

Getting Ready for the Advanced Humanitarian Game (level three)

Cards & Cash (in wallets ready to start playing)	
For Each Player	For Resources
Single colour Display card 1 of 4 provided	Resources card Display by box
Rules card Players follow the 4 steps on this card every turn	Rules card Resources monitors the 4 steps – see pages 9-10 of Guide
One set of 3 Programme cards All 3 featuring the same symbol – see page 9 of the Guide	Remaining pack of Programme cards Withdraw cards 31, 32, 63 and 64 until introduce Hidden Valley Village ref pages 12-13 of Guide. Place 2 random cards face-up – see page 10
\$40,000 cash 1 x \$20,000, 1 x \$10,000, 1 x \$5,000 and 5 x \$1,000	Event cards Start with cards 1-90, introducing cards 91-96 when the ‘Sustainability Index’ is announced ref pages 11-12 of Guide
	Carbon Reduction Fund card Place \$5,000 underneath it

Templates for Printing (using original from game box or downloadable file)	
For Each Player	For Resources
Dashboard Advanced pdf Enables players to track own decisions & performance	Overspend Record pdf Records loans to players
KPI (Advanced Report) pdf Players complete the Resources – see page 15 of Guide	Turn Counter pdf Records how many turns have been played

Spreadsheet for Resources
Dashboard Advanced.xlsx Players’ manual recording of their data through their own Dashboard is now backed up by reporting their KPIs to Resources for inputting into ‘Live Results’. This tab then compares and ranks players’ ongoing performance with the final graph highlighting the ‘overall winner’. The operation of this spreadsheet does rely on 2 people running Resources to be fully effective. A tab of ‘Example Results’ shows how the spreadsheet works.