

After each throw



Repair costs

High	House	Dairy	Stopbank
	\$100K	-	-
Severe	House	Dairy	Stopbank
	\$300k, \$50K raised house	\$500K	Destroyed
Storm Surge	House	Dairy	Stopbank
	\$300k, \$50K raised house	\$500K	-

Revenue (per throw)

	No event	High flood	Severe flood
Intact farm boundaries	\$500K	\$400K	\$300K
Nature-based solution	\$400K	\$400K	\$400K
Groundwater incursion	\$100k loss zone 5, \$200K on 6th zone		

Buying other properties is also an option including a safer dairy farm on high ground.

Sell

Undamaged farm	Undamaged with stopbank/seawall	High flood damage	Severe flood damage	Sea level at farm boundary	Sea level 1 zone over farm boundary
\$2M	\$2.5M	\$1M	\$500K	\$1M	\$0

Stay & choose

Adaptation pathway options	Safe from	Cost (Individual)	Cost (Govt Support)*
Do nothing		-	-
Raise farmhouse floor	1 level of flood, storm surge and sea level rise	\$200K	-
Move house to flood safe zone	All floods but not sea level rise/storm surge	\$500K	-
Move cow shed	All floods but not sea level rise/storm surge	\$1M	-
Drainage and pumping	Gain 2 zones of protection from groundwater incursion	\$550k set up costs/power then \$50k for power per turn	-
Build stopbank	High flood, but stopbank destroyed in a severe flood	\$600K	50/50 split \$300K
Seawall	2 zones of protection from SLR and storm surge. No effect on groundwater	\$500K	50/50 split \$250K
Nature-based solution for river flooding – Move farmhouse \$500K, \$200K plants/contouring	Gain one level of protection from flood	\$700K	Up to \$600k
Natural solution for sea (moves)	Protected from all storm surge damage other than cyclone. Cyclone destroyed. Groundwater effects still in play	\$200K	50/50 split \$100K

*When the game is in 'government' mode, the government contributes 50% towards an adaptation option that impacts the whole community. The player must pay to move their own house.





After each throw



Repair costs

High	Wharenui	Wharekai	Papakaianga	Urupā
	\$100K	-	-	-
Severe	Wharenui	Wharekai	Papakaianga	Urupā
	\$300K or \$50K raised house	500K	-	-
Storm Surge	Wharenui	Wharekai	Papakaianga	Urupā
	\$300K or \$50K raised house	500K	\$500K	-

Revenue (per throw)

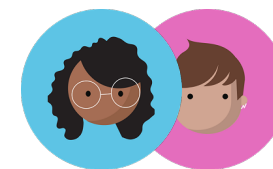
\$500K

Stay & choose

Adaptation pathway options	Safe from	Cost (Individual)	Cost (Govt Support)*
Do nothing		-	-
Raise wharenui	1 level of flood, storm surge and sea level rise	\$200K	-
Move wharenui to safe zone	All hazards	\$500K	-
Move wharekai to safe zone	All hazards	\$1M	-
Move urupā to safe zone (takes 2 turns)	All hazards	\$50K	-
Move papakaianga to safe zone	All hazards	\$1M	-
Nature-based solution for river flooding - Move wharenui \$500k and urupā \$50K, \$200K plants/contouring	Gain one level of protection from flood, 2 levels storm surge	\$750K	Up to \$650k
Natural solution for sea-level rise (moves)	Protected from all storm surge damage other than cyclone. Cyclone destroyed. Groundwater effects still in play	\$200K	50/50 split \$100K
Build stopbank	High flood, but stopbank destroyed in a severe flood	\$600K	50/50 split \$300K
Build seawall	2 zones of protection from SLR and SS. No effect on ground water	\$200K	50/50 split \$100K

*When the game is in 'government' mode, the government contributes 50% towards an adaptation option that impacts the whole community. The player must pay to move the wharenui and urupā, if required.





After each throw



Repair costs

Event	House
High Flood	\$100K
Severe Flood	\$300K, \$50K raised house
Storm Surge	\$300K, \$50K raised house

Revenue (per throw)

\$200K

Sell

\$1M (minus repair costs)

Stay & choose

Adaptation pathway options	Safe from	Cost (Individual)	Cost (Govt Support)*
Do nothing		-	-
Raise house floor	1 level of flood, storm surge and sea level rise	\$200K	-
Move house back on section	High flood but not sea level rise/storm surge	\$500K	-
Build stopbank	High flood, but stopbank destroyed in a severe flood	\$200K	50/50 split \$100K
Build seawall	2 zones of protection for each level from SLR and SS. No effect on groundwater	\$200K	50/50 split \$100K
Nature-based solution for river flooding – Move house \$500K, \$100K plants/contouring	Gain one level of protection from flood	\$600K	Up to \$550k
Natural solution for sea (moves)	Protected from all storm surge damage other than cyclone. Cyclone destroyed. Groundwater effects still in play	\$200K	50/50 split \$100K

*When the game is in 'government' mode, the government contributes 50% towards an adaptation option that impacts the whole community. The player must pay to move their own house.

Other buying options

Dairy farm	Riverside home	Riverside home (further back)	Family home	Luxury home	Lifestyle home	Townhouse in the city	House in the city
\$3M	\$1M	\$1.2M	\$1.2M	\$2M	\$2M	\$500K	\$2M
No flood hazard, late SLR/GW, safe areas	No SLR but high and severe flood	No SLR but severe flood	No river flood risk, but late SLR, SS & GW risk	Safe	Safe	Safe	Safe

