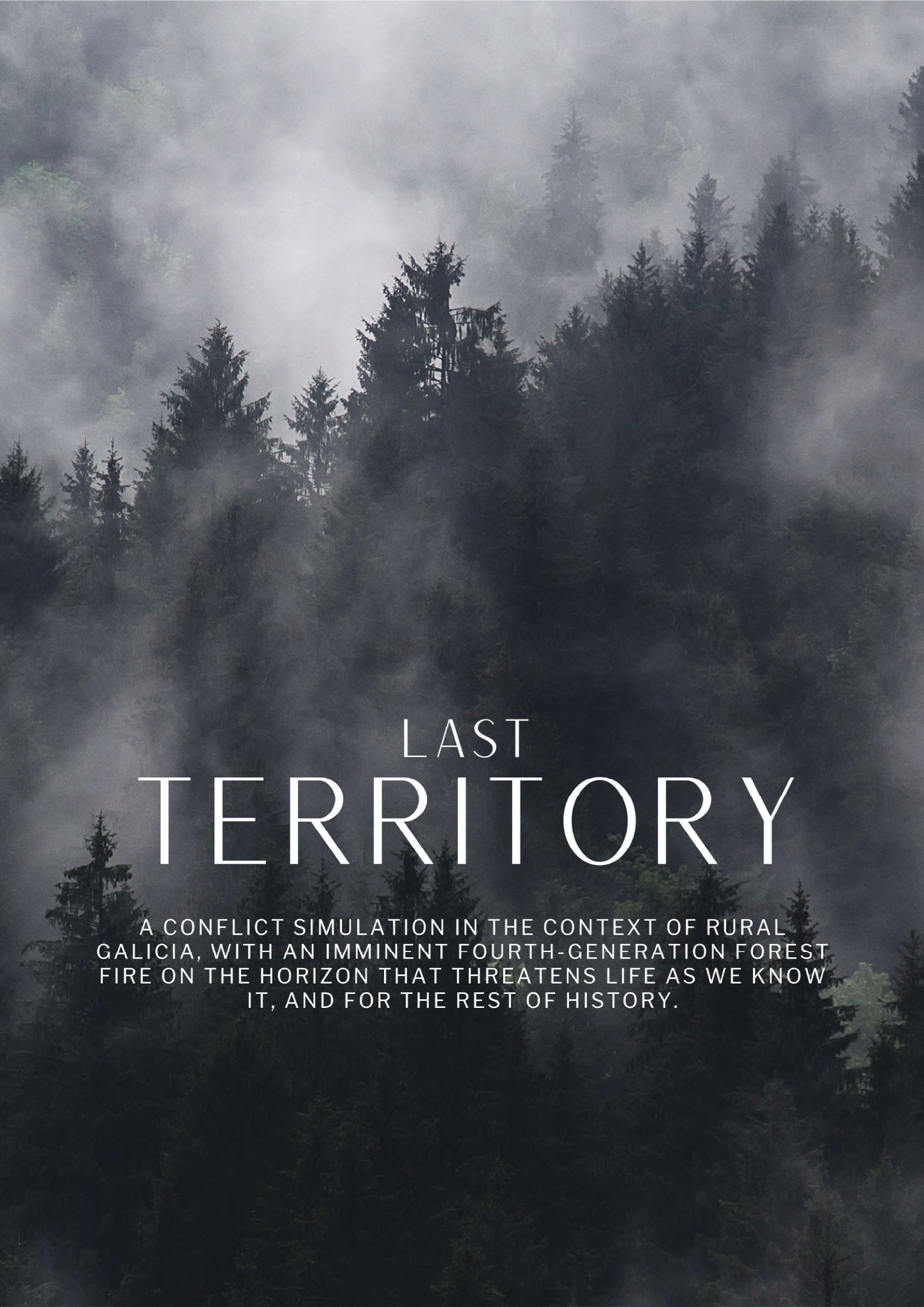




LAST TERRITORY

A CONFLICT SIMULATION IN THE CONTEXT OF RURAL GALICIA, WITH AN IMMINENT FOURTH-GENERATION FOREST FIRE ON THE HORIZON THAT THREATENS LIFE AS WE KNOW IT, AND FOR THE REST OF HISTORY.

LAST TERRITORY 1.0

Conflict Simulation Game

This is an experiential learning exercise that uses role-playing techniques and some simulation elements to help participants practice their conflict transformation skills in general, and mediation in particular.

