

## ForesightNZ playing cards

Compete, collaborate, create  
One deck, infinite possibilities

Thank you for downloading the printable PDF version of the *ForesightNZ* playing cards.

36 participants aged 18 to 25 came together from throughout New Zealand to explore the events and trends that could shape our long-term future. From 27 to 29 April 2016, participants worked to create a robust foresight tool in the form of a card game.

Post a photo or tweet your interesting scenarios using the hashtag #foresightnz to contribute to the national conversation around New Zealand's long-term future.

To learn more about the *ForesightNZ* Workshop, see the website at [www.foresightnz.org](http://www.foresightnz.org).

If you would like to purchase a deck of cards, please visit our online store at [www.mcguinnessinstitute.org](http://www.mcguinnessinstitute.org).

### What are the ForesightNZ playing cards?

These are 64 cards developed by the participants of the 2016 *ForesightNZ* workshop in Wellington. The workshop participants invented three games (instructions overleaf) so that players can develop and strengthen their futures thinking skills: scenario-building, problem-solving, creative thinking and dealing with uncertainty.

You can experiment and mess with these games as much as you like, or even create your own. *ForesightNZ* calls for a dynamic and diverse conversation about New Zealand's possible futures, so add your voice to the mix.

### In the Deck

- 4 Capital Cards
- 32 Event Cards
- 3 Joker Cards
- 25 Trend Cards

### 4 Capital Cards

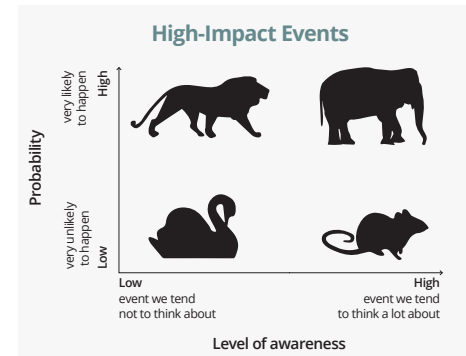
The four Capital Cards refer to the types of capital at the heart of the New Zealand Treasury's *Living Standards Framework*.

'Capital' in this sense describes something of value that can be drawn upon to produce more value, and together the four capitals describe where all of the resources come from that can improve the everyday lives of New Zealanders.



### 32 Event Cards

Each Event Card falls into one of four types depending on how much society thinks about the event's possibility and how likely the event actually is. Although not an exact science, the types of Event Card help to ensure we have a range of possible events. Each event category is represented by an animal – lion, elephant, swan or mouse – as shown in the diagram below.



Thinking about these event types may help you add context to your scenarios: Was the event expected? Was anyone prepared for it? What happens when two high impact events occur at the same time? Does the order of events impact on the outcome?



### 3 Joker Cards

The three Jokers can be used in any game as an optional extra – they challenge you to devise your own events and trends.

You can dream up your Jokers either before the game or in the moment as you play.



### 25 Trend Cards

A trend is a change we can see happening in the world around us over the medium- or long-term. Each Trend Card can be played either as increasing or decreasing.

10 of the 25 Trend Cards describe a tension. You can play these by thinking of the tension represented on the card as rising or falling, or the balance of power shifting from one side to the other.

You can use this choice to your advantage in *I Reckon*. For *Quarrel* and *Cards for Humanity*, you might decide before the game begins to play Trend Cards as all increasing or all decreasing, or you might decide during the game on a card-by-card basis.

You can decide the direction of a trend by considering how it is developing in the world around you, challenging yourself to imagine the opposite situation, or simply tossing a coin.



## Cards for Humanity

*A collaborative learning exercise*

**To finish:** Each round consists of the players working together. Firstly, the players discuss the best response to the event or trend in terms of its impact on the Capital Card. Secondly, the players must collectively devise a strategy that would positively boost the capital in play. The game finishes when the group agrees on the most satisfactory proposed strategy.

