

Reibelt, L. M., Moser, G., Dray, A., Randriamalala, I. H., Chamagne, J., Ramamonjisoa, B., Garcia Barrios, L., Garcia, C., Waeber, P. O. 2017. Tool development to understand rural resource users' land use and impacts on land type changes in Madagascar. *Madagascar Conservation & Development* XX, XX: xx-yy.
<http://dx.doi.org/10.4314/mcd.wetlands.3> // **Supplementary Material**

S0. General explanations on how to use the provided extra material to play the Alaotra Wetland Game.

The Supplementary Material S1–8 contains all necessary files to be able to play the Alaotra Wetland Game after printing the game components. The game is licensed under a Creative Commons Attribution 3.0 Unported License, i.e., you can share and adapt the material under the condition that you indicate changes and give appropriate credit; we recommend the following attribution: “Tool development to understand rural resource users' land use and impacts on land type changes in Madagascar [*include hyperlink to MCD page*] by Reibelt et al. is licensed under CC BY 3.0”

S1. Input parameters and calculation worksheets for running scenario 1 of the Alaotra Wetland Game. The excel file contains all background information and calculations the Bank needs to determine the output and personal gain for all players.

S2. Landscape. The common game board can either be printed as DIN A0 format (e.g., on PVC), or as 12 DIN A4 pieces (e.g., on foam board).

S3. Personal Game Sheet. Each sheet consists of six rows, which represent the entries per game round. It is here where players log their activities. This file comes in a DIN A3 format and is best printed on paper. Each scenario requires one such sheet per player. The game accommodates five players.

S4–S7. Market items. All items that can be purchased at the Market are provided on DIN A4 format and have to be cut (12 to 35 items per page). The exception is Compost; you can buy at the Market as well, but there are no tokens for it. Number of Compost purchased are logged into the Personal Game Sheet and the Bank (excel sheet). Table S1 specifies how many items (tokens, money) are needed (this is an approximation), and which material is recommended for printing.

S8. Money. This is provided at the onset of the game by the game organizers: 4500 \$A [game money] per player. Then, during the game, the Bank (calculating the production output by using the S1 excel game sheet) will pay out in cash (game money). At the Market, all items are to be purchased using the game money. The Bank is also the place in the game to receive credits (to be noted on an extra sheet of paper, as well as noted within the excel sheet). For simplicity, and to keep the game running (i.e., allowing all players to finish the game without going bankrupt), the credits do not have to be paid back. Refer to Table S1 for quantity of money notes to be printed out prior to a game session.

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Table S1.

	Quantity	Material	SM file
Rice*	140	Foam board	S4
Onion*	70	Foam board	S4
Vegetables (carrot symbol)*	70	Foam board	S4
Fishing (fish symbol)*	35	Foam board	S5
Fishing boats ¹	5	PVC	S5
Housing (3 levels)	6 each	PVC	S5
Opportunities (Mining, Logging, Hunting)*	10/10/15	PVC	S6
Gendarme (yes/no cards) ²	6/6	PVC	S6
Quality of Life (Education, Health, Proteins, Electricity)	24 each	PVC	S7
Money – 2000 \$A	72	Paper	S8
Money – 1000 \$A	36	Paper	S8
Money – 500 \$A	36	Paper	S8
Money – 200 \$A	36	Paper	S8
Money – 100 \$A	36	Paper	S8
Money – 50 \$A	36	Paper	S8

¹Players need to do a one-time investment into a boat to purchase fishing tokens at the market.

²When a player decides to do mining or logging, one of the 6 yes/no cards must be drawn to determine whether a Gendarme will discover the illegal activity (cross means a Gendarme will stop the illegal activity, i.e., Mining or Logging) and impose a fine; tick means that there is no Gendarme and the activity can be done). If the Gendarme appears, a '1' needs to be entered in the excel file; this will automatically calculate a fine and subtract it from the payout. No Gendarme will show up in the Marshes for Hunting, denoted with a duck symbol.

* Items are purchased and later put on the Landscape, i.e. the common game board (cf. Figure 3 in main article).