

Solar Winds: A Negotiation Game

Instructions

1. Read through the description of the game's setting, the roles, and the team cards.
2. Organize the team cards and secret role cards.
3. Choose 9 teams and distribute materials to these teams.
4. Players should close their eyes and place their heads down. Game master selects Indian and EU spies and gives them their cards. Game master does the same with the hardliner and naysayer roles.
5. The teams choose the roles within their teams (Chief negotiator, Researcher, Timekeeper)
6. Players open their eyes. Teams should read their cards and ask questions if they have them.
7. Game master explains the gameplay and rules.
8. Gameplay (see below)
9. When the game is finished, the game master may organize a debriefing to discuss the game. This can be done in mixed groups or teams.

Gameplay:

There are three rounds within the game. One round includes:

- Team strategy discussion (10 min)
- Voting
- Negotiations (15-20 minutes)

After the third round of the game, the teams will have the final vote on the "Solar Winds" project. If the vote passes (the project is approved), the teams will vote on keeping the project private or giving the UN control over it.

Game setting

The year is 2050. Over the past three decades, planet Earth has experienced increasingly severe weather events, resulting in countless deaths and unimaginable destruction on every continent.

Unfortunately, the war in Ukraine in the 2020s, the standoff in the Pacific, and several regional conflicts kept the leading nations from focusing resources on the effects of climate change. However, two private space companies, “Final Frontier” and “Taaraamandal,” began to grow amidst the chaos of these times. Over the past decade, they have been developing technology that can be used to harness solar energy using satellites in Earth’s orbit and distribute it around the globe. As their individual resources became exhausted, the two companies decided to create a joint venture called “The Federation of Free Space Pioneers” that brought together smaller space companies to continue the project that was named “Solar Winds”. Now, the technology is ready for the project, but certain resources are required from countries around the globe. Due to the scale of the project and the repercussions for all humankind, several countries and the United Nations have raised concerns and threatened to halt “Solar Winds”.

Besides the implications for the trade of natural resources, the project also requires that several military satellites be taken down. The mission of “Solar Winds” is to provide energy for everyone on the planet. Some countries are demanding government oversight, and there is reluctance among the leading nations to give up their strategic satellites. The UN Secretary-General has tasked the United Nations Office for Outer Space Affairs with organizing a conference for all sides to discuss the endeavor. The conference will conclude with a vote to determine whether the project will proceed or not.

Objective

- All teams must successfully negotiate to support the “Solar Winds” project.

Example of a team’s card:

Japan

In response to China’s ambitions in the region, Japan has spent considerable resources improving its military and space capabilities. While war has been avoided, you know that it’s just for now. Climate change threatens your country like no other, as you are an island nation. For you, the “Solar Winds” project is not only good for the planet but is a matter of the survival of Japan. However, you cannot forget about China. Your secret military satellites give you key coverage of Chinese military movements. While “Solar Winds” requires some satellites to be taken out of orbit, you are determined to keep yours in the sky. In the 2030s, Chinese naval vessels attacked Japanese fishing ships in the East China Sea, and you demand compensation from China for this incident.

Intel:

You know that China has not abandoned its plans to make Taiwan a part of its country, but there are those in the government who see it as a futile hope. Instead, they are looking at annexing some of Russia's eastern territories where they have economic and cultural influence.

Team objectives:

- Receive compensation from China: either 20 credits or 10 units of energy
- Not give up any satellites

Resources:

- Credits: 90
- Energy units: 8
- Satellites: 2 (not public knowledge)