Objectives

- Develop a deeper understanding of conflict dynamics.
- Encourage needs- and interests-focused thinking among the diverse actors involved.
- Practice conflict transformation skills, particularly active listening, nonviolent communication, negotiation, mediation, and trust-building.
- Have fun and experience new realities through non-formal education.

Materials

- Pencils or pens
- Paper
- Whiteboard or flipchart
- Support sheets: scenario, roles
- Space: Enough space for all the teams to have private meetings.



Scenario:

It is the year 2035. Earth is suffering the devastating consequences of extreme climate change. Natural disasters strike relentlessly: intense storms, droughts that dry out the soil, and wildfires that destroy everything in their path. Natural resources have become scarce, and agriculture, once the backbone of many regions, is collapsing. Water is scarce, and life as we once knew it is at risk. Humanity faces its greatest crisis, and hope for immediate solutions is fading.

A village in Galicia, like other regions, is struggling to survive. The community is divided, and tensions between different groups have only grown. The forests, the last natural reserves in the area, are under threat from continuous wildfires and agro-industrial overexploitation.

Amid this chaos, the Last Territory has emerged—a wild, untamed area within the Galician village that had previously gone unnoticed. This land, which once seemed insignificant, has now become the focus of everyone's attention. With resources dwindling and space to expand running out, The Last Territory represents a final opportunity for many, and the decisions made about this land could shape the region's future.

The situation is more critical than it seems. The climate emergency has brought about a new class of fire—devastating, uncontrollable fourth-generation wildfires. These fires have already ravaged nearby villages, leaving behind barren lands that cannot be restored. Forests have been incinerated, and desertification is spreading. The threat of The Last Territory, and with it the entire village, being consumed by fire is imminent, adding critical urgency to the decisions that must be made.

As competition for resources intensifies, the village's future—and that of the Last Territory—depends on the choices you make. The different groups have diverse interests and needs, but they all share one thing: survival. The challenge is not just to find a solution but to reach an agreement that ensures a future for everyone, avoiding ecological and social catastrophe. Time is running out, and if consensus is not reached soon, the consequences could be irreversible.

Disclaimer: All elements of this game and its storyline are fictional and have been created for educational and entertainment purposes.

10-40

PLAYERS

3.5-4

HOURS

1-2

FACILITATORS

- **Players: 10-40**
This game is best played with a minimum of 10 participants. If more than 40 participants take part, the game can be adapted to include new roles such as: other services sector business owners; scientists or even a mediator.
- **Duration: 3.5-6 h**
Including time to give the handouts, to explain the rules of the game, divide participants into groups and working space, and enough time for debriefing.
- **Facilitators: 1-2**
Depending on the number of players.



Process of The Last Territory

Introduction to the Game (20 minutes)

- a) Brief explanation of the scenario
- b) Divide participants into the established groups
- c) Assign each group a separate workspace to ensure privacy and focus.

Initial Instructions for Each Group (10 minutes)

Visit each group to give them their information packet (including group description, context, and objectives). Provide the following suggestions:

- a) If they wish, choose a leader or assign roles within the group based on their skills and preferences.
- b) Decide on an initial strategy and the conflict resolution practices they will use.
- c) They may create some identifying attire so that the other groups know which group they belong to.
- d) Begin acting within the context of the game, getting into their roles and adopting the priorities and concerns of their group.

Preparation and Strategy (20 minutes)

Time for groups to read the information, discuss, and develop their strategy. Negotiations between groups are not allowed unless indicated by the facilitators. This phase ends when the signal is given to start the game.

Game Development (55 minutes)

Groups explore their roles and make decisions. After 20 minutes, announce the critical event: the imminent fire in the town, which adds urgency to the negotiations. Set a time limit to conclude the negotiations and finalize the activity. Inform all groups when 15 minutes are left to finish.

Reflection and Closure (45 minutes to 1.5 hours)

Time for participants to reflect on what happened, share learnings, and discuss strategies. Reflect on how these dynamics apply to real-life conflicts and the lessons learned.

This process allows participants to experience conflict, explore their interests, and learn about conflict transformation and negotiation.

Debriefing

The debriefing will take place in two parts. During the initial debriefing, participants will remain in their roles. In the second part of the debriefing, participants will first de-role, and then speak for themselves and refer back to their local contexts.

