

Instructions for assembling SCENARIOS Booklets

1. Print out the following 6 landscape-oriented pages (pages 2-7 in this pdf) double-sided (back to back printing). When printing the pages double-sided, make sure to select the option “flip on short edge”.



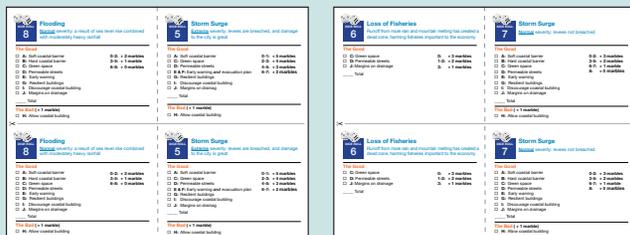
Front

Back



Front

Back



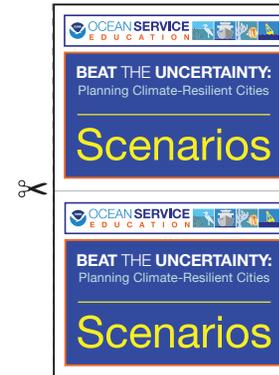
Front

Back

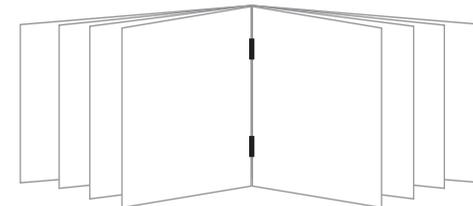
2. Fold pages in half and assemble in order.



3. Cut the assembled pages in half where indicated.



4. Staple each booklet in center





DICE ROLL

12

Climate Literacy

The Good (- 2 marbles)

Citizens make more informed decisions, helping to protect the community



BEAT THE UNCERTAINTY:
Planning Climate-Resilient Cities

Scenarios



DICE ROLL

12

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Scenarios



DICE ROLL

2

Green Growth

The Good (- 2 marbles)

Your community has embraced green growth, so resilience policies are easier and cheaper to pass and implement



DICE ROLL

11

Heatwave

Increased heat stroke

The Good

- A:** Soft coastal barrier
- C:** Green space
- E:** Early warning

0-1: + 1 marble
2-3: + 0 marbles

_____ Total



DICE ROLL

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DICE ROLL

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_____ Total



DICE ROLL

10

Flooding

Extreme severity: levees are breached, and damage to the city is great

The Good

- A:** Soft coastal barrier **0-1: + 5 marbles**
- C:** Green space **2-3: + 4 marbles**
- D:** Permeable streets **4-5: + 3 marbles**
- E & F:** Early warning *and* evacuation plan **6-7: + 2 marbles**
- G:** Resilient buildings
- I:** Discourage coastal building
- J:** Margins on drainage

_____ Total

The Bad (+ 1 marble)

- H:** Allow coastal building



DICE ROLL

3

Saltwater Intrusion

Rising sea levels and high freshwater consumption have allowed saltwater into groundwater sources

The Good

- K:** Protected reservoirs **0: + 3 marbles**
1: + 1 marble

_____ Total

The Bad (+ 1 marble)

- L:** Subsidize bottled water consumption



DICE ROLL

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DICE ROLL

4

Good Conditions

Several years of fewer coastal extremes

The Good (- 2 marbles)

Your population is less vulnerable to extreme weather, and your government has saved resources to deal with future extremes



DICE ROLL

9

Erosion

A result of sea level rise combined with coastal storms; damages coastal property and businesses

The Good

A: Soft coastal barrier

0: + 2 marbles

_____ Total

1: + 1 marble

The Bad (+ 1 marble)

B: Hard coastal barrier



DICE ROLL

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0: + 2 marbles

_____ Total

1: + 1 marble

The Bad (+ 1 marble)

B: Hard coastal barrier



DICE ROLL

8

Flooding

Normal severity: a result of sea level rise combined with moderately heavy rainfall

The Good

- A:** Soft coastal barrier **0-2: + 2 marbles**
- B:** Hard coastal barrier **3-5: + 1 marble**
- C:** Green space **6-8: + 0 marbles**
- D:** Permeable streets
- E:** Early warning
- G:** Resilient buildings
- I:** Discourage coastal building
- J:** Margins on drainage

_____ Total

The Bad (+ 1 marble)

- H:** Allow coastal building



DICE ROLL

5

Storm Surge

Extreme severity: levees are breached, and damage to the city is great

The Good

- A:** Soft coastal barrier **0-1: + 5 marbles**
- C:** Green space **2-3: + 4 marbles**
- D:** Permeable streets **4-5: + 3 marbles**
- E & F:** Early warning *and* evacuation plan **6-7: + 2 marbles**
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_____ Total

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DICE ROLL

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- C:** Green space **6-8: + 0 marbles**
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DICE ROLL

6

Loss of Fisheries

Runoff from more rain and mountain melting has created a dead zone, harming fisheries important to the economy

The Good

- C:** Green space **0:** + 3 marbles
- D:** Permeable streets **1-2:** + 2 marbles
- J:** Margins on drainage **3:** + 1 marbles

_____ Total



DICE ROLL

7

Storm Surge

Normal severity: levees not breached

The Good

- A:** Soft coastal barrier **0-2:** + 3 marbles
- B:** Hard coastal barrier **3-5:** + 2 marbles
- C:** Green space **6-7:** + 1 marble
- D:** Permeable streets **8:** + 0 marbles
- E:** Early warning
- G:** Resilient buildings
- I:** Discourage coastal building
- J:** Margins on drainage

_____ Total

The Bad (+ 1 marble)

- H:** Allow coastal building



DICE ROLL

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- C:** Green space **0:** + 3 marbles
- D:** Permeable streets **1-2:** + 2 marbles
- J:** Margins on drainage **3:** + 1 marbles

_____ Total



DICE ROLL

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Storm Surge

Normal severity: levees not breached

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- B:** Hard coastal barrier **3-5:** + 2 marbles
- C:** Green space **6-7:** + 1 marble
- D:** Permeable streets **8:** + 0 marbles
- E:** Early warning
- G:** Resilient buildings
- I:** Discourage coastal building
- J:** Margins on drainage

_____ Total

The Bad (+ 1 marble)

- H:** Allow coastal building