**Aim:** To encourage agile decision making that considers broad impacts on New Zealand.

**Equipment:** Capital Cards, Event Cards and Trend Cards.

**Set up:**

1. Nominate a dealer.
2. Place Capital Cards in a pile face down in the middle.
3. Shuffle all Event and Trend Cards together and place them in a pile face down in the middle.
4. Choose how you will determine Trend Card directions – you might decide before the game begins to play Trend Cards as all increasing or all decreasing, or you might decide to allow each player to choose the direction as they play each card.

**Gameplay:**

1. The dealer begins the round by flipping over a Capital Card and reading it aloud.
2. The dealer flips over the top card in the event and trend pile, and everyone discusses the possible impact of the event or trend on the Capital Card. Does the Event or Trend Card seem likely to increase or reduce the capital that New Zealand can draw on?
3. Discuss possible strategies that respond to the event or trend and its impact on the Capital Card. If the card risks reducing the type of capital, what could New Zealand do to minimise this? If the card has the potential to boost the type of capital, what could New Zealand do to make the most of that potential?
4. Choose the preferred strategy and, using the questions below as a starting point, work together to justify your choice and explain how the strategy will boost the type of capital.
5. Discard used cards.
6. Repeat steps 1–5 for each of the three other Capital Cards.

**Questions to stimulate the discussion:**

- a. Are any of our strategy ideas similar? Could they be merged?
- b. What are the unintended consequences of each strategy?
- c. If we were the government and we had to choose one strategy to fund, which would we choose? Why? What do we miss out on as a result?
- d. What did we value the most in making that choice? Why do we have those values?

**Variations:**

- Extend the game by playing two or more rounds for each Capital Card.
- Draw two or more Capital Cards at once to consider the wider impacts of a given event or trend.
- Introduce competition to the game by challenging each player to come up with their own strategy and voting on which one is the most compelling.

## I Reckon

*A game of synthesis and guesstimation*

**To win:** Each round consists of players individually creating a narrative out of the five Event and Trend Cards drawn. The winning narrative is determined by being voted the most insightful or interesting. The winner is the player with the most points after five rounds.

**Aim:** To construct narratives and draw links between possible future events and trends.

**Equipment:** Event Cards, Trend Cards and pen and paper to record points.

**Set up:**

1. Nominate a dealer.
2. Shuffle all Event and Trend Cards together and place them in a pile face down in the middle.
3. Decide on the allocated time frame for players to construct their narrative (e.g. two minutes).
4. Draw five cards from the pile and lay them out face up in the middle.

**Gameplay:**

1. At the beginning of the round, everyone looks at the events and trends on the five cards and draws connections between them to form their own narrative of a possible future for New Zealand. Each Trend Card can be played either as an increasing trend or as a decreasing trend. This is to be decided by each player separately. You can write your narrative down if you wish.
2. Turns start with the player to the dealer's left and continue clockwise. On your turn, present your narrative to the group. You can choose to set a time limit for these narratives if you wish.
3. Everyone votes for the narrative they think is the most insightful or interesting (you cannot vote for your own). The player with the most votes wins a point.
4. Discard the five used cards and draw five new cards.
5. Repeat steps 1–4.

**Variations:**

- Draw a Capital Card in addition to the five random cards in the middle. When you present your narrative, include a consideration of the resulting impacts on that type of capital.

## Quarrel

*A competitive and imaginative game*

**To win:** Each round consists of players creating an insightful or interesting connection between the Event Card on the table and the Trend Card in their hand. Each player tries to persuade, and in some cases quarrel with, the other players as to why their story is the strongest. The winning Trend Card goes through to the next round. The winner of the game is the player with the most points after a specified number of rounds or a specified time limit (e.g. five rounds or 30 minutes). They are also the player who contributed most to shaping the direction of the overall story.

