

CRISIS IN BINNI

OUTLINE FOR 16-20 PARTICIPANT VERSION



Crisis in Binni is a simulation of a UN intervention in Africa, set in the 1990s. It is characterised by difficult political interactions both within the UN and between the UN and local political interests in the fictional African country of Binni.

The players in the **Crisis in Binni** crisis simulation game take on roles as members of the Binnian Government, UN Negotiators, UN Protection forces, and key political figures in Binni.

Each player has a personal briefing that sets objectives and provides key background information relevant to their role, and the player take decisions, interact with other players, and deploy resources under their control.

The experienced *Past Perspectives* Game Control team then adjudicate results and provide realistic feedback on the player decisions.

Here is an example of how **Crisis In Binni** might be organised for a 16-20 participant event - with some description of the various roles.



There are six main teams of participants usually divided up randomly to discourage cliques and organisational hierarchical issues (though they inevitably arise). Alternatively, the teams could be organised around departments or workgroup teams if the client prefers.

Team	Role / Activity in the game	Team benefits
1. UN World Food Programme (WFP) (2 people)	Operational planning of food shipments. Dealing with distribution in the ground. Negotiating with possibly hostile warlords. Negotiating with UN peacekeepers over protection. The local warlords see the WFP as a meal ticket and it is this team's job to not only plan the logistics of moving food to the crisis area, but to ensure it doesn't all go to the wrong people.	Problem solving under pressure. Negotiation with other teams, regarding resources and access to the crisis zone. Forward planning and operational staff work in a low information and high friction environment.
2. Government of Binni (2-3 people)	President and his (or her) political supporters. Staying in charge during a crisis - both politically and possibly militarily. Negotiating with core supporters, the UN and political opponents (mainly tribal warlords) . This team is in a	Negotiation and decision making under time pressure are the keynotes for this team Negotiation skills and an ability to 'cut a deal' are developed. This is an opportunity to explore the realpolitik issues facing a non-democratic

Team	Role / Activity in the game	Team benefits
	difficult position because it can easily be sidelined by emerging events - the challenge is to remain at the centre of the decision-making process and thus maintain the government's legitimacy.	ruling elite from their perspective.
3. UN Security Council sub-committee (4-5 people)	A coalition of the willing. Each team member represents the interests of a major world power - including the USA, the UK, France and others. Each has to be seen to be doing something, and this group has to agree what that is and how quickly.	Each member of this team has a national perspective to reflect. And those perspectives are often greatly at variance - so strong committee work is developed, as well as negotiating skills and diplomacy.
4. UN Intervention Forces (4-5 People)	<p>The joint headquarters of a multi-national force inserted into Binni to ensure the aid gets through. Each member of this team has some military resources provided by their national government they can use to protect the aid.</p> <p>However they have to work within the 'rules of engagement' laid down by their home government and the UN Security Council team.</p>	<p>Planning, problem solving and logistics are important for this team - but so is the minimum application of force. This is not a detailed staff exercise, the military decisions involved are a synthesis of the key factors involved..</p> <p>The value here is practice in making quick but consensual decisions taking account of a wide range of rapidly changing factors that are inevitable in joint operations.</p>
5. Tribal Warlords (4-5 people)	<p>This isn't a coherent team, but a group of competitors.</p> <p>Each member of this group has to maximise their personal and clan or tribal political gain out of the situation.</p> <p>The warlords are strong in their own geographical areas - but have to tread a tightrope. If they are too belligerent, the UN forces might see that as a reason to intervene against them militarily, if not assertive enough they will be sidelined by the others and fail to exploit the crisis.</p>	<p>Hard nosed pragmatism is the order of the day for this team.</p> <p>Forming working alliances among themselves, as well as decision making and negotiating with all the other teams.</p> <p>This is an opportunity to examine the realpolitik perspectives of tribal leaders with a local rather than regional viewpoint.</p>

Half Day Crisis Simulation

Typically 2-3 hours. Participants would receive briefings prior to the event to give them time to absorb the background material. The focus of a half-day event is on the planning and preparation for intervention in Binni, the main activity being inter-team communication and establishing the opening conditions for intervention. The final section of the session is the initial phase of deployment in-country, with a debrief on the emerging issues arising

form the plan.

Full Day Crisis Simulation

Typically 5-6 hours. Participants would receive briefings prior to the event to give them time to absorb the background material. The focus of a full day event is on the entire intervention process, the morning being largely concerned with planning and preparation for intervention in Binni, the main activity being inter-team communication and establishing the opening conditions for intervention. The afternoon session is a more detailed operational simulation of UN intervention with a number of emerging issues related to rules of engagement and political developments that will arise from team intervention and negotiation. There is a final wash-up session looking at the lessons learnt and the experience of looking at the crisis through a number of different lenses.

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