

THE EXPLOITATION GAME

trocaire

Oil has been discovered. A multinational corporation working with a local oil company intends to drill for oil in three provinces. They want to build an oil refinery in one province and link it via a pipeline to oil wells in the other two provinces. Once the pipeline is completed they can extract and export the oil. According to the United Nations, the oil company must obtain informed consent from local people before drilling for oil. This has not happened but the oil company have proceeded with their plans. If local people can find evidence of the oil company building the pipeline without consent, they can apply for an injunction to stop the drilling; however, if the pipeline is completed, it is too late. The development of the oil and gas industry could have negative economic, social, cultural and environmental impacts on communities; especially given that the majority of people depend on the land for their livelihood.

'I catch you in the act of building illegally in circle number 48.'

'You caught me in the act!'

How to Move

Oil Company can occupy the circles only and must move one circle at a time, unless using a Special Movement Card.

1 6

Activists can occupy the squares only and can move one or two squares at a time, unless using a Special Power.

6

— This is the path or pipeline.



Every time the Oil Company completes a turn, they must move their counter along this timeline in order to track how many moves from the oil refinery they have progressed.

'Have you been building illegally in circle number 22?'

'Yes!'

'No!'

Timeline

THE EXPLOITATION GAME

Facilitator Notes

Explore the following activities as a tool to debrief the experience of playing **The Exploitation Game**.

The game has a wide range of potential learning outcomes related to power, business and human rights, inequality and land rights. Below are three activities that will help elicit learnings from the game.

ACTIVITY ONE: CASE STUDY

- Spilt the young people into groups of three or four. Explain that they will be examining a case study about oil exploration in Kenya.
 - Ask them to read the case study below and identify five similarities between the case study and the game.
- After identifying the similarities, ask them how they feel now about playing the game.

Case Study

In 2012, Tullow Oil PLC discovered oil in Turkana, in Northern Kenya, and is currently transporting crude oil by road to Mombasa, with the aim of transporting eighty thousand barrels of oil per day upon completion of an export pipeline from Turkana to Lamu. Since the discovery of oil in Turkana, there have been significant concerns, partially based on similar experiences in other developing countries, that despite representing a promise of increased financial resources in the county, the development of the oil and gas industry could have negative economic, social, cultural and environmental impacts upon residents, especially given that the livelihoods of the majority of indigenous Turkana communities depend upon community lands to carry out traditional forms of migratory pastoralism or agropastoralism.

Turkana is an arid region and is the poorest in Kenya, with 59.9 per cent of the population living in extreme poverty according to the most recent World Poverty Clock. The ongoing and growing conflict in the county is driven by a scarcity of

natural resources, particularly livestock, pasture and water, compounded by successive and increasingly regular droughts largely as a result of the effects of climate change.

The planned construction of a large oil field in Turkana South and East has now given rise to serious concerns within the local population in relation to their rights to own, control and benefit from the use of land, water and other natural resources upon which their livelihoods and culture depend.

In 2017, Trócaire worked in partnership with six local partners based in Turkana to deliver a multidimensional programme designed to address the risks of conflict in the county. It focused on working with women and youth in three areas: conflict mitigation – supporting community members to manage conflicts emerging in their locality peacefully and positively; public participation – supporting community members to participate meaningfully in decision-making processes affecting their lives; and natural

resource rights – supporting community members to claim their rights to land and natural resources, including their right to free, prior and informed consent.

Programme findings indicated that while the legislative and policy framework has developed in Kenya, including the Community Land Act (2016), Environmental Management and Coordination Act (2015) and Petroleum (Exploration, Production and Development) Bill, the implementation of such legislation is inadequate.

Key elements to ensuring resource rights in Turkana were identified as: addressing concerns in relation to the implementation of legal and policy frameworks; ensuring free, prior and informed consent for new developments; access to information; public participation; sharing of oil resources; means of land compensation; implementation of environmental regulations, in particular relating to disposal of hazardous waste; and transparency in leasing of land to investors.

These issues will continue to be the focus of a Trócaire project in Turkana which will promote human rights by working with affected communities and other key stakeholders to ensure the realisation of their land, resource and environmental rights.

The case of fossil fuel extraction in particular raises the fundamental issue evident in the majority of countries, developed and developing alike, around consistency of government energy and economic development policy with their obligations under the Paris Agreement on Climate Change and the impacts on the type of investment and activity that is enabled, encouraged and regulated. The opening up of new fossil fuel reserves anywhere in the world now poses serious risks to planetary stability given that the vast majority of known fossil fuel reserves cannot be exploited if the temperature limits that are central to the Paris Agreement are to be respected.

