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ResourceRation

Instructions for **Moderating** the Game

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Instructions for Moderating the Game

The way in which the game Resource Ration is moderated has a huge influence on the players' experience. Follow the instructions outlined below to ensure that the players can learn as much as possible from the game. Suggestions for explaining the different aspects of the game can be found in the blue boxes.

Setting up: Prepare all the game materials in accordance with the instructions and hang the instruction poster up in a clearly visible place. Welcome the participants and assign them to the various generations. Make sure that there is a good mix of participants in each generation. The greater the variety in how the participants of a generation play, the more engaging the experience. The participants must **not** look at the event cards and price discs before the start of the game. This could give away the later stages of the game.

Step 1: Introduction and Objective of the Game

First explain the overarching objectives of the game. The effective learning objectives and the topic of the tragedy of the commons will only be discussed in the evaluation stage. Be sure to clearly show the common pool of resources while doing this!

Welcome to the Resource Ration game! In this game, each of you is individually responsible for a small business. You are required to buy resources for this business. To this end, you will receive starting capital and, at intervals, earnings generated by your business activities. **The person with the most money at the end of the game is the winner (and maybe even receives a prize). – But beware: your personal resource decisions also influence the collective use of the resources, and the game will end as soon as there are no resources left. So it is a good idea to economise, while keeping an eye on the resources.**

The game ends when one person has played all their personal playing tokens, there is a long period in which many players have run out of money, or when all the resources have been used up.

Step 2: Explanation of the Course of the Game

Explain how the normal rounds work. Use the game materials and the sheet containing the most important rules to help you here.

The game works like this: In each round of the game, you take turns to buy resources for your company to use. When making a purchase, you can choose from three different types of resource usage.

- **Intensive** usage: resources are consumed **without** efforts to achieve efficient usage and are then removed from the system.
- **Efficient** usage: resources are consumed **with** efforts to achieve efficient usage and are then removed from the system.
- **Renewable** usage: resources are used within a **cycle** and thus remain in the system.

Costs: The cost of each type of resource usage can be seen on the price discs on the edge of the playing area.

Course: The game is played in alternating **personal** and **anonymous** rounds.

It starts with a personal **round**:

During their turn, each player selects a type of resource usage, places a token marked with their personal symbol on the selected track in the next vacant space and places the corresponding amount of money in the bank.

When all players have put down a personal token, the **anonymous round** follows:

The opaque bag is passed around. Arrange your choice card so only the chosen colour is visible, secure the card and the relevant money together with a paper clip and place them in the opaque bag. Please take care to ensure that no-one can see your choice during this round. It is best to complete this step under the table. When all players have returned their choice to the bag, it is then emptied. Take a minute to ensure that enough money has been added to the bag and then place the neutral tokens onto the mat in accordance with the colours indicated on the choice cards. Return the choice cards back to the players at random.

Actions: The placement of personal and anonymous tokens triggers certain actions. These are marked on the board. As soon as a token is placed on a space bearing a symbol, the corresponding action must be carried out immediately.

For a plus or a minus symbol, turn the price disc of the corresponding colour (background colour of the symbol) once in the corresponding direction.



For an event symbol, pick an event card from the top of the pile, read it out and carry out the instructions detailed on the card.



If you have no further questions about how the game is played, you may start with the first round of the game in your groups. The youngest member of your group will decide who may place the first token and begin the game. The order of play moves anti-clockwise from the first player to take their turn.

Important: If a track is completely full of tokens, the track can be emptied and used again. It is important for the interim analysis later on to make note of the fact that this track was the fullest, even if it appears emptier after the removal of the tokens.

Step 3: Let the Game play Out

Let the generations play the game until one generation has placed around 20 tokens (personal or anonymous) on the mat (two to four rounds, depending on the number of participants). Use this time to answer individual questions and to observe the players. During this time you can make a note of:

- which strategies the participants adopt at the beginning (Which colours do they opt for? Always the same one?).
- what the prevailing sentiment is among the different generation tables (is each generation adopting the same strategy? Have different strategies on a single table resulted in conflict?).

