

CRISIS AVERTED... OR IS IT?



THE RULEBOOK

The Pitch

Ever needed to pick between bad and worse? Governments face that reality every day. In *Crisis Averted... Or Is It?*, players step into the role of high-stakes crisis management team members inspired by the UN Security Council and Dutch governance institutions.

Set in the resource-rich but militarily vulnerable state of Glumendall, players must cooperate, negotiate, and make rapid decisions as neighbouring state Umbravia claims its resources. You think you've solved the crisis... and then it escalates again.

Players take on roles ranging from head of state to military leaders and environmental agencies, navigating invasions, cyber attacks, citizen protests, and international disputes through a fast-paced decision tree. One wrong move can push Glumendall toward fragility or total collapse.

More than just a game, this is an immersive way to teach governance during crises, showing that in times of crisis, there are rarely perfect solutions, only difficult trade-offs with real consequences.

Game Details

Players

Number of Players: This game requires 6 players

Age Range: We recommend that players be between the ages of 14 and 18, as that is ideal for the game content.

Play Type: The game itself is ultimately cooperative. However, actors each work to fulfil their own unique interests while simultaneously doing what is best for the state of Glumendall at large.

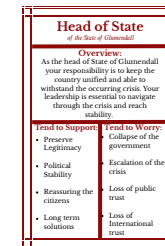
Duration of Play

Set-Up Time: 5 minutes

Play Time: 30 minutes

Game Components

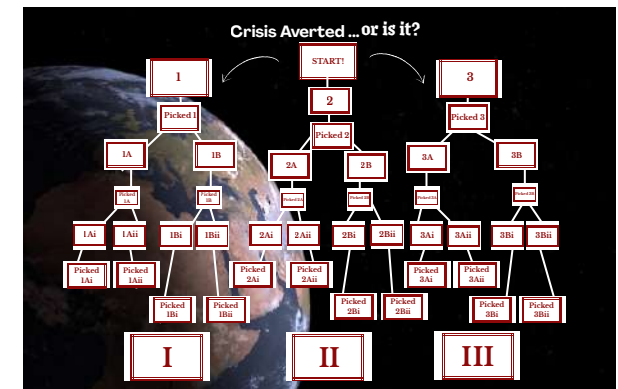
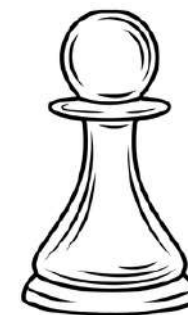
Role Cards: Each player receives a role card that explains their actor and the actor's interests. There are 6 actor cards.



Front

Back

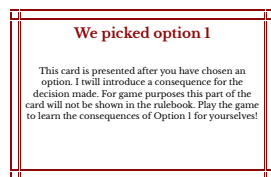
Game Board and Piece: The game board illuminates the branching structure that our players may choose. The pawn should be placed at the start and moved according to the decisions that the players make as indicated on the crisis cards.



Needed But Not Included: A phone timer or stopwatch to keep track of round timings to know when to move into the next stage of discussion

Game Components

Crisis/"We Picked" Cards: Presents players with political, environmental, and economic emergencies that require group decisions and instruct players' next actions. Keep face down unless instructed otherwise.

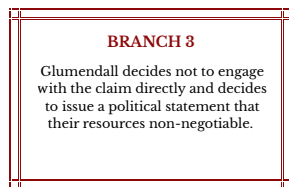


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Option/Branch Cards: Presents players with options in responding to the Crisis/"We Picked" cards. Keep face down unless instructed otherwise.



Front



Back

Glossary: Certain crisis cards may contain an asterisk (*) for certain terms. The definitions of the words in the crisis cards are found in the glossary to give players a better understanding of the issue



Game Objective

The objective of Crisis Averted... Or is it? is to prevent the international crisis from escalating into the total collapse of the state of Glumendall while also pursuing the interests of your assigned role.

In the game, there are three final outcomes: a failed state, a fragile state, and a successful state.

Successful State: A country with stable institutions, public trust, economic stability, and an effective government that can maintain security and provide services to citizens.

Fragile State: A country where the government still functions, but political instability, corruption, conflict, or weak institutions make the state vulnerable to crisis or collapse.

Failed State: A country where the government can no longer effectively maintain order, provide basic services, or control its territory, often leading to widespread instability and violence. It is your job as a crisis team to reach a successful state outcome.

However, remember that each actor has individual interests and goals, meaning cooperation and competition exist simultaneously. Refer to your character card to understand your assigned roles and interests.

Game Setting & Background

There have been heavy political tensions and mistrust between the two bordering states of Glumendall and Umbravia rooted in past conflict. Escalation and tensions have risen again since the discovery of large reserves of lithium in Glumendall. Glumendall has used these resources to support their growing technological research and development sector which is dependent on these materials. As Glumendall has a diverse population living in different groups across the country, a prominent one is living near the border of Umbravia close to where the lithium resources are mined. Umbravia is a state that has a lot of influence and power in the region, but that is ultimately dependent on other states' resources to fuel their flourishing economy, as they are not resource rich themselves. Also, their military power is very strong which makes them a threat. The political head of state has said to the media that they claim the lithium resources of Glumendall as theirs, which they will get by any means possible.

Game Set-Up

1. Set up the board on the table and place the game piece on the START box. Assign one person the task of moving the pawn with each new crisis card.
2. Shuffle all the role cards face down and hand them out to each player at random
3. Give players a chance to read and understand their actor cards; these cards are known to everyone once chosen.
3. Make sure all Crisis Cards are face down
4. From the Crisis/"We Picked" Cards, select the card titled "CRISIS CARD"
5. Get the Option 1, Option 2, and Option 3 Crisis Cards ready to be read after the START Crisis Card
6. Get a timer prepared to keep track once the discussion phase begins. Assign one person as the timekeeper for the duration of the game.

Game Play

ROUND ONE

1. Have the Head of State read the Crisis Card labeled “CRISIS CARD” aloud for the group
2. Read Option 1, Option 2, and Option 3 crisis cards and have the Head of State read them each aloud for the group.
3. After listening to the options, think on your feet and make your case! Go around the table clockwise, starting with the actor left of the Head of State and set a timer for 30 seconds for each actor to take a stance on the options and argue why other actors should side with their choice
4. After everyone has stated their case, start a new timer for 5 minutes to discuss as a crisis team about next steps
5. After the 5 minutes has expired, voting procedure will begin. Going around the clockwise starting from Head of State, each player will verbally confirm which option they prefer. In case of a tie, the Head of State has the final say.

Game Play

POST ROUND ONE

1. For all rounds after round one, once an option has been chosen, the person with the task of moving the pawn will move it to the next card.
2. To continue after an option has been chosen, follow the arrow down from the option you chose to the box stating “Option (We picked)”
3. From the face-down, crisis cards, select the consequence card that correlates with the numbered option that you chose and take turns clockwise, reading out the cards. (E.g. 2A to We picked 2A)
4. Find the correct option cards that follow the consequence card (as listed on the game board), and the next person reads those aloud. (E.g from We picked 2A, find 2Ai and 2Aii)
5. Once everyone is familiar with the new situation. Follow the same ‘**debating procedure**’ from round one to continue: 30 seconds each of making your case (alternate between going clockwise and counterclockwise), 5-minute discussion, and voting procedure (also alternating clockwise and counterclockwise)
6. Once you have completed 3 rounds of ‘debating procedure’ you will have finished the branching tree structure of the game, and your team will reach one of the final three outcomes: a failed state, a fragile state, or a well-functioning state. This is where the game ends. Play multiple times to discover other parts of the branching structure.