. they will be talking and interacting as fictional characters (diplomats and journalists), which means that they don't speak their personal opinions as players, but the opinions of their fictional characters
 6. you, as the main facilitator, can modify the timing and the rules of the game, you will try to do it in the in-game language, but they as players must obey your decisions
- ♦ Explain what happens after they will receive the Character Cards - read the following text aloud: (or improvise)

Dear Players,

you will soon receive your Character Cards. They contain instructions of the game and your objectives. Once you get them, read them carefully. You will have a few minutes to read, so don't rush it. Each of you will be playing a Diplomat or a Journalist from a different country. The economic and ecological situation of your country is written on your Cards and understanding it is the key to success in the game.

- ♦ Introduce the players to the story of the game - read the following text aloud: (or improvise)

Dear Diplomats and Journalists,

Thank you for gathering here today.

It is the year 2050.

The climate catastrophe has already happened and still is getting worse. Tap water has become the domain of the rich, sea fish have found their way into fairy tales, the prices of crude oil have sky-rocketed, cities are stuffed with cars used once a year only and the roads are full of climate refugees wandering on foot in search of a habitable place on earth.

It is the year 2050.

You have gathered here today to make important decisions and shape the future of our planet. Each of you represent the point of view and the interests of a different country.

Today you will need to choose 3 out 10 ecological priorities, which will receive massive international financial support. The other will remain not financed - unfortunately, we can support only a limited number of fields to make it effective.

The Priorities are displayed on the walls around you. You can read them any time during the Climate Peak. Think what Priorities align with what objectives of your country.

The rules of the Voting will be explained to you in due time. Now, it is time to refresh what each of you comes to advocate for.

Please now pick up your Cards, take a few minutes to read them carefully.

The Climate Peak will begin when you are ready!

- ♦ Distribute the Character Cards - 1 per player.

If you can, place them on a table beforehand and let the players choose on their own. Note that once they receive them, they will start reading the cards and their attention to what you say will lower.

- ♦ You should distribute Diplomat Cards beginning from number 1, as in the order in the Character Cards document - it gives more balance between the objectives and priorities described on the cards.

- ♦ Pages 61-70 in the Character Cards are special - they are not Diplomats, but Journalists. You may add a few of them to the game, but they should be a minority. You may ask more experience or active players to pick up these roles.

DISCUSSION IN-GAME

- ♦ Let the players read their Character Cards for around 5 minutes.

They will finish at a different time. Some of them will start talking with the other and asking about their countries, some of them will start walking around and reading the Priority Cards displayed on the walls of the room. It's OK. Let them start slowly, how they feel it. Each group has a different dynamic.

- ♦ Remember that you are here to facilitate the game, let them play, moderate the process if you need.

BREAK

If you organize the game in a school, probably there is a break. You can let the players go out.

It is also OK to keep on playing, either giving the players more time for the Discussion or starting the Voting now and thus leaving more time for the Debriefing later.

VOTING IN-GAME

- ♦ Announce the start of the Voting and explain its rules - read the following text aloud: (or improvise)

Dear Diplomats (and Journalists),

Thank you for your engaging discussions. You are now prepared to make decisions.

The Voting phase of our meeting is starting. Now I will explain to you the rules of the Voting.

Every Diplomat has 3 Votes and there will be 3 turns of Voting.

You will vote by standing in front of the Priority of your choice.

If you like, you can Vote for the same Priority more than once.

Remember that Journalists do not participate in voting itself.

First Voting Turn will begin in 5 minutes. You can talk and convince the others, but remember, no physical violence is allowed during this meeting.

- ♦ You should facilitate the 3 turns of the Voting. Remind the players 1 minute before the votes. Announce when the next Voting will happen. You should adjust the timing according to the dynamics of your group. In total, the Voting phase of the game should last around 25 minutes, including summing up the Votes and announcing the results.
- ♦ After each turn, you should walk to each of the Priority Cards and write the number of votes on it - make it visible to the players. You should also write down the votes on a paper, which will make it easier for you to summarize them after the last phase of the voting.
- ♦ Announce the results of the Voting - read the following text aloud: (or improvise)

Dear Diplomats and Journalists,

The Voting phase is over. The decisions have been made.

Here are the results ...

... announce them from the least points to the most points, add comments, make it alive...

- ♦ Thank them officially for participation in the Climate Summit and announce that the role-playing part of the game is over, but the event is not over yet.

