Appendix 2. Game reflection guide.

1. How did you find the game?
   Boring / Fun / Educational / Hard / Easy
   Others (pls. specify)

2. Does it reflect the reality?
   □ Yes: what aspect does the game appears to be real?
     (e.g., rainfall pattern, feeding habits of the animals in the valley, neighbors competing
     for resources, fertilizer availability, etc.)
   □ No: the game is not real at all.

3. If rainfall pattern will be much less in the coming 5 years, what plans or strategies can you do to
   survive or solve the problem?

4. Will cooperation with your neighborhood assist you to survive?
   □ Yes, example of cooperation activities:
   □ No, why?

5. Are there other common problems in the area that needs to be captured in the game?

6. Would you play this game again?
   □ Yes
   □ No

7. Any suggestion to improve the game?