

UNFROZEN!

- PANAMA + SUEZ 'LET GO'



2020 - 5 YEAR TIME STEPS

- CHANGING GEOGRAPHY
- INVESTMENT DECISIONS
- COOPERATION

- POLITICAL
- ECONOMIC
- MILITARY

ARCTIC SETTLERS

EXPLOITATION.

- VICTORY - CONTROL OF RESOURCE
 - CONTROL OF ACCESS(OBJECTIVE CARDS)
- PLAYERS - 4 POWER BLOCKS.
 - NEAR FUTURE
 - ASYMMETRIC GAME.
- TERRAIN OBSCURED - REVEALED OVER TIME
 - EARLY REVEAL
 - ↳ PROSPECTING (RISK) → CHANGE OF SUCCESS
 - ↳ SCOUTING → EXTREME WEATHER
- COLLABORATION / COMPETITION
 - POLITICAL / MILITARY / ECONOMIC.
- LONG TERM TURN TIME. (TURNS 1-5 YEARS)
- DEVELOPMENT OF TECHNOLOGY → AUTOMATION → RAPID EXPLOIT

WHAT DOES IT LOOK LIKE

- BASE BOARD - POPULATED WITH HEXES
- HEXES - WHITE ON ONE SIDE
 - RESOURCE / LAND / OCEAN / ETC ON OTHER
- HEXES REVEALED OVER TIME.
- CAN VIEW HEX EARLY - PROSPECTING / SOUTING.
- TECHNOLOGY DEVELOPMENT TRACKS - HIGH EXPLORATION
- EXTREME EVENTS?
 - ↳ ENVIRONMENTAL.
- BALANCE OF INVESTMENT
 - RESEARCH
 - PROSPECTING
 - INFRASTRUCTURE
 - UNITS.
 - ECONOMY.

①

Very long-term game

Strategic implication of accessibility
(increasing)

② Investment game for Coast guard etc.
inter-country cooperation

③ Exploration / "Settlers" of the Arctic ~~(migration)~~ ^(immigration)

④ Technology assessment of UUV, surveillance
etc. on maritime & protection operations

⑤ Sub-Arctic migration (rising water)

⑥ Technology development game (see ② & ④)

⑦ Exploitation of resources

COLD RUSH

A GAME OF RESOURCE CONTROL
& COMPETITION IN THE ARCTIC OCEAN

MULTI-DECADEAL STRUGGLE BETWEEN
NATION STATES TO CONTROL
MINERALS, STRATEGIC LOCALES, TRADE ROUTES
AGAINST A BACKDROP OF MILITARY
RISK AND ENVIRONMENTAL DEGRADATION

~~INCORPORATING ECON~~

~~BOARD~~

PLAYERS: 5-8

1
TRACKS

NORTHERN EXPOSURE

- 2 LAYERS (EC.
- SOCIAL)

• 3 ↑ PLAYERS
(RUSSIA, EUROPE, US)

[RESOURCES
PEOPLE (100M; MIL; CIV)

• TURN BASED.

• HEX. UNDER ICE (STACKS)

EDUCATIONAL & LEADERSHIP
SKILL DEVELOPMENT.