**Aim:** To stimulate debate on New Zealand's future by envisioning possible scenarios.

**Equipment:** Event Cards, Trend Cards and pen and paper to record points.

**Set up:**

1. Nominate a dealer.
2. Place Event and Trend Cards in two separate piles face down in the middle.
3. Deal four Trend Cards to each player face down – players can only look at their own cards.
4. Determine the number of points that must be won by a player to be the overall game winner, or determine a set time frame for the game.
5. Choose how you will determine Trend Card directions – you might decide before the game begins to play Trend Cards as all increasing or all decreasing, or you might decide to allow each player to choose the direction as they play each card.

**Gameplay:**

1. The dealer begins the round by flipping over an Event Card and using it to describe a detailed future scenario.
2. Turns start with the player to the dealer's left and continue clockwise. On your turn, choose the Trend Card from your hand that is most relevant to the event scenario and explain your choice.
3. Players quarrel over the Trend Card they think is most relevant to the event scenario (you cannot vote for your own). The player with the most votes wins a point. In the case of a draw, the dealer chooses the winning Trend Card and explains their choice.
4. Place the Event Card and the winning Trend Card face up in the middle and discard the used Trend Cards. Winning card pairings are now treated as part of the history behind your event scenarios.
5. Everyone draws a new Trend Card from the pile to maintain a hand of four cards.
6. The role of dealer passes to the left.
7. Repeat steps 1–6.

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The *ForesightNZ* workshop (April 2016) was a collaboration between the McGuinness Institute and New Zealand Treasury. The workshop saw 36 young people aged 18–25 come from all over New Zealand to produce a foresight tool that showcases the way New Zealand's youth think about possible futures. The *ForesightNZ* playing cards are the primary output of that workshop. Learn more at [www.foresightnz.org](http://www.foresightnz.org)



### Human Capital

Skills and capacities that people have (e.g. education, knowledge, health and wellness)



Capital



### Social Capital

Relationships between people (e.g. social cohesion, mutual respect and equal opportunity)



Capital



### Economic Capital

Human-made resources used in production (e.g. infrastructure, communication, networks and services)



Capital



### Natural Capital

Non-renewable and renewable resources (e.g. land, minerals, air, water, fish stocks and the wider ecosystem)



Capital



Your voice, your choice – come up with your own trend or event



Joker



Your voice, your choice – come up with your own trend or event



Joker



Your voice, your choice – come up with your own trend or event



Joker



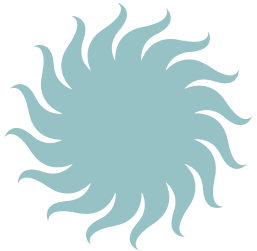
Global drought on an unprecedented scale causes extreme international food crisis



Event



Solar flare hits Earth; electromagnetic interference causes power grids to fail in NZ



Event



Cancer cure is discovered but only the wealthy can afford to be treated



Event



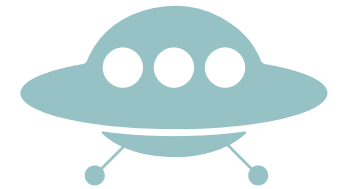
Genetically modified humans are created



Event



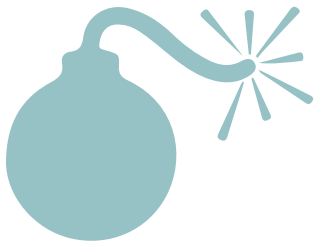
Extra-terrestrials land in Fiordland National Park



Event



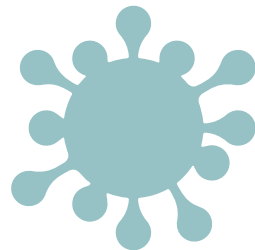
Autonomous weapon systems are used in a major war in the Middle East, removing the need for human operators on the battlefield



