STRONGER TOGETHER

FACILITATOR PACK

A card game about community resilience

CONTENTS

1. Game overview
2. What facilitators need to know in advance
3. Before you begin: setup checklist
4. Running the game: phase by phase
5. Facilitation tips & handling moments
6. Frequently asked questions
7. Appendix: Action reference table

STRONGER TOGETHER was developed by Mod for Blue Heart, funded by Defra as part of the £200 million Flood and Coastal Innovation Programmes, managed by the Environment Agency.

1. Game overview

Stronger Together is a 30-minute participatory card game designed to introduce communities to the concept of community resilience, particularly in response to extreme weather events. Players become neighbours on a fictional High Street, working together to prepare for, respond to, and recover from a disaster — in this case, a playful Monster attack. The game works best with 3–8 players.

The game is not competitive. There is no way to 'win' outright — the Monster will always have some impact. What players discover is how their choices, connections and collective resources shape what happens, and how they can utilise the skills and assets to support their recovery.

What is community resilience?

The game defines community resilience as: communities using their own resources, connections, skills and expertise to prepare for, respond to and recover from disasters. This is distinct from a top-down, government-led approach. The game surfaces how much communities already have — and what's possible when they come together.

This is based on ABCD (Asset-Based Community Development), a strengths-based framework that builds sustainable communities by focusing on what is present rather than what is missing.

Why extreme weather events?

The game focuses on extreme weather, as the frequency and severity of extreme weather events are intensifying because of climate change, meaning that we all need to be aware of the risks and better prepared.

A warmer atmosphere physically behaves differently: it holds more moisture, fuelling heavier rain and flooding, while pushing heatwaves to higher, more frequent peaks. This doesn't just affect the weather – it impacts on our health, infrastructure, safety and way of life.

A note on wildfires
This game was created in 2025, before the UK experienced more extreme wildfires across the country. Although the game does not directly address them, Inferno, the monster of heat & fire, can be used to have conversations about wildfires. For specific wildfire actions, please look at the Government's Prepare Campaign section on wildfires **here**

Game structure at a glance

The game moves through five broad phases:

#	Phase	What happens
1	**Meet the Neighbours**	Players are dealt Neighbour Cards and introduce their characters to the group
2	**The Forecast**	Two Monster Cards are drawn — one will strike, but players don't yet know which
3	**Prepare**	Players choose 5 actions (Prepare or Connect) to ready High Street for the attack
4	**The Attack**	The Monster strikes; outcomes are revealed based on chosen actions and fortune roll
5	**Recovery & Debrief**	Players collectively design a recovery plan, then reflect on real-world connections & their Neighbour Cards.

Table layout

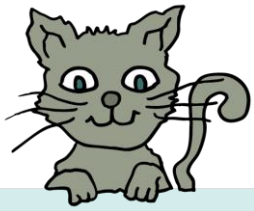
This is how your cards will be laid out at the start of the game.

- All Neighbour Cards — deal one to each player, remainder face-down in a pile in the centre
- Monster Cards shuffled and ready to draw from
- Prepare and Connect action cards kept in a separate pile (not yet visible)
- Dot the Cat – placed nearby but not essential
- Device running the game interface — screen visible, sound checked

The four monsters

There are four disaster types, each given a character name and personality. Two are drawn at random to form a 50/50 forecast. Players prepare for both, but only one strikes.

Monster	Element	Effects
Gale	Wind	Storms, gales, high winds
Drench	Water / Rain	Flooding, heavy rainfall
Inferno	Heat & Fire	Heatwaves, wildfires
Crystal	Snow & Ice	Severe winter weather



Dot

Dot, the stray cat who lives on High Street, appears throughout the game as a light-hearted thread — and becomes the focus of the parts of the game's narrative!

A video Introduction

If you would like to see a video introduction to the game then you can by heading **here**.

2. What facilitators need to know in advance

Your role

As facilitator, you are the game's anchor. You don't need to have all the answers — but you do need to know the game's shape well enough to keep things moving, manage the moments where player choice matters, and hold the debrief with care.

You can choose to play as a neighbour yourself or sit outside the game entirely.

The website & voiceover

The game is designed to run via a digital interface (portal) which displays text and plays audio. Before your session, you need to be clear on:

- Whether you are using the With Voiceover or No Voiceover mode.
- If using No Voiceover, you (the facilitator) will read all on-screen text aloud.
- The soundtrack plays in both modes. If you prefer no audio at all, turn the device volume down before the session starts.
- Make sure the device is visible and audible to all players or appoint someone to manage it.

