

| | | COMMUNITY 1 | | | | COMMUNITY 2 | | | | COMMUNITY 3 | | | | COMMUNITY 4 | | | |
|--------------------|--------------------------|--------------|-------|--------|-------|--------------|-------|--------|-------|--------------|-------|--------|-------|--------------|-------|--------|-------|
| | | Food | Water | Energy | Money | Food | Water | Energy | Money | Food | Water | Energy | Money | Food | Water | Energy | Money |
| ROUND 1 | Rainfall | | +20 | | | | +20 | | | | +20 | | | | +20 | | |
| | Resources | | | | | | | | | | | | | | | | |
| | Household needs | -8 | -6 | -4 | | -8 | -6 | -4 | | -8 | -6 | -4 | | -8 | -6 | -4 | |
| | Subtotal 1 | | | | | | | | | | | | | | | | |
| | Chance | | | | | | | | | | | | | | | | |
| | Disaster | | | | | | | | | | | | | | | | |
| | Subtotal 2 | | | | | | | | | | | | | | | | |
| | Negatives reconciliation | | | | | | | | | | | | | | | | |
| ROUND TOTAL | | | | | | | | | | | | | | | | | |
| ROUND 2 | Rainfall | | +18 | | | | +18 | | | | +18 | | | | +18 | | |
| | Resources | | | | | | | | | | | | | | | | |
| | Household needs | -9 | -7 | -5 | | -9 | -7 | -5 | | -9 | -7 | -5 | | -9 | -7 | -5 | |
| | Subtotal 1 | | | | | | | | | | | | | | | | |
| | Chance | | | | | | | | | | | | | | | | |
| | Disaster | | | | | | | | | | | | | | | | |
| | Subtotal 2 | | | | | | | | | | | | | | | | |
| | Negatives reconciliation | | | | | | | | | | | | | | | | |
| ROUND TOTAL | | | | | | | | | | | | | | | | | |
| ROUND 3 | Rainfall | | +16 | | | | +16 | | | | +16 | | | | +16 | | |
| | Resources | | | | | | | | | | | | | | | | |
| | Household needs | -10 | -8 | -6 | | -10 | -8 | -6 | | -10 | -8 | -6 | | -10 | -8 | -6 | |
| | Subtotal 1 | | | | | | | | | | | | | | | | |
| | Chance | | | | | | | | | | | | | | | | |
| | Disaster | | | | | | | | | | | | | | | | |
| | Subtotal 2 | | | | | | | | | | | | | | | | |
| | Negatives reconciliation | | | | | | | | | | | | | | | | |
| ROUND TOTAL | | | | | | | | | | | | | | | | | |
| GAME TOTALS | | Community 1: | | | | Community 2: | | | | Community 3: | | | | Community 4: | | | |

EXAMPLE ROUND

1. LAND USES SELECTED:

- **Natural Forest:**
 - Resources: Food +1 / Water 0 / Energy +2
 - Resiliency 3
 - Ecosystem Services: Greenhouse Gas 3 / Erosion & Runoff 3 / Biodiversity 3
- **Shifting Cultivation:**
 - Resources: Food +3 / Water -3 / Energy +1
 - Resiliency 1
 - Ecosystem Services: Greenhouse Gas 1 / Erosion & Runoff 1 / Biodiversity 2
- **Fuelwood Plantation:**
 - Resources: Food 0 / Water -2 / Energy +6
 - Resiliency 2
 - Ecosystem Services: Greenhouse Gas 2, Erosion & Runoff 2, Biodiversity 1
- **Climate-Smart Agriculture:**
 - Resources: Food +4 / Water -3 / Energy 0
 - Resiliency 2
 - Ecosystem Services: Greenhouse Gas 1 / Erosion & Runoff 1 / Biodiversity 1

Total Resources: +8 Food, -8 Water, +9 Energy

2. CHANCE CARD: “Soil erosion is causing siltation of water infrastructure. Your community will need to fix the damage to maintain the productivity during the decade.”

- Erosion & Runoff 0: -3 Money
- Erosion & Runoff 1: -2 Money

3. DISASTER: Pest, Round 1

- Resiliency 0: -1 Food

CALCULATION:

| | Food | Water | Energy | Money |
|--------------------------|------|-------|--------|-------|
| Rainfall | | +20 | | |
| Resources | +8 | -8 | +9 | |
| Household needs | -8 | -6 | -4 | |
| Subtotal 1 | 0 | +6 | +5 | |
| Chance | 0 | 0 | 0 | -4 |
| Disaster | 0 | 0 | 0 | |
| Subtotal 2 | 0 | +6 | +5 | -4 |
| Negatives reconciliation | 0 | +3 | 0 | 0 |
| ROUND TOTAL | | | | +3 |