DEBRIEFING

♦ *Now is the time for your action to bring out the educational aspect of the game! Playing roles just gave the Players fresh experiences and emotions. Work on them! Ask questions, and **turn the experience into reflection!***

♦ Read the following text aloud:

The role-playing part of the game is over, now it is time to reflect about it.

I invite you for a little travel in time.

Please sit around in a circle, move the chairs and tables if that is needed.

*We will read letters from the next generations, telling us how they experienced the **CONSEQUENCES** of our choices.*

♦ Distribute the CONSEQUENCES CARDS to the players. Ask them to read aloud from each of the Cards the direct consequence - either PRIORITY - YES or PRIORITY - NO. Ask for different volunteers to read each of the Cards. You may do it by asking who voted For or Against the particular Priority.

♦ After each of the Consequences is read aloud, you may expand it and ask more questions exploring the **scientific and technical knowledge** behind the game, for example:

- *Do you think that this scenario will come true in the XXI century? To what extent? What would be different?*
- *If you could decide, how would you use global support for this Priority?*
- *What can we do with these problems with our limited influence and resources?*
- *And other questions that would fit your group and their educational needs...*

If you are a teacher or an expert in a particular field related to climate change (energy, economy, technologies, biology, geography), now is a good time to insert technical content and knowledge from your field!

♦ Now, let's focus on the **diplomatic and political** side of the game! Ask the following questions:

- 1. How many Priorities in the interest and against the interest of your country were selected during the game?*
- 2. Did you stay loyal to the objectives specified by your country? Why yes? Why not?*
- 3. What strategies have you used to achieve the goals of your Character? Which characters do you perceive as the most influential in the game? Why?*

Let the players think. Look for keywords like: argumentation, convincing, tricks, promising, collaboration, threatening, empathy, reasoning...

Support question: Which characters do you perceive as the most influential in the game? Why?

- 4. Have you observed those tricks and strategies used in the political or environmental discourse in your country? Or on an international scale? Please give examples.*
- 5. Now, finally: what can we, as students and normal citizens, do if we want to protect our planet? Do we have any kind of influence on the politicians and global decisions?*

♦ It is up to you on what you focus the debriefing process. You can go in two ways, either more into the SCIENCE, or more into the POLITICS. According to the 2x45 minutes plan, there is around 20 minutes for DEBRIEFING. You can make it longer if you like, or come back to these topics on the following later. If you don't have a time limit, you can organize a longer debriefing.

AFTER THE EVENT

First of all, **thank you** for your effort :)

Send us **feedback**, we would love to hear from you, we're ready to spend more time on developing the game, it's never a finished story for us!

If you made some **pictures**, please make a **post** on Facebook and tag the [Larp For Climate](#) fanpage or add the hashtag **#LarpForClimate**

You can **use this game** as many times as you like, you can also send it to your participants, they may be interested in organizing a game of their own. Maybe your **municipality** or other **partners** would be interested in financing the next events. Maybe it fits the curriculum of other projects you are running.

All the most up-to-date materials are always available for **free** and in **open-source** on the webpage:

<https://nausika.eu/climate-perspectives/>

VARIANTS AND EXTRAS

YOU NEED MORE?

- ♦ Do you want to change something in a game? Or maybe you want to twist the facilitating process or change a voting system to make it more realistic. You can check out different: VARIANTS AND EXTRAS (currently in the development).
- ♦ The game (then called “Fortitude”) was first designed as a full-fledged LARP (live action role-playing), we have organized it as an 5-hour event with costumes and theatrical scenography. Sky's the limit. Contact us if you're up to something creative!

ADAPT, MODIFY, IMPROVISE

- ♦ Feel free to make any changes to the structure of the Game. You can make a copy of this document and adjust it to your vision. The Game is **open-source**, you don't need to ask for any permission to modify. On the contrary, the Authors would like to receive constructive **feedback** from you, let us know what you changed and how it worked :)

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PATRONS AND PARTNERS

- ♦ [Fridays For Future Poland](#) - they designed the first version of the Scenario together with Nausika on winter 2021.

- ♦ [Portal Larp Community](#)

They support the development of the game and also organized its run in Athens in September 2021.

- ♦ [Young Cracow Program](#)

Co-financed the first events of the Game in Kraków in spring 2021.

- ♦ [MOWES](#)

Co-financed the creation of the first version of the Game.

- ♦ [European Solidarity Corps](#)

The Game was created as a result of a local Solidarity Project in Kraków, that when it all started.

- ♦ [Erasmus+ Program](#)

Is financing the [LarpForClimate](#) Project, which brings the idea of larp games for climate education to the European level with new partners and a growing international community.