Accessibility

Players may have different access needs – if in doubt, ask. Here are some adjustments you might make to ensure everyone can fully participate in the game.

- Reading cards aloud where needed (people with visual impairments)
- Allowing extra processing time (Neurodiverse participants and/or English isn't a first language)
- Ensuring everyone can clearly see the screen
- Supporting participants who may find role-play uncomfortable or challenging
- Using plain language where appropriate

Key facilitator game moments

Understanding these moments of the game will help you lead the experience comfortably:

The forecast

In the forecast phase you will discover one of the two monsters that will hit High Street. Shuffle all four cards, hold them face down and ask one player to draw two. These are the two candidates - only one will strike but players plan for both possibilities.

Then, during the attack phase, shuffle the two cards, hold them face down and ask one player to reveal the actual Monster.

Choosing five actions

Players choose exactly five from twelve available Prepare and Connect action cards. Encourage genuine discussion — which five they pick has real consequences. Each card has a code (e.g. Prepare 1 = "Lay out salt or grit"). You don't need to know every outcome by heart.

If you'd like to understand what outcomes will occur with their choice then see the Action Reference Card, which is available as an appendix below.

The fortune roll

The fortune roll determines what external support (if any) is available from a local council/government. This is a digital dice roll. Results are:

- 5–6: Very fortunate — you'll receive two digital Good Fortune Tokens (extra emergency support)
- 3–4: Fortunate — you'll receive one digital Good Fortune Token

- 1–2: Low fortune — no tokens, and an Unpredictable Outcome during the attack

Important

Players are given the option to roll again if they dislike their fortune. This is intentional — it opens a conversation about fairness and the reality that fortune is rarely re-rollable in real life. One of the debrief questions specifically revisits this choice.

The unpredictable outcome (Low Fortune)

If players rolled a 1 or 2, and choose not to re-roll, they will face an Unpredictable Outcome during the Attack phase — one that isn't covered by any of the Prepared actions. The same scenario applies to all four Monsters: Dot the cat is in trouble (specifics vary by Monster).

In facing the unpredictable outcome, your role is to:

- Invite players to discuss their neighbours' skills and resources
- Ask the group to nominate one neighbour to take action
- Invite that player to describe, in character, what they do
- Judge (generously and with warmth) whether their solution works

Facilitation note

There is no wrong answer in the Unpredictable Outcome moment. The point is to help players feel that their community has resources it might not have known about. Reward creativity and generosity.

The debrief

The debrief is not an afterthought — it is the heart of the game's learning. In the full breakdown you can see the questions.

If you want to use different questions that feel more appropriate for your players then please feel free to. We have supplied a **Discussion Pack** to support these conversations.

3. Before you begin: setup checklist

Card Inventory

Before your session, check you have the full card set:

Card Type	Qty	Notes
Neighbour Cards	One per player + spares	Deal one to each player. The remaining cards start the game face-down on the table
Monster Cards	4 (Gale, Drench, Inferno, Crystal)	Shuffle and draw 2 for the Forecast when asked
Prepare & Connect Action Cards	12 (7 Prepare & 5 Connect Cards	Keep in a pile until needed, then lay all these cards out for players to choose from.
Dot the Cat Card	1 card	This card is for decoration purposes – Dot should be present but isn't required!
Facilitation Setup Card	1 card	Some instructions on how to setup the game
QR Code Card	1 card	A link to the online platform

Pre-session checklist

Run through this before players sit down:

- ☐ Device charged and game interface loaded using QR Code
- ☐ Voiceover mode confirmed (With or No Voiceover)
- ☐ Sound tested — voiceover clear, volume appropriate for the room or turned off if you don't
  want the voiceover or soundtrack.
- ☐ Card sets complete and sorted
- ☐ Table layout ready as described above
- ☐ You have read this pack and feel confident with the mechanics
- ☐ You know which debrief questions you want to prioritise if time is short

QR code

If you have lost the Game Portal QR code, then you can play by scanning the QR code below.

Alternatively, you can head to www.agile-rabbit.com/strongertogether/

4. Running the game: phase by phase

Phase	Recommended Time
Welcome & Setup	3 mins
Meet the Neighbours	2 mins (introductions)
The Forecast	1 min
Prepare — choosing 5 actions	5 mins (timed)
The Attack	5–7 mins
Recovery planning	3 mins
Recording your plan	1–2 mins
Debrief	10 mins
TOTAL	**~35 mins**

We have suggested some timings throughout the plan - however please feel free to respond to the group you are working with and allow as much space as necessary for the conversations to take place. Stronger Together might run between 35-60 minutes depending on your group.

