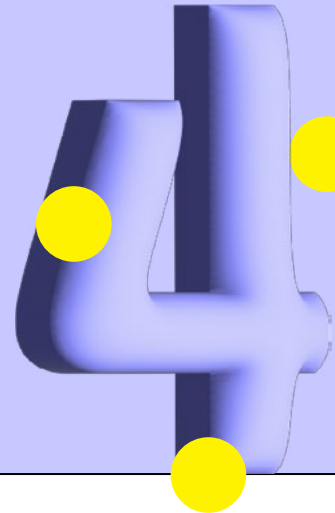


Stranger Futures

TOOL TYPE: FUTURING GAME

RUN TIME: 60-90 MINUTES; PREP TIME: 20 MINUTES



ACKNOWLEDGEMENTS

Created by 4CF, the Futures Literacy Company (Poland).

NUMBER OF PARTICIPANTS

3-9 people

WHAT YOU'LL NEED

- A self-printed and self-assembled CC-BY-NC-ND version;
- A Room, Table, and Chairs;
- Writing Markers.

KNOWN APPLICATIONS

Futuring Experience;
Creative Thinking.

USE CASES WITHIN UN

Exercise in week-long workshop, Resilience Frontiers, Global Adaptation Week, hosted by UNFCCC, Republic of Korea (2019).

BRIEF DESCRIPTION

Stranger Futures is modelled after popular board games. There is a game leaders' 'tent' and pace cards for each player. The players discuss the future of a selected topic and earn tokens for sharing disruptive ideas ('pre-cogs'), and strengthening or weakening arguments for already shared disruptive ideas. It is fun, while challenging the players to **disrupt assumptions** about the future and raising **new ideas** about what could change and why.

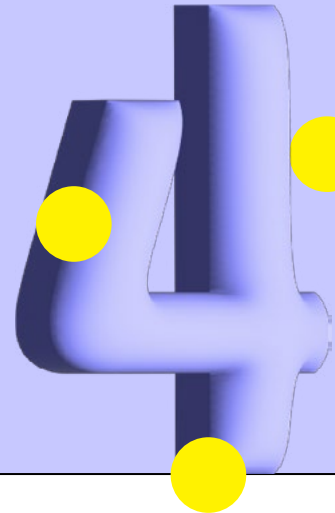
HOW IT SUPPORTS INTERGENERATIONAL EQUITY

Stranger Futures game encourages its players to surprise each other with increasingly strange disruptive ideas and arguments about the future. Accepting and responding to these surprises is a way to practice appreciation of novelty. Organisers of the game will need to prepare starting assumptions pertinent to intergenerational equity with long time horizons (e.g. +35 years) to support temporal empathy, co-production of equitable conditions, and long-term futuring.

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CONCISE INSTRUCTIONS

- Before the game, fill out the assumption sheet (2-4 assumptions).
- A player volunteers a disruptive idea about the assumption.
- On each turn, the player can upgrade or challenge the disruptive idea, or pass.
- The round ends when all cards are used up. The cards are reset and the next round continues using the remaining assumptions on the assumption sheet.
- The game ends when time runs out or all assumptions have been fully discussed.
- Players compare their shortest stack of tokens on their game cards: Whoever has most tokens in their shortest stack wins.

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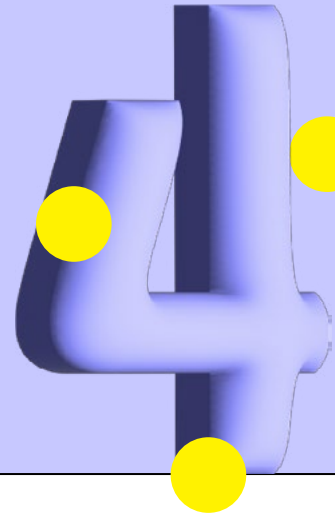
**[DOWNLOAD THE STRANGER FUTURES GAME:
HTTPS://4CF.EU/STRANGER-FUTURES/](https://4cf.eu/stranger-futures/)**

Detailed instructions are included in the game kit. By following the link below, you can access a digital CC-BY-NC-ND licensed copy of the game.



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EXPECTED OUTCOMES

- A group who plays Stranger Futures is likely to stretch their existing ideas about the future and imagine unusual trajectories and speeds of change.

RESOURCES

- 4CF product page: <https://4cf.eu/sf>

FEEDBACK

Help grow this collection. Give us your feedback.