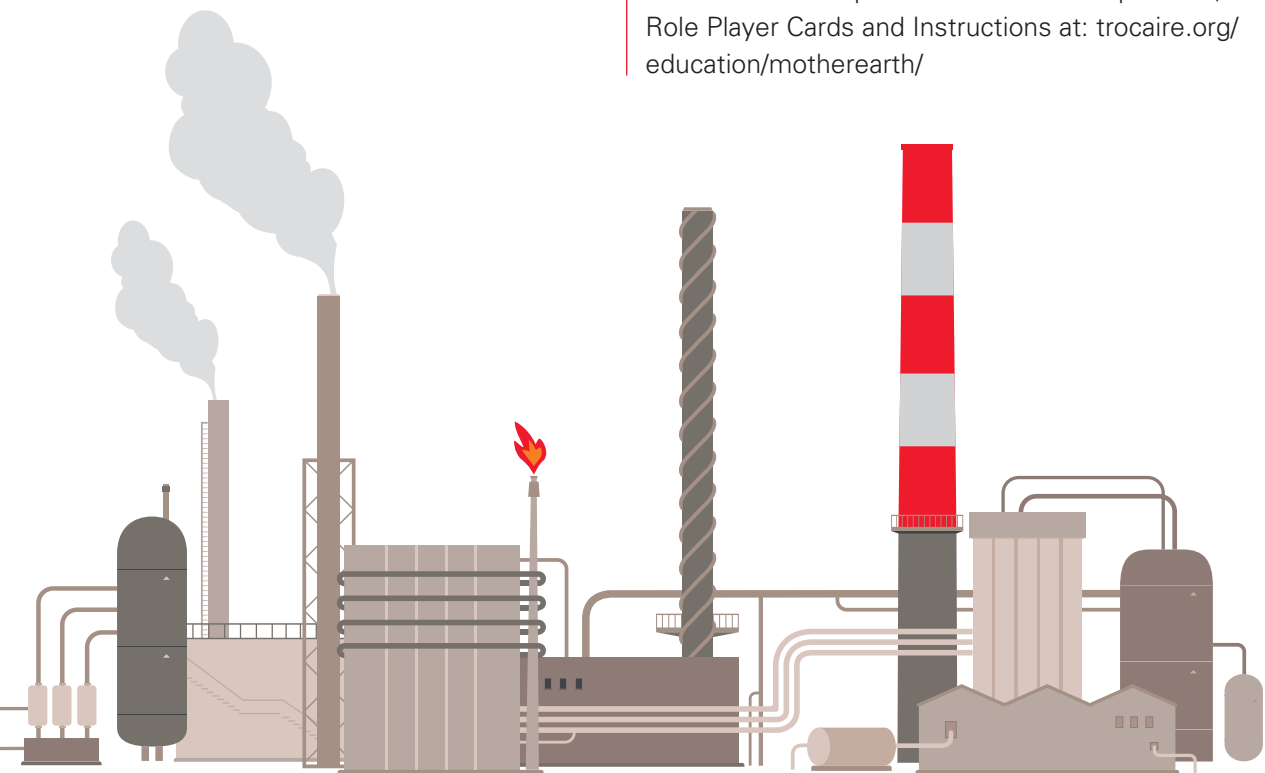
The world is currently on track to produce about 120 per cent more fossil fuels in 2030 than is consistent with the agreed global goal to limit global warming to 1.5°C above pre-industrial levels.*

*‘Emissions Gap Report’ (2019), United Nations Environment Programme.

Case study taken from *Making a Killing: Holding Corporations to Account for Land and Human Rights Violations*, published by Trócaire as part of its programme of Policy, Research and Advocacy.