Event



Ebola mutates into a virus as contagious as the flu, creating a global pandemic



Event



Asteroid strikes Australia, causing a mini-ice age for five years



Event



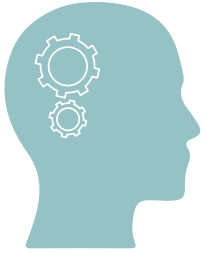
International global banking shock causes Auckland housing market to crash



Event



The first machine with intelligence greater than our own is created



Event



Scientists modify Earth's climate to reduce global warming



Event



The Norwegian Svalbard Global Seed Vault opens a partner seed vault in Gisborne as part of an international collaboration



Event



Volcano erupts in Auckland



Event



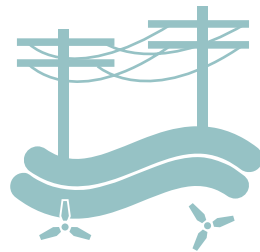
Virtual gaming becomes indistinguishable from reality and causes serious addiction problems



Event



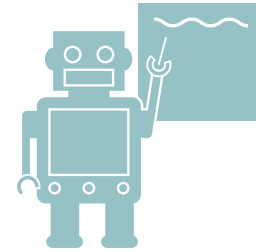
Tory Channel tidal power station is built; NZ now generates electricity from 100% renewable energy sources



Event



Robotic teachers are manufactured in Northland and sold in NZ and overseas



Event



NZ passes a Termination of Life on Request and Assisted Suicide Act, following the Netherlands' lead



Event



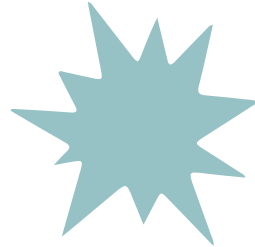
Smart drugs are created en masse; permanently enhancing memory, creativity and the ability to work harder and longer



Event



Geopolitical tensions between the US and Russia lead to World War III



Event



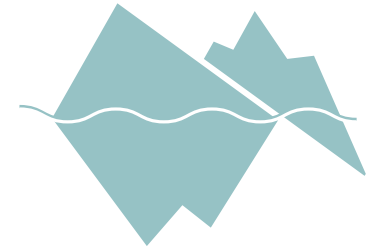
Climate refugees arrive in NZ due to extreme weather pattern changes in the Pacific



Event



Entire West Antarctic shelf collapses; sea levels rise three metres, ocean currents shift and temperatures plummet



Event



NZ birth certificates no longer record gender



Event



Meat and milk grown in US labs are approved for human consumption; NZ exports plummet



Event



NZ decriminalises all drugs, following Portugal's lead



Event



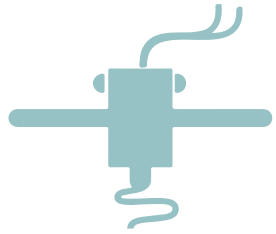
Stem cell research extends length and quality of human life by 50 years



Event



3D printers become an affordable household appliance



Event



Air turbulence intensifies due to climate change, causing significant increases in flight times and fares



Event



NZ becomes a state of Australia



Event



NZ becomes a republic



Event



Terrorists target NZ Parliament, causing significant damage



Event



Antarctic Treaty is replaced; resource exploitation begins in Antarctica



Event



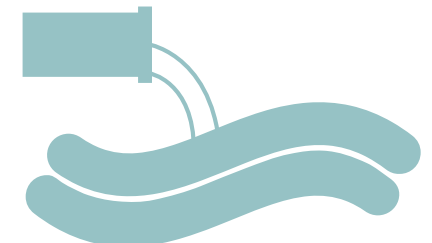
Te Reo Māori becomes a compulsory part of the national curriculum for years 1 to 12



Event



River pollution in NZ



Trend



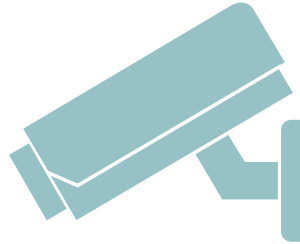
Urban density in NZ



Trend



Surveillance in NZ



Trend



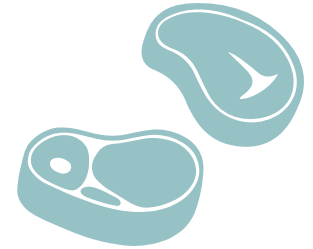
Corporate influence on governments' policy



