



SimBasin game installation

Installation instructions:

1. If you do not already have it, download and install WEAP following the instructions at <http://www.weap21.org/>. You will need to make a free user account. If you are working for an eligible organisation the WEAP licence is free.
2. Open WEAP and navigate to Area -> Manage Areas -> Restore and select the "SimBasinModel.zip" file from the game package folder you downloaded. Say "No" to any dialogs.
3. You should now see the game area. If the game area does not load automatically, navigate to Area -> Open and select "SimBasinModel" from the list.
4. Without closing WEAP, open "SimBasin.xlsm" from the folder you downloaded and enable macros within Microsoft Excel.
5. Click "New game" (to the right of the main interface). A dialog should appear asking you for a basin name; enter a name and press OK. WEAP should run and then you should see results appear in the game screen. If WEAP does not run, try the fix detailed below to correct Excel's connection to WEAP.

NB: the game uses WEAP Version: 2015.0. Please ensure your version of WEAP includes the flooding module (older versions do not). If you can, download a new version of WEAP. Otherwise, enable flooding in some older versions by saving an empty text file called "Flooding.yes" in the WEAP area folder called SimBasinModel.

WEAP registry fix

1. Open command prompt using Run\ cmd
 2. Set directory to "Program Files (c86)\WEAP\
3. Run "weap.exe\regserver" as administrator.
 4. Nothing should happen (WEAP should not open) if the process completed correctly.
 5. Close the console and reopen WEAP and the Excel file (not as administrator)
- If these steps do not help, WEAP should be reinstalled using the administrator account.



Workshop organisation

The game is designed to be used for facilitated workshops, with participants grouped into groups of 6-10 players. The game should include opening and debriefing presentations for all participants to explain the game and then discuss what has been learned during the session.

You will need:

- A moderator per group who knows the game and can explain the concepts involved
- A table for each group
- A computer (with Excel 2007, WEAP and the game installed) per group.
- One set of printed materials per group
- A projector for the opening and closing presentations

Preferable:

- A large screen or projector per group
- Someone on hand who knows the software well in case of problems or questions

Checklist:

Weeks before the workshop:

- Organise venue
- Invite participants
- Make sure moderators are available

Days before the workshop:

- Install the game on all the computers and test it once on each
- Give each monitor a chance to play with the game so that they know the interface
- If you can, have a dry run (rehearsal) internally
- Print the materials

On the day:

- Make sure all computers are set up and will not hibernate in power saving mode
- Click "New game" on each computer, enter the name of the group, and leave it to run, so that the baseline results are displayed