



The Flood Game

Instructional Booklet



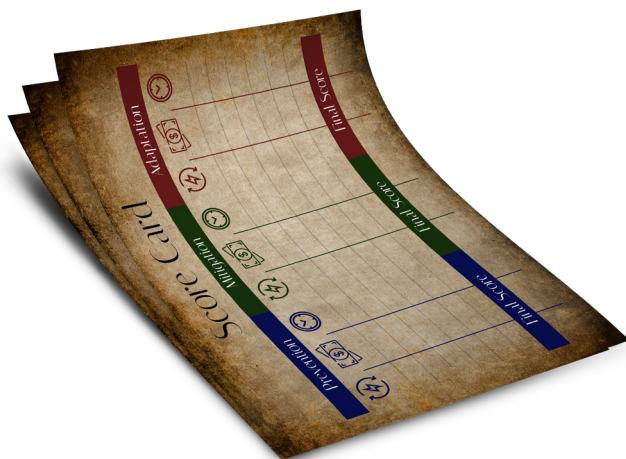


Game Objective & Setup

The Flood Game is a facilitated board game in which participants work together to develop a flood risk management strategy using real measures commonly found in Flood Risk Management Plans. Players must discuss options, prioritize actions, and allocate limited resources across prevention, mitigation, and adaptation measures while working under time and budget constraints. The game is designed to strengthen understanding of flood risk management principles, improve collaboration between different stakeholder groups, and encourage practical decision-making on how to reduce flood impacts.

Components List

- ▶ Game Box
- ▶ Game Board Side – Birkirkara
- ▶ Game Board Side – Burmarrad
- ▶ Measure Cards
- ▶ Instructional Booklet
- ▶ Facilitator Guide
- ▶ Game Currency
- ▶ Score tracker
- ▶ Reference Card





Gameplay Sequence

Introduction and rules briefing (5 minutes)

The session begins with a short explanation of the game rules. Players are introduced to the objective of the game, the map, the card categories, the indicators on the cards, and the basic constraints they must follow. Once the briefing ends, the moderator starts a 25-minute timer.

Brainstorming, strategy discussion, mapping and resource allocation (25 min)

Each team reviews the flood hazard map and the available measure cards. Players discuss which actions are most suitable for the different parts of the catchment and begin building a shared strategy. Teams place their selected measures on the map in the locations where they want them implemented. A measure may only be played once and if the team still has enough money and enough implementation time available. When measures are selected, the corresponding funding tokens are transferred to the moderator. Teams should seek the strongest overall reduction in flood hazard while staying within the available resources. Effectiveness is used to reduce the flood hazard level on the map. If a measure is placed incorrectly in relation to the upstream/downstream logic of the map, the facilitator may reduce the effectiveness awarded for that card by 50 percent.

Dynamic adjustment (10 minutes after gameplay begins)

At the 10-minute mark, the facilitator introduces an unexpected event: a major flood event triggers a funding cut. At this point, 20 percent of any unspent funding tokens is deducted to represent emergency response and damage costs. Teams must then revise their strategy, re-prioritize remaining funds, and consider lower-cost alternatives that still offer protection. Cards may be retrieved from the map if there is sufficient time left on the countdown. A card remains in play if the time remaining is less than the card's stated implementation time (i.e., there is no longer enough time to remove/replace it).





Plenary discussion and debrief (10 minutes)

At the end of the group-work phase, each table prepares a short summary of the measures it implemented. The summary should explain what measures were selected, their cost, effectiveness, and implementation time, and how the team adapted after the unforeseen event. Table leaders then present their results to the other teams. The facilitator concludes by identifying common themes, highlighting different combinations of prevention, mitigation, and adaptation, and drawing out the main lessons learned.

Explanation of Cards and Currency

There are 29 cards in total split into 3 different groups:

Prevention – 7 Cards

Prevention measures help anticipate flood events and reduce exposure before damage occurs.

Mitigation – 15 Cards

Mitigation measures reduce the likelihood or severity of flooding, often through physical works or water management solutions.

Adaptation – 7 Cards

Adaptation measures help people, communities, and assets prepare for and respond to flood events when they occur.

On each card you will find 3 indicators for that specific card that indicate what is needed to implement that specific card. The indicators are

Cost

This is the game currency, every table will have a total of 100 cash notes per table and these are to be used to implement various cards.





Effectiveness

This pertains to the percentage of reduction of Flood Hazard Area, for example a card which shows a 17% effectiveness rate lowers the overall severity of the flood by 17%.

Time of Implementation

This indicates the duration needed to implement the measure shown on your card. The total game duration is 25 mins which is equivalent to the 6 year floods directive cycle.

Facilitator Equipment

Instructional Booklet

This guides the facilitator in managing the game session

Timer

This helps the facilitator to regulate time management and exclude tokens which are impossible to implement in the remaining time.

Dynamic Challenge Card

This can be introduced in the mid-game abruptly by the facilitator to cut funding.

Score Sheets

This helps the facilitator keep track in evaluating measures using the Cost Effectiveness Time (CET) Rating System.





How to Play

Players are divided into tables, ideally with a mix of stakeholders such as government, NGOs, private sector, local groups, and academia, so that each team reflects different perspectives. Each table is supported by a moderator or facilitator.

Each table receives one flood hazard map showing an extreme flood scenario. The map is divided into three play zones: **Upstream, Downstream, and Both/Transition**, and measures are placed directly on the map according to where they are intended to be implemented.

Each team works with **29 measure cards** divided into **7 cards for Prevention measures, 15 cards for Mitigation measures, and 7 cards for Adaptation measures**. Every card includes three indicators: **Cost, Effectiveness, and Time of Implementation**. Cost represents the resources needed to implement the measure, Effectiveness shows the percentage by which the measure can reduce flood hazard, and Time of Implementation shows how long the measure takes to put in place within the Flood Risk Management Plan cycle. The gameplay uses **100 cost tokens** per table, and the main group-work phase represents roughly one full FRMP cycle of about six years.

The facilitator also uses a timer, a dynamic challenge card for the mid-game event, and score sheets to record the measures selected and their cost and effectiveness totals.





Rules

- ▶ Each team must use at least one measure from each of the three categories: Prevention, Mitigation, and Adaptation.
- ▶ Teams should spend all 100 cost tokens, because unspent funds may be treated as lost budget in the next cycle.
- ▶ The same measure cannot be deployed twice.
- ▶ Teams should aim for the best possible combination of measures by considering cost, effectiveness, and implementation time together.
- ▶ Cards may be retrieved from the map if there is sufficient time left on the countdown.
- ▶ A card remains in play if the time remaining on the timer is less than the card's stated implementation time (i.e., there is no enough time to remove/replace it).





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