Step 4: Conduct the first Interim Analysis

Announce the break in play as soon as you notice that one generation has placed around 20 tokens. Let the generations complete the round they are currently playing (personal or anonymous) and ask them to listen to your instructions once they have finished. Make sure that all participants pay attention to what is happening during the allocation of resources and the handover of legacies. You can turn this into a bit of a show if necessary.

Allocation of the resources: After these first few rounds, we are interested in how the different generations have behaved. It now becomes clear how much of the shared pool of resources each generation has used and what legacy they are passing on to the next generation.

First, we must allocate the consumed resources. Look at the tracks on the board and make a note of which track has been used the most by your group as a whole. This will define how much of the resource pool you have claimed.

- For the **pink** track (intensive resource usage) **three** resources from the pool are consumed.
- For the **blue** track (efficient resource usage) **one** resource from the pool is consumed.
- For the **blue** track (renewable resource usage) no resources are consumed from the regular pool, instead **a new resource is created**.

Take it in turns to carry the corresponding resources to your group table. Ensure that the resources are in a clearly visible place on your group table. Take the renewable resources from the reserve from an area clearly distinct from the regular pool. The players should be aware that groups taking resources from the renewable reserve are not taking resources from the normal pool.

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During the first interim analysis, it is revealed that each group represents a different generation. The following steps must only be performed during the first interim analysis.

Reveal the generations: What you didn't know before is that you have been separated into different generations. Each group is a single generation. We are playing in the future. This means that generation two would be the children of generation one, generation three the grandchildren and so on. How you behave as a generation influences the fate of the following generations.

Hand over the legacy: Now you will see how you have been impacted by the decisions of the previous generation (generation two by generation one, generation three by generation two and so on). This is once again about which track has been used the most. The price disc of the track with the most tokens from the previous generation will be moved forward **three**. The last generation will give their legacy to generation one.

In your generations, take it in turns to turn the price discs as instructed.

Payment of earnings: The resources you consumed were of course used to make products and provide services, which you were then able to sell. Consequently, each player receives **20 currency units** from the bank. But beware: depending on how many resources your generation has consumed, you must pay back part of these earnings in tax.

- If your generation has consumed **three** resources, **ten currency units** must be deducted as tax.
- If your generation has consumed **one** resource, **five currency units** must be deducted as tax.
- If your generation has consumed **no regular** resources, there is **no** tax to pay.

Wait until all the generations have completed this transaction and then let the game play on. Repeat this interim analysis with the same interval as before (when 20 additional tokens have been played). During the next round of analysis, only the tokens placed in the time since the previous analysis are taken into account. That is why it is important to make a note of the progress of the game after each round of analysis.

Step 5: Hold an Inter-generational Conference

If you notice that either the resources are going too quickly, several players no longer have any money or one generation is slowly becoming frustrated by the game, you can call an inter-generational conference. You should hold a minimum of one and a maximum of three inter-generational conferences. It is advisable to call an inter-generational conference after the interim analysis, to minimise the number of times the game is interrupted.

Convening the conference: As you may have noticed, our resources are being depleted very quickly / generation X is very displeased by the legacy they have received. For this reason I am convening an inter-generational conference. The conference is intended to help you to identify and solve problems together. During the conference, all participants may share observations with one another, express their feelings and propose solutions. In so doing, you have the opportunity to change the rules of the game to a certain degree. What you cannot change is past decisions and the quantity of resources remaining in the pool. In addition, you may not enact any price changes without agreeing on additional commitments. A solution or measure can only be implemented if all generations agree. If by the end of the conference you have been unable to agree any measures, the game will continue as before.

Take a quiet moment to reflect on the events of the game up until this point and think about where you would like to make changes.

You may now begin the conference.