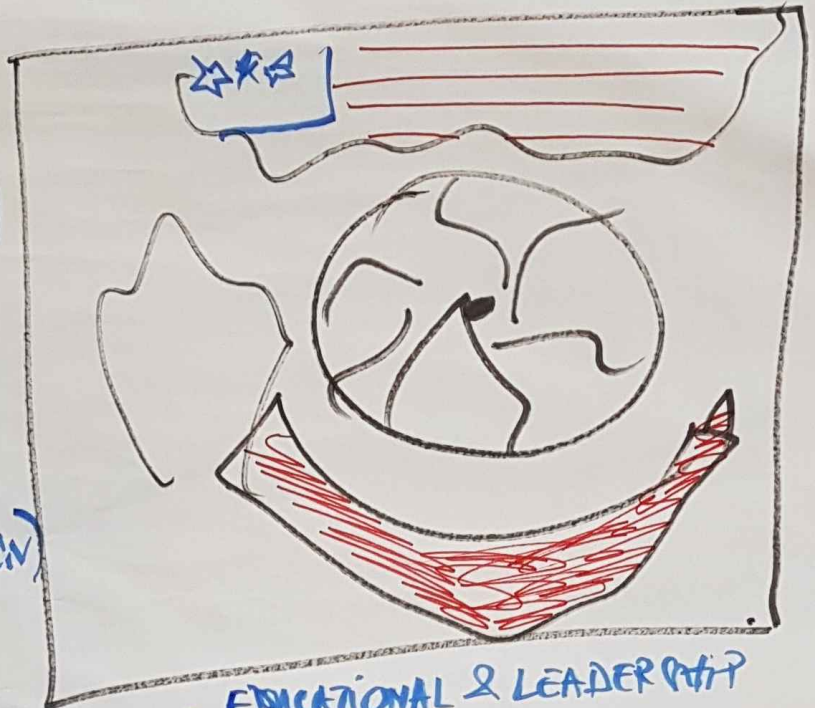
• LEGAL COMPONENT

→ SURVEILLANCE
MINING
INTAS. / ASSYM

OFFENSIVE
SURVIVABILITY (WILDCARD)
• VICTORY (% TER; RESOURCES; PPL)

• OUTCOME ORIENTED

• BOARD GAME (CLOSED, ASSYM)



ICE CAPITALISM.

1) MAP BASED WHOLE ARTIC
HEXAGON GRID.

2) ALTERNATE GROW - SHRINK. - 6 MONTH TURNS
V
ICE

3) PLAYERS - MULTINATIONALS. / NATIONS = CDN
⑥ COMPANIES ④ = RUS

③ UN GREENPEACE
NGO

= 13 PLAYERS

4) REVEAL - RESOLVE ORDERS

5) PLAYERS CAN BUY FLEETS. OIL RIGS ETC
MINERAL RIGS ETC

6) INSIGHTS

1) DOES ARTIC GET MILITARISED?

2) POWER OF MULTINATIONAL OIL
V GREENPEACE

CAPITALISM VS UN
& ICECAP

"COMMERCIAL" BOARD GAME

MINING RIGHTS AT SEA

- USE EXISTING RULES OF THE SEA ✓
- MAKE UP NEW RULES ✓

TRADE ROUTES THROUGH EEZ'S
FREE
PAY RUSSIA FOR ICE BREAKING
MOVE MILITARY ASSETS BALTIC → PACIFIC



DRILL FOR OIL? INSIDE EEZ ← PAY RUSSIA.

CORRUPTION & MONEY

RUSSIAN: "STATE SPONSORED" ARTIC PIRATES

CANADIAN CLIMATE
→ N

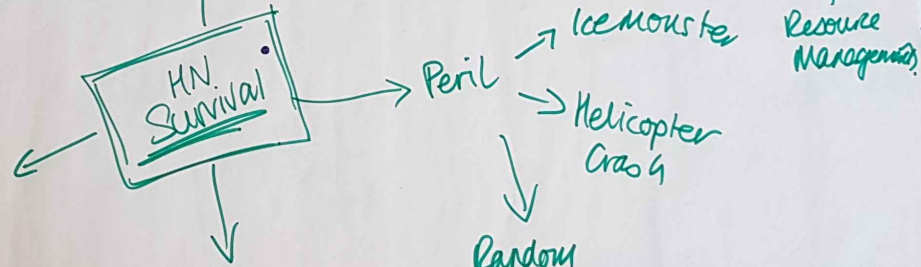
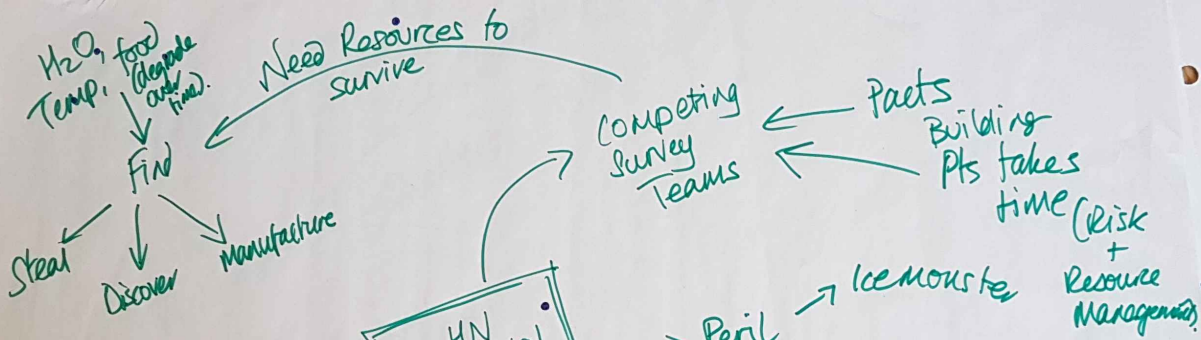


