**MASTER EVENTS LIST**

**Version 1 - FizzPop\_Drought**

12/08/2022 15:03:40

# Click to Play

| Serial | Timing | Event | Description | Discussion | Responsible | Tasks & Data |
| --- | --- | --- | --- | --- | --- | --- |
| 1 |  | Setup | Exercise set-up  Players join and Facilitator assigns themself the Adjudicator position |  |  |  |
| 2 | 00:00 - 00:05 | Inciting Incident | Crisis begins with the publishing of an article from the local press warning of water shortages and possible protests. General Manager emails Players to start considering posssible implications |  |  |  |
| 3 | 00:05 - 00:15 | Protests Break Out | Story advances to the weekend, protests break out in the capital city.  Players are flooded with information and requests on what to do |  |  |  |
| 4 | 00:15 - 00:25 | Protests turn violent | Story advances again to later in the day, protests have turned violent and rioting has broken out.  Warnings of major disruption and requests from comms team to put out a crisis statement on social media |  |  |  |