



Water for Tomorrow Board Game

A companion game to the Water Leaders Training

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Created by The Nature Conservancy in collaboration with the Toolbox for Education and Social Action (TESA), *Water for Tomorrow* is a semi-cooperative board game about water resource management, conflict resolution, collaboration and sustainable decision making. Players become part of a community where:

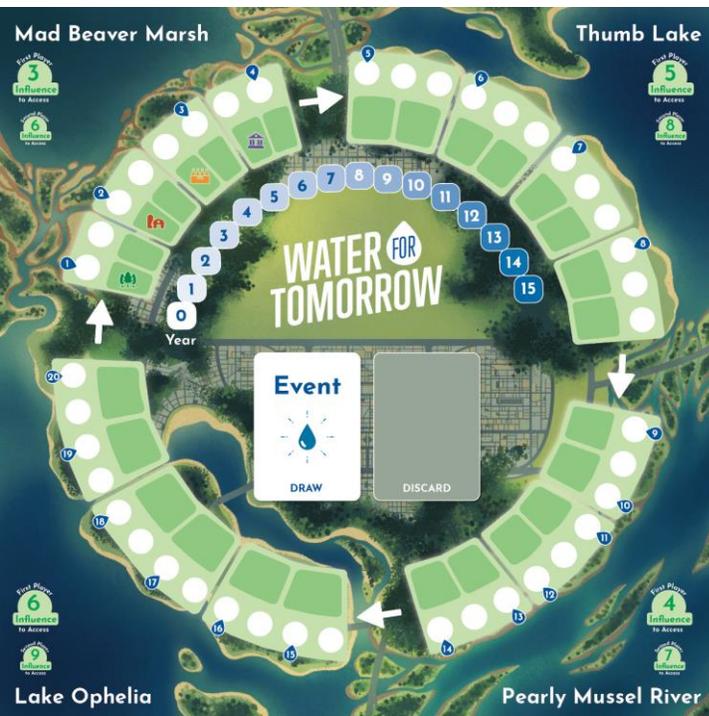
At one-time water was plentiful, but now most of what's left is polluted and unusable. Each player will take on a different role – the nature advocate, the small-city mayor, the brewing company president, and the farm's founder – to try to both replenish the watershed and get the clean water they need for their own interests.

Will you look out for only your own interests or will you cooperate so that everyone wins together?

What is the Water Leaders Training?

The Water Leaders Training is designed to increase individuals' skills and provide them with new tools to lead and engage in constructive dialogue to resolve water resource issues. Throughout the training, participants are encouraged to incorporate and practice the curriculum's collective leadership, conflict transformation, and community engagement concepts by 1) developing action plans to address issues they are facing in their own communities, and 2) playing the *Water for Tomorrow* board game.





WATER FOR TOMORROW

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Components:
 Board
 4 Player sheets
 4 sets of Access tokens
 36 Event cards
 Water cubes
 Pollution cubes
 Influence tokens
 Twenty-sided die



The Nature Conservancy

A game by The Nature Conservancy
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Colors and contents may vary from those shown.
 Warning: Choking Hazard - Small Parts.
 Not for children under 3 years.

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Water for Tomorrow: A Game for Collaboration

The main goal is for everyone to win, so players need to work together while also protecting their own interests. The game is designed to raise awareness of the complexity and interconnectedness of water resource issues and establish a collaborative atmosphere for stakeholders to participate in the decision-making process.

Players work on increasing their water supply, while making sure to defend supply from pollution throughout the game. On your turn, you can choose to take **two actions**, which may help you add water to the board, remove pollution from the board, or work toward increasing your water supply. Actions are followed by unpredictable **watershed events** that influence the amount of clean or polluted water in your watershed, and the amount of time you have left to address potential issues.

The game is designed for two to four players and takes about 45-60 minutes to play.

Questions? Contact The Nature Conservancy's Water for Tomorrow Initiative at waterfortomorrow@tnc.org.

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