Phase 1: Welcome & setting up

Players settle, card layout explained, voiceover mode confirmed	**⏱ 3 mins**

The portal introduces the concept of community resilience and the fictional setting of High Street. Let the interface do this work. Your job is to hold the room's attention and prompt players to engage, not to explain everything yourself.

- Make sure everyone can see and hear the screen
- If using No Voiceover, read clearly and at a measured pace
- Reassure players: there are no wrong answers in this game

Phase 2: Meet the neighbours

Deal Neighbour Cards, allow reading time, then introductions	**⏱ 2 mins**

Deal one Neighbour Card to each player. Remaining cards go face-down in a central pile. Players choose their own name (their real name or a new one). After a moment to read,

invite everyone to introduce themselves: their house number and their interesting and peculiar skills.

Facilitation tip

These introductions set the tone. Encourage warmth and playfulness — the 'peculiar skills' on the cards are intentionally fun. Don't rush this: the richer the characterisation, the more meaningful the choices become later.

Phase 3: The forecast

Shuffle Monster Cards, draw two, reveal to group	**⏱ 1 min**

Shuffle all four Monster Cards and draw two. Show both to the group — these are the possible attackers. Players can see both, but won't know which will actually strike until the Attack phase.

- Leave the two cards out so players can reference them
- Keep the remaining cards face-down and out of sight
- Encourage brief discussion: 'Which of these feels more worrying?'

Phase 4: Prepare — choosing five actions

All 12 action cards laid out, group chooses 5, timer runs	**⏱ 5 mins**

Lay out all 12 action cards (7 Prepare cards and 5 Connect cards) on the table. The group has exactly five minutes to choose five. The portal runs a timer.

During this phase, your role is to:

- Let discussion happen naturally — don't steer choices
- If players are stuck, prompt: 'What do you want to prioritise?' / 'What will you definitely need?' / 'What might help if either monster arrives?'
- Remind the group if time is running short
- If the group hasn't decided when the timer ends, call time and ask them to commit.

What to watch for

Groups often prioritise Prepare actions over Connect actions. Connect actions — especially the Messaging Group and Door-Knocking — reveal additional Neighbour Cards, expanding the community's resources. You don't need to signal this but be ready to highlight it in the debrief.

Phase 5: Fortune roll

One player rolls (or the portal rolls); result is applied	⏱ 1 min

A player rolls the digital die. The result determines the Fortune level for the session and later in the game this will have an impact after the Monster Attack.

- If players want to re-roll, allow it — this is a designed choice with debrief implications

Phase 6: The attack

Monster revealed; outcomes played out based on chosen actions	⏱ 5–7 mins

Turn the two Monster Cards face down, shuffle them and then ask one player to select one at random — this is the Monster that will strike. The portal then walks players through the outcomes, positive and negative, based on which of the twelve action cards the group chose.

Follow the portal's flow. Your role is to:

- Maintain energy and atmosphere as outcomes are revealed
- Handle the Neighbour Card reveals when triggered by Connect actions
- If fortune was low: lead the Unpredictable Outcome moment (see Section 2)
- If fortune was high: read out the Good Fortune Token benefits with appropriate weight

Reading the room

The Attack phase can feel high stakes, especially for groups who are genuinely emotionally engaged. If players are distressed by negative outcomes, gently remind them that this is a game about learning what works — not a test of failure.

Phase 7: Recovery planning

Group pitches ideas; one is chosen; recording made	⏱ 3–4 mins

The Monster retreats. High Street needs to recover. The portal invites players to pitch ideas for a recovery action or event — practical or fantastical, or both.

- Give everyone a chance to pitch — even a short one
- If there's no clear consensus, do a quick vote or combined idea
- The group then records their pitch using the portal's voice recording function

Facilitation tip

The 'fantastical' framing is deliberate — it gives permission to be creative and playful, and shifts the energy after the intensity of the attack. The unicorn party is real. Embrace it!