Watch our supporting video on:
trocaire.org/education/motherearth

Download The Exploitation Games Components, Role Player Cards and Instructions at: trocaire.org/education/motherearth/



ACTIVITY TWO: EXPLORING THE LANGUAGE IN THE CASE STUDY AND LINKING IT TO THE GAME

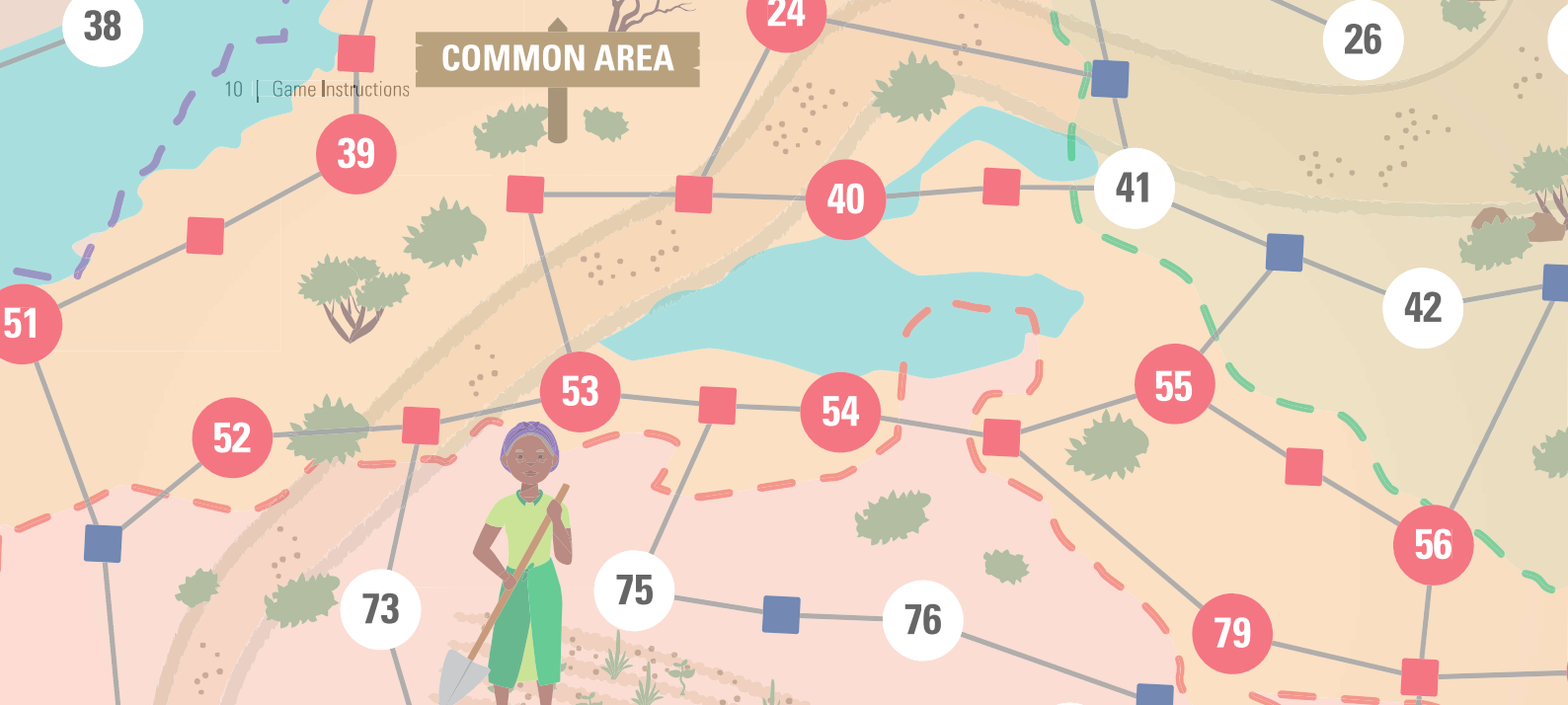
- Split the young people into groups of five.
 - Photocopy and cut out a set of the phrases and definitions below, mix them up and give one to each group.
- Ask the young people to match the phrases to the definitions.
 - Ask the young people to share their ideas of how the phrases and definitions below had/ could have had an impact on the game.

✂	
Trócaire partner	Trócaire’s approach of working in partnership with the Church and other civil society organisations in the countries where they work, rather than taking an operational approach , is based on the core values of solidarity, participation, perseverance, courage and accountability.
NGO	NGO is a non-profit organisation that operates independently of any government, typically one whose purpose is to address a social or political issue.
Indigenous land rights	Indigenous land rights are the rights of indigenous peoples to land , either individually or collectively. Land and resource-related rights are of fundamental importance to indigenous peoples for a range of reasons, including: the religious significance of the land ; self-determination; identity; and economic factors.
Human rights defenders	Human rights defenders protect their communities and the environment from exploitation and human rights abuses by businesses.
Activist	A person who campaigns to bring about political or social change.
UN Declaration on the Rights of Indigenous People	The United Nations Declaration on the Rights of Indigenous Peoples delineates and defines the individual and collective rights of indigenous peoples, including their ownership rights to cultural and ceremonial expression, identity, language, employment, health, education and other issues.
Paris Agreement	The Paris Agreement is an agreement within the United Nations Framework Convention on Climate Change, dealing with the mitigation of greenhouse gas emissions, adaptation, and finance, signed in 2016.
Free, Prior and Informed Consent	Free, Prior and Informed Consent (FPIC) is a specific right that pertains to indigenous peoples and is recognised in the United Nations Declaration on the Rights of Indigenous Peoples (UNDRIP).

