

INSTRUCTIONS FOR FACILITATORS TO SET UP



HERIOT
WATT
UNIVERSITY

1. INTRODUCTION (~10 mins)

Briefly introduce the game and ask players to follow the numbered instructions cards.

2. OTTER POWER (~30 mins)

Play runs for five rounds. If needed, remind players of the Otter powers to keep discussion productive. The Otter can bend the rules in any way (allowing swapping of cards etc).

3. SCORING (~15 mins)

Briefly summarise the Policy set chosen. Explain scoring to the players (text on scoreboard) and ask players to score their policies. Encourage Policy swapping (by consensus). Players should update score after swaps.

4. MAP (~15 mins)

Bring out the map and stickers. Explain map. Ask players to mark impacts of Policies on the map. Encourage Policy swapping (by consensus).

5. SUMMARY (~10 mins)

Bring out blank paper and the blank Policy description sheets. Ask players to write or draw a description of the Park their Policies have created to share with the whole group.