Trend



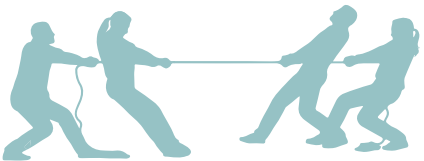
Red meat consumption globally



Trend



Tension between different racial groups in NZ



Trend



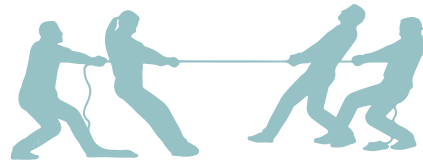
Tension between the Crown and Iwi



Trend



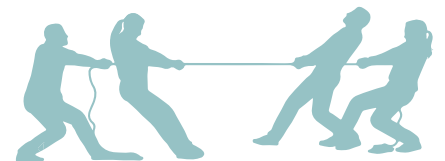
Tension between local and national government in NZ



Trend



Tension between old and young

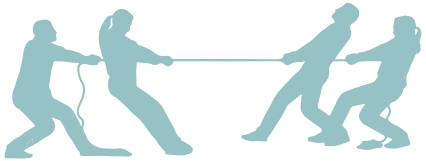


Trend





Tension between rich and poor



Trend



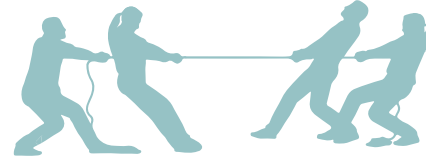
Tension between capitalism and environmentalism



Trend



Tension between developed and developing countries



Trend



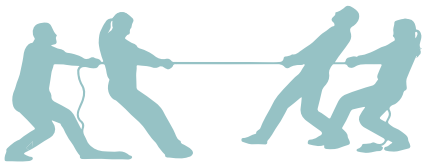
Youth unemployment in NZ



Trend



Tension between citizens pursuing self-interest and citizens pursuing community interest



Trend



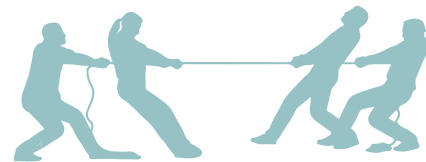
Global lactose (dairy) intolerance



Trend



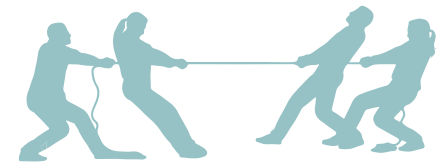
Tension between nation state governance and global governance



Trend



Tension between the establishment and the people



Trend



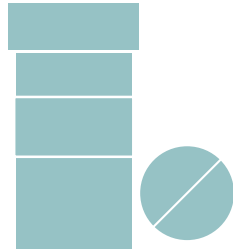
Press freedom in NZ



Trend



Antibiotic effectiveness globally



Trend



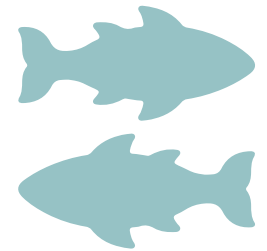
Lifestyle diseases in NZ (e.g. diabetes, lung cancer and heart attacks)



Trend



Fish stocks in NZ



Trend



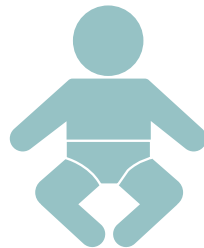
Immigration to NZ



Trend



Birth rates in NZ



Trend



Government debt in NZ



Trend



Household debt in NZ



Trend