ACTIVITY THREE: HOW DID YOU FEEL?

- Explore the following questions:
- Ask the participants to indicate ways in which they believe the game simulates the real world and ways in which they believe it is unrealistic.
 - How did it feel to be the Oil Company?
 - How did it feel to be the Activists?
 - Who had the power in the game?
 - Was there a transfer of power?
 - At any stage, did the game feel unequal?
- What helped the Activists in the game?
 - What helped the Oil Company?
 - Did you collaborate with the other Activists?
 - When did you decide to work together?
 - How did it feel to collaborate with other players?
 - When the oil well was revealed, how did you feel as the Oil Company?
 - Did you feel more accountable when your actions were no longer secret?





GAME INSTRUCTIONS

There are four roles in this game: **Oil Company**; **Student**; **NGO**; **Farmer**.

Objective of Oil Company

As the Oil Company, you are trying to build a pipeline to connect your oil wells to your oil refinery so that you can export oil for profit. Activists are trying to stop you. The Oil Company wins the game if you can complete your oil pipeline without being stopped.



Objective of the Activists

Work together to identify the current location of the Oil Company in order to catch them in the act of laying their pipeline. If this happens before the Oil Company completes the pipeline, an injunction comes into effect and stops the Oil Company.



Step One: Open the game board and spread it out on a table. You should have four players, each with the following items:

- **Oil Company:** Role Card; 1 Oil Refinery Disc; 2 Oil Well Discs, 4 Special Power Cards (1 Intimidation, 2 Helicopter, 1 Buy Off); 1 Tracking Sheet; 1 pencil; 5 Tracking Discs; counter.
- **Student:** Role Card; counter.
- **Farmer:** Role Card; counter.
- **NGO:** Role Card; Trócaire Card; counter.

NGO (Non-Governmental Organisation) is an organisation that operates independently of any government.

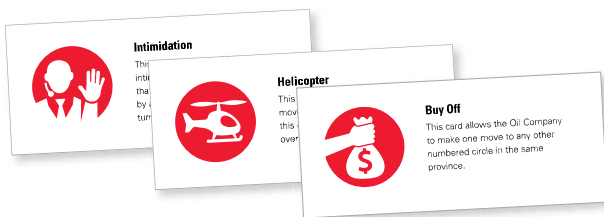
Step Two: Without revealing the locations to the Activists, the Oil Company chooses three white circles, one in each province, on which to place their one oil refinery and two oil wells. The Oil Company records secretly these numbered circles on the Tracking Sheet.

Step Three: Each of the three Activists chooses any **red square** on the common land (marked on the board) from which to start and places their counter.

Step Four: The Oil Company reveals the location of their refinery by placing the Refinery Disc on the chosen numbered white circle on the board. The locations of the oil wells are kept secret.

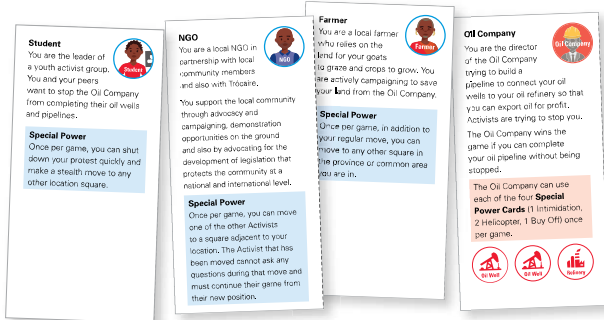
The Oil Company places their counter at **0** on the timeline at the right-hand side of the board. This timeline records the number of turns taken by the Oil Company. It is the job of the Activists to make sure that each turn is recorded. The Oil Company has a maximum of ten turns to reach each oil well; if they do not achieve this, they lose the game.

Step Five: The Oil Company makes the first move from the oil refinery by recording in secret on the Tracking Sheet the numbered circle to which they want to move. The Oil Company must move one numbered circle per turn along a connecting line and cannot remain on the same circle for two consecutive turns. They cannot move through a square occupied by an Activist. The Oil Company has the option of using Special Power Cards.