Part 1: Reflection in Roles

Participants stay in their roles during this part. The facilitator asks the following questions in plenary:

- How was it being part of one of the groups in The Last Territory (Paper Industry, Local Farmers, Unemployed, Environmentalists, City Hall, Journalists)?
- What happened during the game?
- What blocked the negotiation process? Why?
- What drove the decisions within the game? How?
- Who were your allies and who were your rivals?
- How did your group divide tasks?
- Did your group develop a strategy to address the conflict?
- How did you make decisions, and what was key for the members of your group?
- If you could, what would you have done differently?

Part 2: Personal Reflection

The facilitator asks the participants to gather in a large circle, mixing the groups from the game. Everyone closes their eyes. The facilitator invites them to slowly open their eyes and remember that they are now themselves, learning together to apply what they've learned in their communities.

The facilitator asks the following questions:

- How did you feel during the activity?
- What conflict resolution approaches did you observe in the different groups in the game?
- Do you see connections between the dynamics of the game and real-life situations? If so, which ones?
- What conflict resolution approaches exist in your community?
- Which strategies work, and which ones don't? Why?

Closing

The facilitator closes the session by helping participants connect what was experienced in the game with real-world examples, encouraging reflection on how these experiences can be applied to improve relationships and decision-making in the participants' communities.



Suggested shares of each role

- | | |
|---------------------|------------|
| • Farmers | 25% |
| • Unemployed people | 25% |
| • Paper Company | 20% |
| • City Hall | 15% |
| • Environmentalists | 15% |
| • Journalists | 2 |
| • Facilitators | 1-2 |

Tips for Facilitators

- Provide all participants with the necessary materials, especially the documents with the game scenario and the cards for each group. You can also share digital versions of the documents if needed.
- Spend at least 15-30 minutes helping participants understand and get into their roles.
- Ensure that everyone is engaged and interacting.
- Ask the groups if they need additional information or clarification.
- Offer support to participants when they face difficulties in their interactions or decisions.
- If you want to add complexity to the game, you can introduce external events that affect the development of the conflict, such as natural disasters, external policies, or situations that limit the region's resources. Be creative and adjust these elements to keep the game interesting and challenging.
- Carefully manage the time. Set a timeframe before the game begins and inform all participants about the schedule and the stages of the game that they need to be aware of.
- Leave at least 45 minutes for reflection and closure (debriefing).
- You can support the session with infographics on conflict management, such as conflict resolution modes, or another visual aid that fits the educational program.

Contribution

Hernán and Lola, they worked in the conceptualization

Based on the conflict simulation structure designed by the participants of the "Inner and Outer Peace" training and their role in the game Red Planet Mission.

First implemented during the Into the Wild event, organized by SENDE Galicia in 2023.

Adjustments, adaptation, and final design by José Barrios Sevillano, layout and graphic design by José Barrios Sevillano.

Created by LPS within the framework of the Human Rights Education Academy project.

Funded by the Erasmus+ program of the European Union.



LAST TERRITORY 1.0

Support sheets to print

LAST TERRITORY 1.0

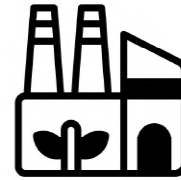
Support sheet: Group information

This page includes all the information of your group. Read it carefully to engage in the role-playing and be able to understand the interests, story and context of your faction.

Strategy phase (20 minuts)

- Start reading carefully all the information about your group included in this page.
- If you wish, select a leader or assign roles within the group according to your skills and preferences.
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The preparation phase will finalize once the facilitator will give you the signal of start the game.



20%
NUMBER OF
PLAYERS

PAPER INDUSTRY

Context

You are the board of directors of the most influential company in the region, operating in a critical sector for the local economy. For years, your industry has generated jobs and prosperity through the sustainable exploitation of Galicia's forests. Your primary responsibility is to respond to your shareholders, who naturally demand increased profits.

Over the past five years, you have heavily invested in developing the 2.0 tree cultivation method. This approach relies on genetically modified trees, drone-based management, intensive root irrigation, and next-generation fertilizers. These innovations, successfully tested on other lands, could potentially double production if applied to the *Last Territory*.

Forest fires, though they have never significantly disrupted your operations, present an ongoing challenge. While burned wood can still be sold at a lower price, your main concern is the negative press generated by these fires. Environmentalists and much of the public blame eucalyptus monocultures and other intensive species used in paper production for increasing the frequency and severity of wildfires. Critics argue that these plantations prevent the regeneration of natural forests, which are more fire-resistant.

This unfavorable public opinion threatens the renewal of your exploitation licenses, as the city council faces strong pressure to limit the expansion of forestry activities. To address this, you have begun investing in environmental improvement initiatives, though your primary goal remains safeguarding resource access and protecting your reputation.

