

Clima Futura – episode 3 – *the climate wars*

context It is 2050. After the first climate wars in the early 20's of the 21st century, the earth is scourged by another series of climate wars, mainly in China and Central Africa.

The Dutch government takes active involvement in these wars, and you (agent X) are sent on a mission to China, to investigate whether the investments of former Nobel-prize laureate Al Gore in the industrial assets of China are used by the late Clinton Dynasty to gain political control over China and Hong Kong, enabling them to continue the mass production of CO2-unfriendly machines, without losing face for their Democratic supporters.

You, agent X, are sent on a mission to China, after having rescued the Netherlands from a flooding (mini-game Pier), and travel to Shanghai, where arriving you are met by our (familiar) guides, *climate man* and *climate woman*.

initial(s) *Climate man* and *climate woman* show you around Shanghai, explaining the effects global climate change policies have had on China, rapid urbanization, increased traffic flows, and even shortage of affordable food supplies. Shanghai is at that time the center where American expats meet with the Chinese industrial elite, as well as an obscure group of warlords from all over the globe, and it seems to be the right place for X to start his/her investigation.

problem(s) However, as the guides explain to X, according to Chinese tradition to gain access to the secret society where these illustrious individuals meet, the guest must be willing to engage in a series of battles, to demonstrate his skills in the secret art of *Climate Kungfu*.

For the non-initiated, the secret art of *Climate Kungfu*, consists of the following elements:

- attacks
- defense by counter-attack
- and, avoidance by fly-walking.

Attacks, as the guides explain, are executed by throwing various *spirits*, that may be embodied as either a

- *stone*,
- *knife*,
- or *paper*

dependent on what kind of spirit is chosen.

Defense by counter-attack consists of throwing an appropriate *counter-spirit*, that may either have an equal embodiment or stronger embodiment.

Finally, avoidance is possible by fly-walking to an appropriate area. In the arena of fight, which looks like a late nineties disco of the previous century, three circles are drawn, in different colors:

- red – representing *people*

- white – representing *planet*, and
- red – representing *profit*

These circles are actually slightly elevated platforms, providing temporary refuge when under attack.

round(s) After preparation, the first round starts. A ghost, resembling the late Al Gore, throws a stone, with the phrase *you inherit the planet from your children*. Ducking a stone, you answer by throwing a stone on which is engraved: *you can only predict the future by constructiong it*. Another ghost then challenges you by throwing a paper which says *construct the future*, which you retort by throwing a knife, with the phrase *information infrastructure* engraved on the blade. Suddenly, a knife with reads *lack of energy resources* becomes visible. Confused, you look around. Unable to find a suitable answer, you seek refuge by fly-walking to a safe spot. Whicvh one to choose? You land on *planet*. To your suprise, the floor opens and you fall in a deep abyss. After getting used to the light, you discover a machine that allows you to control the earth. You raise the lever of bio-mass production, hopefully to effect an increase of the amount of available energy ...

finale You wake up in a sun-lit hotel room. It seems like a dream. After increasing the global energy level, you re-entered the fight and was allawed to wack some of of the political leaders that prevented climate change policies. You must have done well. There is the voice of *climate women*, smiling, "would you like to have some orange juice with your toast"?