Phase 8: The debrief

Four reflection questions; full group discussion	⏱ 10 mins

The debrief is where the game's real learning lives. The portal presents questions one at a time. The questions are: (with notes on facilitation approach under each one)

Q1: **What would the blue plaque on High Street say, to commemorate how you responded?**
Open it up — invite a few different suggestions before landing on one

Q2: **If you played again, what would you do differently?**
This often surfaces the most interesting strategic reflection

Q3: **(optional, only if players re-rolled) How do you feel now about choosing to re-roll your fortune?**
Hold this lightly — it's about fairness, not blame

Q4: **How has this game changed how you think about resilience on your own street?**
This is the pivot from fiction to the real world. Give it space. Don't rush to the ending.

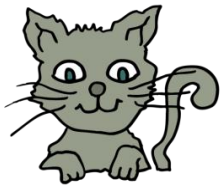
After the timer ends, the portal closes the game and signposts the UK Government's Prepare Campaign for further information. If you want to have a deeper conversation with your group, have a look at our **Discussion Pack** that has several options on where you could expand the conversation.

5. Facilitation tips & handling moments

Managing group dynamics

- If one player dominates the action-choosing phase, use the timer as a neutral tool: 'We've got two minutes — let's hear from anyone who hasn't spoken yet.'
- If players are very quiet, try pair discussion first: 'Take 30 seconds with the person next to you, then share.'
- If conflict arises over action choices, remind the group they are representatives of the whole street — they need to think about all their neighbours, not just themselves.

Keeping energy up



- The Monster names and personalities are designed to be fun. Use them — 'Here she comes, Gale is on her way...'
- Dot the cat is a light-touch thread throughout. Reference her with warmth.
- The recovery phase is a creative moment. Match the group's energy.

If the portal has technical issues

- If voiceover drops out mid-game, switch to No Voiceover mode and read from the screen
- The game script is linear — you can navigate it manually if needed
- Keep this pack to hand as a backup reference for outcomes if the interface is unavailable

If players question the scenario

'*But What Would Really Happen?*'

This is a great question and worth holding for the debrief rather than answering mid-game. You might say: 'That's exactly what we'll talk about at the end — hold that thought.'

If the question persists: the game is based on real research into community resilience. The Monsters are fictional versions of genuine UK weather emergencies. The actions are all things real communities do. The fortune roll reflects real inequalities in how prepared different communities are.

'*Climate change isn't real.*'

Possible response: This game focuses on how communities prepare for disruptions and emergencies. What kinds of events have affected communities in your area?

'The council should do all of this.'

Possible response: That's an important perspective. The game focuses on what communities can do alongside existing services. What role do you think neighbours can play?

After the game

If players want to continue the conversation, you can:

- Signpost the UK Government's Prepare campaign: **prepare.campaign.gov.uk**
- Share some of the resources in the **Discussion Pack** on Blue Heart's website
- Invite players to think about their own neighbours and what skills/resources already exist on their street
- Reach out to the creators, Mod Games, on their website: **modgames.co.uk**

6. Frequently asked questions

How many players does the game need?

The game works best with 3–8 players. With fewer than three, the variety of neighbour skills is limited; with more than eight, discussion phases can become unwieldy. If you have a large group, consider splitting into two separate games running simultaneously.

Can younger people play?

Yes. The Monster framing is specifically designed to make the subject matter — disaster preparedness — accessible and non-threatening for mixed-age groups including children. The language and concepts are age-appropriate. For groups with younger players, you may want to spend a little more time on the introductions to make sure everyone feels confident.

What if players choose the same five actions every time?

That's fine for individual sessions, but if you're running the game multiple times with the same group or as part of a programme, you can introduce a variant: restrict the Connect actions available, or ask players to choose only three Prepare and two Connect (or vice versa) to explore different outcomes.

What if the group gets a very low fortune and struggles with the Unpredictable Outcome?

Be generous in your judging. The point is not to catch players out — it's to surface the idea that communities find creative ways to fill gaps. Prompt them: 'Think about the skills on all your Neighbour Cards — is there something there that could help?' Accept partial solutions with warmth.

Is any data from the session saved?

No. The portal does not save any data from your playthrough. The voice recording of the recovery plan is not stored. Players can share it externally if they wish, but nothing is retained by the system.

Who made this game?

Stronger Together was developed by Mod (a games and experience design Community Interest Company) for Blue Heart.

Blue Heart is funded by Defra as part of the £200 million Flood and Coastal Innovation Programmes, managed by the Environment Agency.