BETTER THAN US

OIL FIRMS

ITS ALL ABOUT OIL
NATURAL RESOURCES

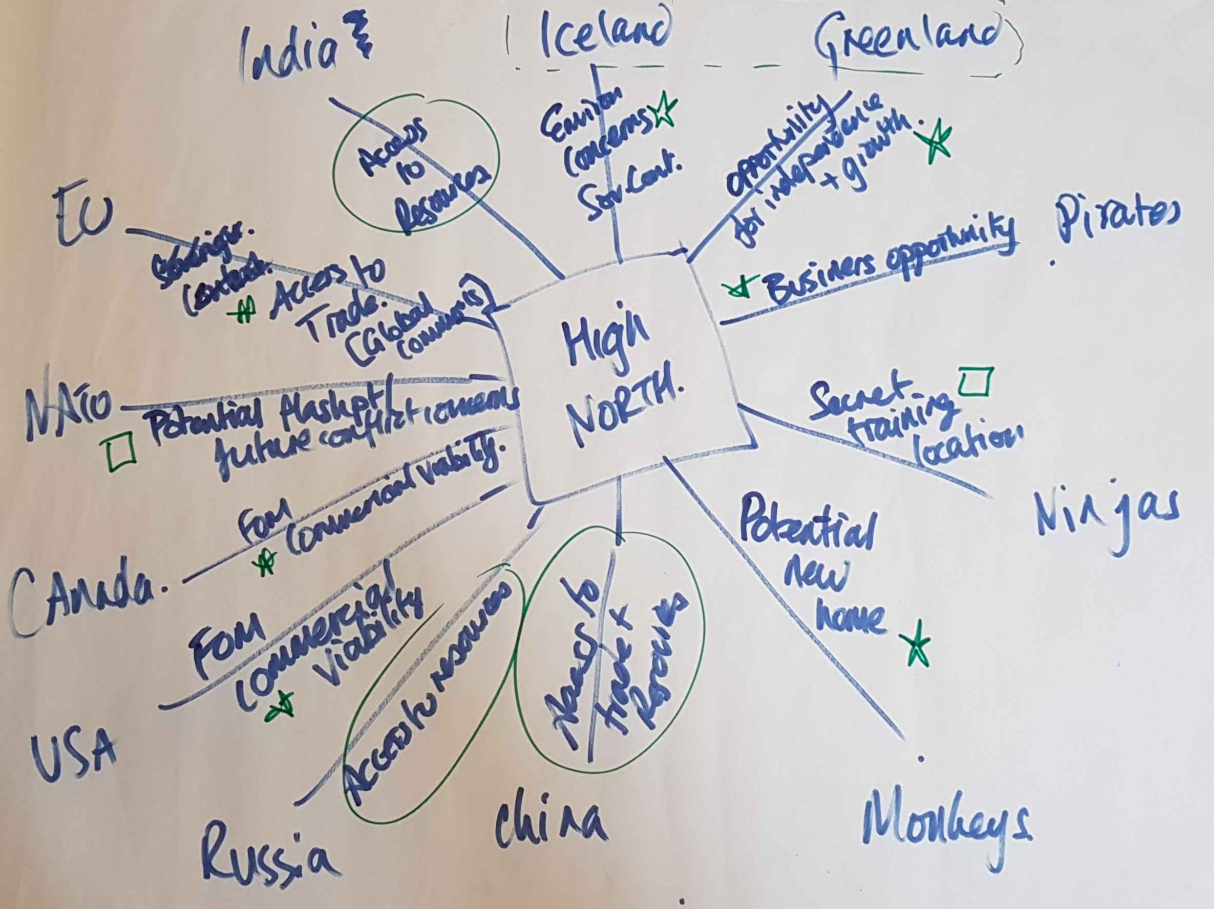
LI, HELIUM RESERVES
PHOSPHATE



✓ Time element
 ↓
 to get to archic logistics Base.

[Play thru' out game.] — White out
 — Polar bear
 finding/bonus resources — Crowasse } Polar Bear in a crowasse