If the discussion reaches an impasse, you can help by giving examples of possible measures:

- Knowledge transfer between generations: i.e. the price disc of the renewable/efficient track can be moved forward. However, this transfer must come at a price, e.g. the generation that receives the knowledge pays some money to the bank or to the generation who has provided the knowledge, the price for intensive resource usage is increased or it is agreed that in the following rounds only the efficient/renewable track can be chosen.
- Decision to do away with anonymous rounds and that the game will be played without the bag.
- Monetary penalty if a generation receives three resources during inheritance (so if intensive usage is opted for).
- An inter-generational donation from companies that have amassed a lot of money to companies that have little or no money as a consequence of, among other things, sustainable investments.

Step 6: End the Game and Commence the Evaluation.

End the game when one person has played all their personal playing tokens, there is a long period in which many players have run out of money, or when all the resources have been used up. Let each generation complete the round they are currently playing.

Ending the game: When one person has played all their personal tokens, many players have run out of money, or when the resources have all been used up, the game ends.

Those who have personal tokens left over must use them to buy resources at the lowest available price. Depending on how your generation has behaved, the price can be reduced.

Members of generations with at least one renewable resource per player in their inventory must not pay for their remaining personal tokens, since they have already established a secure foundation for the survival of their businesses. Members of a generation with at least one renewable resource between them must pay half of the cost for the rest of their tokens. Members of a generation with no renewable resources in their inventory must pay full price for their remaining tokens. Each player must now settle their account.

Evaluation: Take some time now to consider the results of the game.

Carry out the follow-up discussion as described in the game instructions. In so doing you are free to choose the questions that are most relevant. It is also possible to examine some questions as part of a group discussion and have the participants answer others in writing as part of a personal reflection task.

<p>The population is left uneasy following an earthquake that can be attributed to a geothermal plant. More research is required.</p> <p>Turn the price for renewable usage back one.</p>	<p>On the grounds of climate protection, a new tax has been levied on crude oil. Turn the price for intensive usage forward one.</p>	<p>Tuna fish have become afflicted by a new disease, thereby decreasing supply. Turn the price for intensive usage forward one.</p>
<p>Precious metals needed for building solar facilities are scarce, reducing the supply.</p> <p>Turn the price for renewable usage back one.</p>	<p>A persistent drought has lowered water reserves.</p> <p>Turn the price for intensive usage forward one.</p>	<p>Unrest is preventing the mining of cobalt in the Congo, reducing supply.</p> <p>Turn the price for intensive usage forward one.</p>
<p>The use of wood as a fuel for heating is subsidised. Turn the price for renewable usage forward one.</p>	<p>The building of biogas digesters has been subsidised. Turn the price for renewable usage forward one.</p>	<p>The use of recycled steel has been subsidised.</p> <p>Turn the price for renewable usage forward one.</p>

<p>The government demands that all companies are transparent about their use of resources. Skip the next anonymous round.</p>	<p>A new oil treaty has been signed, increasing supply. Turn the price for intensive usage back one.</p>	<p>As a result of speculation, the price of palm oil plummets rapidly on the global market. Turn the price for intensive usage back one.</p>
<p>A support programme for creating a more circular economy is launched. Companies who have opted for renewable usage at least twice (in a personal round) receive ten currency units.</p>	<p>A prize is awarded to companies who operate particularly efficiently. Companies who have opted for efficient usage at least twice (in a personal round) receive ten currency units.</p>	<p>All companies are being evaluated on the sustainability of their operations. Companies who have opted for intensive usage at least twice (in a personal round) must give ten currency units to the bank.</p>
<p>More efficient devices cause lower costs and higher profits in companies. If the majority of companies within your generation have opted for efficient usage, each player will receive ten currency units.</p>	<p>The younger generations take to the streets in protest, demanding that the wasteful use of resources is punished. If the majority of your generation has opted for intensive usage, each player must give five currency units to the bank.</p>	<p>Progress pays dividends. If the majority of companies within your generation have opted for renewable usage, each player will receive ten currency units.</p>