Mod
BLUE HEART
Department for Environment Food & Rural Affairs
Environment Agency
Flood and coastal resilience innovation programme
Part of the £200m Flood and coastal innovation programmes

STRONGER TOGETHER — Action Reference

What each action does — and what happens if it isn't chosen

✓ = Action was chosen ✗ = Action was NOT chosen — = Not relevant for this Monster

Note: For low-fortune playthroughs (roll 1–2), an Unpredictable Outcome also occurs regardless of action choices. This is separate from the action outcomes below.

Code	Action	Type	Gale (wind)	Drench (flood)	Inferno (heat)	Crystal (ice/snow)
PREPARE ACTIONS — physical preparations for home or street						
A (1)	Lay out salt or grit	**Prepare**	—	—	—	✓ Streets clear, no slips or falls ✗ Broken wrist and two sprained ankles
B (2)	Gather water and ice	**Prepare**	—	—	✓ Neighbours stay cool and hydrated ✗ Two neighbours hospitalised with dehydration	—
C (3)	Clear away / secure outdoor objects	**Prepare**	✓ Flying debris contained, no injuries ✗ Neighbour hit by parasol, hospitalised	—	—	—
D (4)	Set up barriers, blocks & absorbent pads	**Prepare**	—	✓ Street kept water-free, no disease or electric shock ✗ Respiratory infections; family trapped upstairs	—	—
E (5)	Gather an emergency kit	**Prepare**	✓ Food, water, first aid, radio — outage covered ✗ 24h outage: not enough blankets, no tins. Shock.	—	✓ Neighbour faints; kit enables first aid while waiting for help ✗ Neighbour faints; no supplies. Left scared.	✓ Power outage covered — blankets, food, radio ✗ Power outage: no blankets, no food. Shock.
F (6)	Have a plan (grab bag)	**Prepare**	—	✓ Evacuate with supplies; answer neighbour's call next morning ✗ Forget phone charger; neighbour calls but phone is dead	✓ Evacuate with supplies; answer neighbour's call next morning ✗ Forget phone charger; neighbour calls but phone is dead	✓ Evacuate with food, water & charger; answer neighbour's call ✗ Forget phone charger; neighbour calls but phone is dead
G (7)	Move precious belongings inside / up high	**Prepare**	✓ Window shatters but area is clear — no damage, everyone safe ✗ Window shatters, TV destroyed, table unusable	✓ Belongings safe on high shelves when water enters ✗ Family photos and computer swept away and lost	—	—

Code	Action	Type	🌬 Gale (wind)	🌊 Drench (flood)	🔥 Inferno (heat)	❄ Crystal (ice/snow)
CONNECT ACTIONS — connecting to neighbours and local community						
H (8)	Set up a messaging group	**Connect**	✓ Reveal half the face-down Neighbour Cards — include in prep & recovery ✗ Flip same cards face-down — those neighbours are unreachable	✓ Reveal half the face-down Neighbour Cards — include in prep & recovery ✗ Flip same cards face-down — those neighbours are unreachable	✓ Reveal half the face-down Neighbour Cards — include in prep & recovery ✗ Flip same cards face-down — those neighbours are unreachable	—
I (9)	Go door-knocking	**Connect**	—	—	✓ Reveal half the face-down Neighbour Cards — include in prep & recovery ✗ Flip same cards face-down — those neighbours are unreachable	✓ Reveal half the face-down Neighbour Cards — include in prep & recovery ✗ Flip same cards face-down — those neighbours are unreachable
J (10)	Connect to the community centre	**Connect**	✓ Food bank steps in when supplies run low ✗ Supplies run low; nowhere to turn — neighbours left hungry	—	—	✓ Food bank steps in when supplies run low ✗ Supplies run low; nowhere to turn — neighbours left hungry
K (11)	Connect to local school or faith space (safe space)	**Connect**	—	✓ Waterlogged homes — neighbours retreat to safe space ✗ Homes uninhabitable; nowhere to go. One sleeps on dining table.	✓ Homes unsafe in heat — neighbours retreat to safe space ✗ Homes unsafe; nowhere to go. Neighbours scared and panicked.	✓ Homes too cold — blankets and hot chocolate at the safe space ✗ Homes below safe temperature; one neighbour gets hypothermia.
L (12)	Sign up for alerts and warnings	**Connect**	✓ Everyone warned in time with up-to-date guidance ✗ Contradictory news; one neighbour stranded in car, left shaken	✓ Everyone warned with current guidance — no outdated methods ✗ Neighbours use sandbags instead of pads; water seeps through	—	—

Fortune tokens (rolls 3–6) add additional support during the attack and are separate from these action outcomes. Developed by Mod for Blue Heart. blueheart.org.uk