Meanwhile, tensions with other stakeholders are growing. Farmers demand more land for their activities, environmentalists call for a drastic reduction in plantations, and local workers depend on you to sustain their jobs. Successfully navigating these conflicting demands will be key to your strategy.

Interests:

- Secure the renewal of forest exploitation licenses, particularly for The Last Territory, to increase profits and satisfy shareholders.
- Mitigate the negative press caused by wildfires and maintain your role as a key employer in the region.
- Implement the intensive 2.0 monoculture project.

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Context:

You are the farmers of the region, heirs to a tradition that has sustained this land for generations. Your lives revolve around tending to livestock and small gardens, with a constant effort to preserve the plots of land your ancestors cultivated. However, private land is no longer enough, and you need access to new communal lands that you hope to establish in The Last Territory. For you, continuing your way of life is not just a matter of tradition but survival: without these lands, your children will be forced to migrate to the outskirts of cities to work in factories, something you cannot accept.

Ten years ago, the city council corruptly granted logging licenses for the communal lands you used for grazing, leaving you in a precarious situation. Now, the monocultures of the paper industry have claimed not only those lands but also large amounts of water, worsening your struggles.

The Last Territory represents your chance to regain balance. There, you could graze livestock, plant gardens, and set up beehives, diversifying your production to secure a dignified livelihood.

The fire threatening the region is an imminent disaster. If it reaches grazing areas, you will have no options left, and insurance would barely cover the losses, making it impossible to rebuild your lives. Additionally, you urgently need the city council to subsidize the local producers' fair to sell your surplus directly, without middlemen, ensuring fair income.

Your situation is fragile, and tensions with other groups complicate matters. The paper industry continues to expand, environmentalists criticize your practices as harmful, and local workers also compete for the territory.

Despite these challenges, you are determined to find swift and effective solutions to protect your future and that of your community.

Interests:

- Gain control of *The Last Territory* to expand your activities and preserve your traditional way of life.
- Secure city council subsidies for the local producers' fair to sell your surplus and survive this year.
- Protect your lands and livelihoods from the highly destructive fourth-generation fires.

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Context:

You are the people who have always lived in this region, but unlike other families, you did not inherit land or resources to sustain yourselves as farmers. For a long time, you relied on the jobs generated by the paper industry, but now those opportunities are no longer sufficient, leaving many of you without work.

Moving to the city is not a realistic option: housing is too expensive, working conditions are precarious, and life there would condemn you to even greater poverty. Besides, you love your land and are determined to fight for a dignified future here, where you belong.

You blame both the paper industry and the farmers for the degradation of the territory and the corruption surrounding it. Their intensive practices and resource overexploitation have weakened the soil, fueling increasingly severe fires. These disasters not only destroy the environment but also the few economic activities left in the region, threatening to leave you without hope or sustenance.

Tourism is not a viable option for the town. The mayor has been trying to establish a restaurant for years, but everyone knows it is connected to public lighting to avoid paying for electricity. It hires no one and pays poorly.



25%
NUMBER OF
PLAYERS

UNEMPLOYED PEOPLE AND WORKERS

Your survival depends on the small subsidies provided by the city council. However, with the constant rise in the cost of living, these are no longer enough. You urgently need new measures to be approved: the creation of subsidized jobs, increased financial aid, or, ideally, quality jobs that offer stability. While you prefer the dignity of decent work, any support is essential at this point to get by.

The looming fourth-generation fire fills you with dread. If the fire destroys everything, not only will the fragile local economy collapse, but rebuilding the region could become impossible. You've heard that if the damage is too severe, the area might desertify, leaving you without a place to call home. Without savings or resources, surviving such a catastrophe would be impossible.

Interests:

- Secure new job creation programs or increased financial aid to ensure immediate support.
- Prevent the destruction caused by the fourth-generation fire to protect what remains of the region's economy and resources.
- Advocate for fairer management of resources to ensure the survival of the community.

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15%
NUMBER OF
PLAYERS

ENVIRONMENTALIST

The preparation phase will finalize once the facilitator will give you the signal of start the game.

Context:

You are passionate defenders of nature, deeply committed to protecting the land and its biodiversity. With climate change accelerating desertification and triggering increasingly severe emergencies, you understand that time to act is running out. The region faces an imminent fourth-generation fire—a disaster that could destroy ecosystems, worsen the climate crisis, and make recovery impossible unless urgent measures are taken.