Step Six: After the Oil Company moves, each Activist takes a turn, choosing one of the following options:

- Stay where they are
- Move one square
- Move two squares
- Use their Special Power (on their Role Card)



Note: Two Activists cannot land on the same square.

Step Seven: When an Activist lands on a square, they must choose one of the following options:

1. **Do nothing** because they do not think the Oil Company is nearby.
2. **Gather Evidence**
The Activist gathers evidence that the Oil Company is building illegally by asking about the numbered circles adjacent to (next to) the square they are on.

Note: Not every square has an adjacent circle.

The activist asks, **'Have you been building illegally in circle number 22?'** If the Oil Company has been or is now in that numbered circle, they must answer 'yes' and mark the numbered circle with a Tracking Disc. (Tracking Discs are removed after each round.) Once the Activist hears one **'yes'**, their turn ends. Otherwise the Activist can continue to ask about all the other circles that are adjacent to the square they are on.

'Have you been building illegally in circle number 22?'

Activist

3. **Catch in the Act**

The Activist catches the Oil Company in the act of building illegally by catching them in a specific numbered circle adjacent to their square. The Activist

says, **'I catch you in the act of building illegally**

in circle number 48.' If the Oil Company is not in that numbered circle, they say, **'No, you don't!'** This ends the Activist's

game and they must sit out the rest of the game. If the Oil Company is currently in that numbered circle, they are caught in the act and they say, **'You caught me in the act!'** and the Activist wins.

'I catch you in the act of building illegally in circle number 48.'

Activist

***This accusation can only be made by an Activist once in the game**

'No, you don't!'

Oil Company

'You caught me in the act!'

Oil Company

Step Eight: Each Activist takes a turn, then the Oil Company takes their next turn.

The first round is over when the Oil Company reaches their first oil well; then, from this position, round two starts. The Oil Company starts round two with ten turns and their counter returns to 0 on the timeline. Any Tracking Discs that have been placed are removed.

If at any stage the Oil Company runs out of turns or is caught in the act, they lose. The game continues like this until the Oil Company is caught in the act or reaches both oil wells or runs out of time.

GAME COMPONENTS

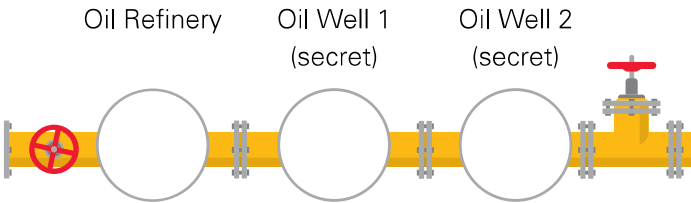
Photocopy and cut out each of the components.

Tip: Stick the components on the back of cardboard (e.g. cereal box) to ensure the components are long lasting.

OIL COMPANY TRACKING SHEET

Three Locations

Write the numbers for one location from each province of the board. Decide at the start of the game.



IMPORTANT
Do not let the other players see your locations on the Tracking Sheet.

TURNS	1	2	3	4	5	6	7	8	9	10
Round 1										
Round 2										

Each turn the Oil Company makes is the laying down of pipeline (in secret) to connect the oil refinery and the oil wells in each of the provinces. The Oil Company can take a maximum of ten turns in each round. If the Oil Company does not reach the oil well in ten turns, they lose.

OIL COMPANY DISCS

Oil Well

Oil Well

Refinery

TRACKING DISCS

Tracker

Tracker

Tracker

Tracker

Tracker

COUNTERS

Farmer

NGO

Student

Oil Company

SPECIAL POWER CARDS

Each card can be used once only.



Intimidation

As well as your regular move, this card allows the Oil Company to intimidate one player, which means that player cannot ask any questions on their next turn.



Helicopter

This card allows the Oil Company to move two numbered circles. With this card, the Oil Company can move over squares occupied by Activists.