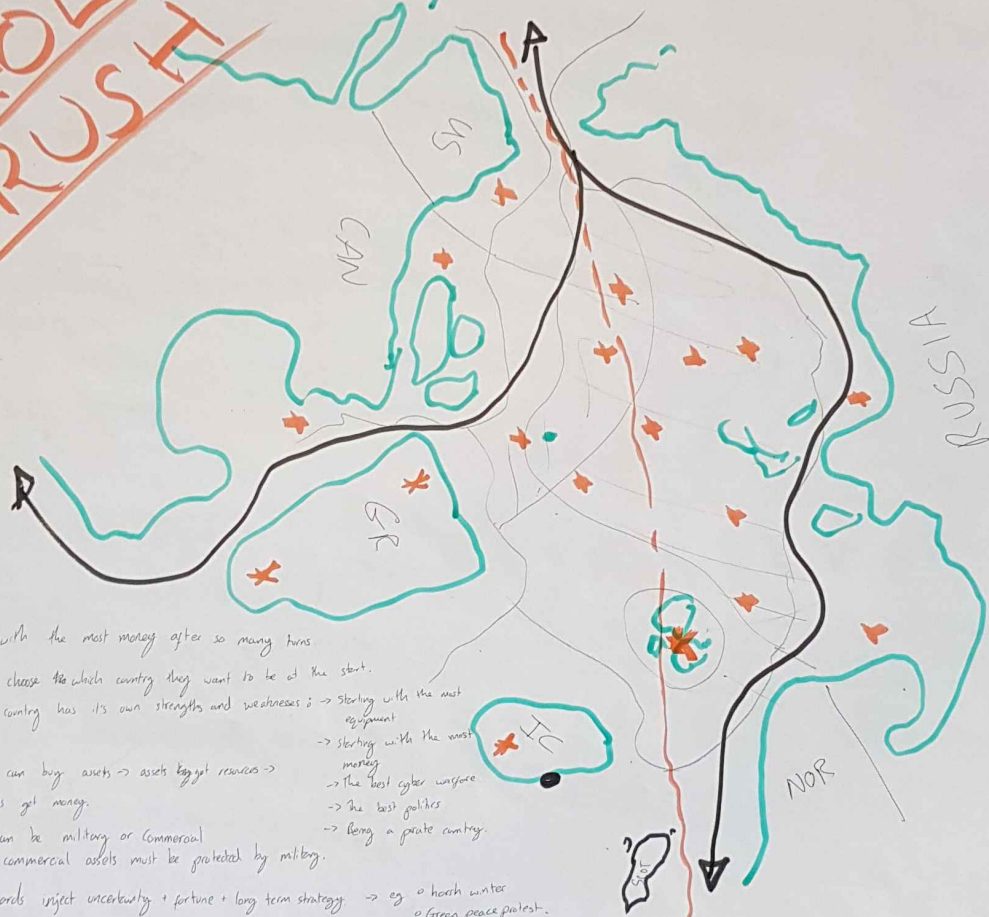
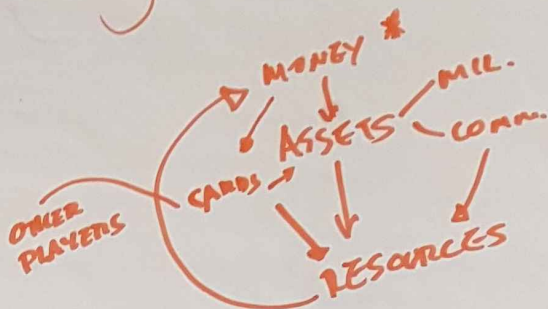
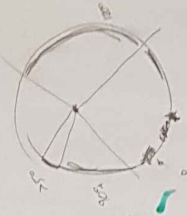
FUN GAME



• Resource - Acquire this
 - In Game Currency

o Assets ->

ARCTIC GOLD RUSH



Am: End up with the most money after so many turns

Starting rules: - People choose the which country they want to be at the start.

- Each country has its own strengths and weaknesses: -> starting with the most equipment

-> starting with the most money

-> the best cyber warfare

-> the best politics

-> being a pirate country.

Game play: o Money can buy assets -> assets buy resources -> resources get money.

o Assets can be military or Commercial but commercial assets must be protected by military.

o Chance cards inject uncertainty + fortune + long term strategy

o There are resources scattered all over the arctic sea floor which you need to mine with assets to gain money.

- > eg
- o harsh winter
- o Green peace protest.
- o cyber hack.
- o strong politics dispute.
- o UN intervention.
- o Bionic polar bear attacks.

RESOURCE
MANAGEMENT
CARD GAME

LIMITED TIME
& RESOURCES
(URGENCY)
APPROACHING
DOOM!!!

WEATHER

COMPETING
TEAMS
(1 +)

HIGH NORTH
SURVIVAL!

FROM
PERIL TO
SAFETY
(LADDER
TRACK)

FUN GAME

EACH TEAM
1/TURN

RANDOM EVENTS

eg.