For years, you have denounced how intensive resource exploitation, such as eucalyptus monoculture and extensive livestock farming, has degraded the soil and increased the risk of fires. You know that preserving the Last Territory as it is now is essential but not enough. More areas must be protected, and natural ecosystems must be restored to avoid a total collapse.

Your priority is to ensure that the City Council and other stakeholders commit to a sustainable model that includes restoring natural forests, limiting industrial and intensive farming activities, and mitigating the effects of climate change.

Achieving this would require modest investments from the council, such as organizing awareness campaigns, providing microloans to support changes in production methods, and covering small management costs for the transition.

While tensions with the paper industry and farmers are undeniable, you believe it is possible to build a future where everyone can thrive while respecting the environment. You are also concerned about the unemployed, who could benefit from the economic opportunities created by a sustainable approach.

Interests:

- Preserve the Last Territory and expand protected areas to regenerate ecosystems.
- Stop monoculture practices and restore natural forests to reduce fires and enhance biodiversity.
- Convince the City Council to implement sustainable management policies to secure the region's future.

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15%
NUMBER OF
PLAYERS

**CITY
COUNCIL**

Context:

You are members of the City Council, tasked with making critical decisions for the region, though you often feel powerless. Everyone expects you to solve their problems, but your resources are limited, and you are legally constrained. Most of the budget is already tied up in maintaining essential public services, such as waste collection, social assistance, and municipal staff salaries.

While you'd like to do more, stepping beyond the bounds of the law could put you at risk—and the idea of ending up in jail is terrifying.

This year, you've made an extraordinary effort to cut costs in impossible areas and managed to save a small budget surplus. However, this surplus is only enough to fund a single project, one of the proposals from the various groups. There is no more money.

The emergence of the Last Territory presents a dilemma you'd rather avoid. On the one hand, keeping it natural brings positive publicity and supports rural tourism, which benefits the mayor's restaurant and a council member's hotel.

On the other hand, granting a license to the paper industry could increase municipal revenue and ease your chronic resource shortages. Additionally, there are rumors of potential bribes from the industry to the governing team—a tempting prospect to compensate for the thankless work you do for the town.

You are in a difficult position. Environmentalists might expose you if you yield too much to industrial interests, and farmers and unemployed residents are a crucial voter base you can't afford to lose, especially with elections on the horizon. Despite these challenges, you are passionate about public service. You enjoy being at the center of decision-making, influencing people's lives, and improving the community whenever possible.

Interests:

- Resolve the status of the Last Territory and decide how to allocate the extra budget to alleviate group pressures.
- Meet the demands of all stakeholders without losing political support or facing legal risks—what you call achieving the common good.
- Address the personal needs of team members, knowing your unity is your greatest strength.

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2
PLAYERS

JOURNALISTS

The preparation phase will finalize once the facilitator will give you the signal of start the game.

Context:

You are local journalists committed to the truth. As impartial observers, your mission is not to make decisions or directly influence outcomes, but to provide clarity in a time of uncertainty. You have access to all spaces and meetings because the groups trust your neutrality.

You depend entirely on the city council: financially, for access to events, agendas, and official data, but you are tired of dealing with politicians who pressure you to only publish what benefits them. Deep down, you dream of becoming investigative journalists capable of uncovering a major corruption case that could shake the local government.

You strive to remain true to the journalistic code of ethics, knowing your mission is to inform impartially and give voice to the truth amidst the chaos. However, you are also aware that information is power: deciding what to publish, how to do it, and when, can greatly influence events. This immense power comes with great responsibility, and you are very aware that one wrong move could upset the delicate balance of this crisis.

You possess much information that you don't consider newsworthy and therefore keep unpublished. Among them is an investigative report revealing that, five years ago, a member of the local farmers intentionally started a fire in a forest owned by the paper industry. Though the incident is in the past, you know that bringing this information to light now could reopen old wounds and change the course of negotiations. Deciding whether to reveal this information, and when to do so, will be one of the toughest decisions of your career.

Your role during the game will be to observe and document everything that happens, ensuring that information flows accurately and in a timely manner. You will also be responsible for providing a testimony that reflects key events and decisions, a record that could serve as a legacy for future generations.

Team Objectives:

- Observe and document everything that happens during the game impartially.
- Ensure that relevant information reaches all groups in a timely manner throughout the game. You can use digital tools such as a WhatsApp group or any other you choose.
- Decide whether or not to publish the information you receive.