Buy Off

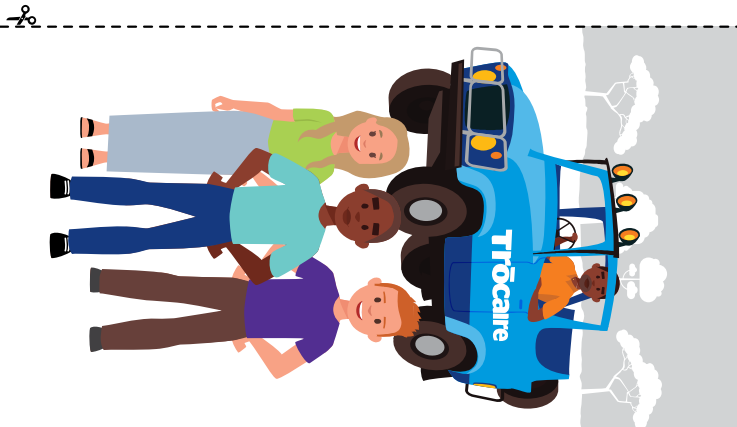
This card allows the Oil Company to make one move to any other numbered circle in the same province.



Helicopter

This card allows the Oil Company to move two numbered circles. With this card, the Oil Company can move over squares occupied by Activists.

Role Cards: Photocopy, fold in half along the straight line and cut out each of the cards. Each of the Role Cards will have a description on the back and an image on the front. The **Trócaire Card** is a bonus card to be given to the NGO.



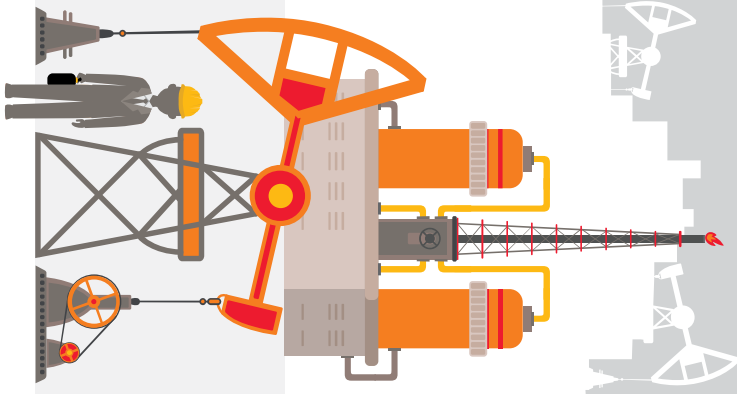
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Trócaire Card

Once per game, Trócaire offers support on the ground to their partner NGO. This allows the NGO to take an extra turn. This card can be used only once.

* To be given to the NGO.



Oil Company

You are the director of the Oil Company trying to build a pipeline to connect your oil wells to your oil refinery so that you can export oil for profit. Activists are trying to stop you.

The Oil Company wins the game if you can complete your oil pipeline without being stopped.

The Oil Company can use each of the four **Special Power Cards** (1 Intimidation, 2 Helicopter, 1 Buy Off) once per game.

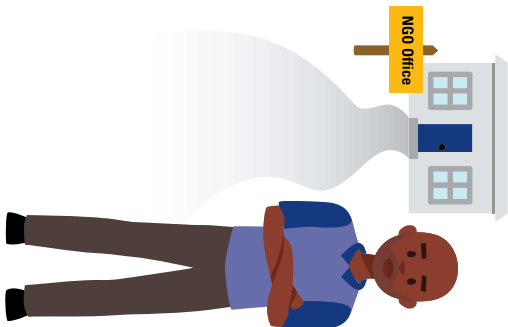


Farmer

You are a local farmer who relies on the land for your goats to graze and crops to grow. You are actively campaigning to save your land from the Oil Company.

Special Power

Once per game, in addition to your regular move, you can move to any other square in the province or common area you are in.



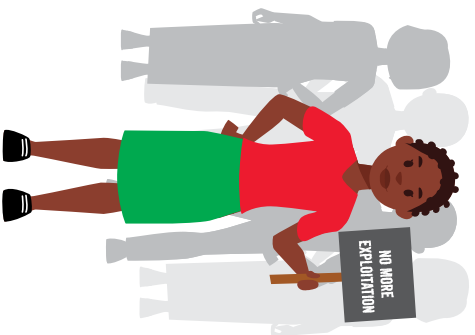
NGO

You are a local NGO in partnership with local community members and also with Trócaire.

You support the local community through advocacy and campaigning, demonstration opportunities on the ground and also by advocating for the development of legislation that protects the community at a national and international level.

Special Power

Once per game, you can move one of the other Activists to a square adjacent to your location. The Activist that has been moved cannot ask any questions during that move and must continue their game from their new position.



Student

You are the leader of a youth activist group. You and your peers want to stop the Oil Company from completing their oil wells and pipelines.

Special Power

Once per game, you can shut down your protest quickly and make a stealth move to any other location square.