

Game objectives and rules

GONE WITH THE WIND

an impact assessment strategy game

The purpose of the game is two-fold. Firstly, to have fun of course. Secondly, to allow players to argue, negotiate, create coalitions and otherwise reach agreement about how to develop more renewable power systems while protecting natural, social, and cultural values in the process.

LET'S PLAY!

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1. Shuffle the “Role” cards and distribute them among the players.
2. The person who is the “Planner” begins game play, by drawing an Event card.
3. The player reads the Event card out loud, describing the scenario and the possible courses of action. All the players in the game will have to decide upon one of the possible courses of action listed on the Event card. If consensus is not possible, then it will be the “Planner” who has to make a decision about how to proceed.
4. On each player’s role card, there are a series of actions that are possible. The player can decide to use only one of these actions, or another of their choosing, per turn.
5. Once a decision is taken, the “Planner” then notes the decision and returns the event card to the bottom of the pile.
6. The person to the left of the “Planner” then draws a new event card and reads it out loud. Again, all the players need to agree on a course of action listed on the Event card.
7. Game play continues until all of the Event cards have been drawn.

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GONE WITH THE WIND is a real-life, turn based strategy game, where players will have to navigate difficult policy choices and trade off competing environmental, social and economic goals in order to achieve a 100% renewable energy system in Denmark.

Will you support wind energy interests, or stand up for socially and environmentally fragile communities?

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