

## Next Five Years – Order of Events

All participants in a large room

1. Very brief introduction to the game and the order of events from one of the game hosts.
2. 15-minute talk from an expert (optional)
3. Participants split down the middle (universe A and universe B)– one group set up in a different room if that's possible. Each universe has a facilitator (a game host) and a note taker (can be a game host or a volunteer from the group)
4. Short discussion (8 minutes max) during which 1 or 2 major scenarios that the group finds interesting are drawn from the expert's talk. Facilitators could give a bit of steer in terms of playability and narrative
5. Discussion on what sort of minor scenarios could precipitate those major scenarios and the order in which they should occur – eventually producing 4 distinct events. (should take 7 minutes)
6. Collectively choose which 10 resources to give the other universe to tackle the scenarios
7. Split the universe group into four smaller groups who will write up the scenarios into something with a bit of colour that can be read out.

With the two groups separated from each other or in two separate rooms

8. Facilitators swap over and become MCs for the opposite universe.
9. Split each universe into two city groups (city 1 and city 2)
10. Explain a bit more detail about the game rules.
11. Game proceeds in line with standard SSG rules – 8 minutes for in-group discussion per turn (you can co-ordinate between the two universes, shortening and lengthening this time, so that both finish more or less simultaneously).
12. We ask the groups to choose someone to feed back when the participants reconvene

Everyone back in one group or back in the main room

13. Doing one universe first and then the other (to minimize repetition of scenarios) we ask the cities to feed back on their actions and the consequences of those actions
14. General discussion on points of interest

Outro