WHITEOUT

CREVASSE

POLAR BEAR

POLAR BEAR IN A CREVASSE

RESOURCE FINDS

MINERAL FINDS

CARRIED
RESOURCES

START WITH CACHE

USED UP

FOUND THROUGH
EVENTS/
STEALING

Political > military game

(not quite stable)

- Confederation of Indigenous Nations of the North (several teams of 2-3 people)
- external actors (Russia, US, China (CIN))
(teams of 2-3 people) (Private companies/MNCs)
(NGOs? U.N. (UNDRIP))

Contention over transit route that generates $\$$ if not interfered with

- incident that starts scenario: tanker struck by ^{mine/}missile (who fired it? Whose it come from?)
Was it actually an accident?)
- influence and money flows into the arena - threatens stability of CIN

- religion: animist revival factor

- Asymmetry of player abilities actions

- Asymmetry of agendas

- Audience:
 - politically aware public
 - policy wonks
 - 20-40 players

Mechanisms

- Cards + action selection
- Cubes (tokens of influence)
- Area maps of -influence
- networks / infra structure
- territorial control

Winning:

- Indigenous victory
- National victory
- Corporate victory?

- human terrain
- natural terrain
- artificial terrain

LESS COLD WAR

P: HYDROCARBON Extraction problem

EUROGAME (Board Game)

↳ Worker Placement - Resource Management

Resource Allocation

GAME MECHANICS

- a) Area Control (People, Mapping, Influence)
- (b) Resource Extraction (Mining etc.)
- c) Resource Transportation. Reacts to player actions & limits available actions
- (d) Conflict Escalation Track + Consequence Management track
- (e) Tech. Market - Augments player actions + Dictate how much you do on your turn
- g) Resource Points - Random or pre-scripted
- h) Event ~~cards~~ cards
- i) Nations - Corporations (~3-6 players, Nations + Corporations)
- e) Individual objectives for victory. ['WIN' CONDITION]
 - ↳ Hidden
 - ↳ Asymmetric

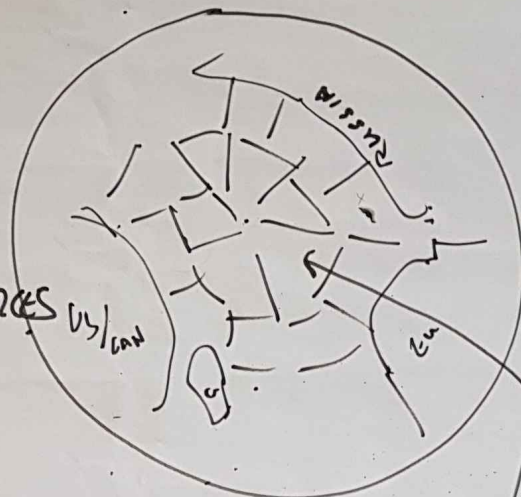
Money + Influence

1) Win con Environmental Terrorism
↳ No cap

2) Get there first

LESS COLD WAR

INTERNATIONAL
COMPETITION FOR
CONTROL OF
ARCTIC + ITS RESOURCES



AUDIENCE?
GOVT &
STRATEGIC
PLANNERS.

MATRIX GAME
10-YEAR TURNS

TEAMS.

- US + CANADA.
- EU + UK
- RUSSIA
- CHINA.
- MULTINATIONAL COMPANIES.

CONTROL {
MILITARY →
LEGAL →
ECONOMIC →



RANDOM EFFECT
CARDS

- WARMING EFFECTS
- ENVIRONMENTAL LOBBY
- NATURAL DISASTERS.
- POPULATION CHANGES.

High Noon in the High North Resource Exploration Game

1) Grand Strategic Resource game

2) Russia, Canada, China, Norway, US, ^{Denmark} Greenland, Iceland, UK?

3) Explored areas, Exploited areas, contested areas, Neutral Areas

4) Produce, explore, Get licences, make a claim, muscle in

5) Sabotage, Lobbying, Compete, Counter-claim, defend

6) Win conditions - Expansion Victory Points

- oil production

- ~~oil~~ expansion of territory

Global
economy

↔ money + influence + Trading ~~etc~~ element.

8) Going to war ends the game, escalation tracker

9) Environmental Terrorism

↳ Not a player

- Random events - more likely to target bigger players (fair)

- Investing in defence reduces impact

10) Ships - Exploration

- Drilling

- Defence

- Ice Breakers

Pipelines

Random Event cards

Other nations

ICEBREAKER

Type: Mega game to gain Policy Insights

Players: National, Regional Commercial & Non-State Actors

Objectives: Cell-specific & Personal Multiple Changing Objectives

Events: Random pos/neg (Chance cards) i.e. discovery of new resources

Tensions: Resources, Trade routes, Territory, Zombie ice pirates

Geography & Timing: Seasonal turns, changing ice-sheets "can change"

Diplomacy & Trade: Parallel committee "Arctic Council" Baltic exchange, tourism Escalation tracker "China"