

# Changing the 'Fate of the World'

*Climate change expert Dr Myles Allen, from the University of Oxford's Department of Physics, has provided state-of-the-art climate predictions for Oxfordshire games company Red Redemption's 'Fate of the World'.*



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The computer game, due for release in 2010, is based on real climate predictions and potentially has the power to change the attitudes and behaviour of millions of people towards climate change.

'Fate of the World' covers a set of global warming scenarios covering 200 years of Earth's existence. The game lets players explore the next two centuries, trying out geoengineering, fusion power, wildlife adaptation and many other brain-teasing and sometimes alarming options. The player must manage the balancing act between protecting the Earth's resources and climate and coping with the needs of an ever-growing world population, which is demanding ever more food, power and living space.

At the heart of the game are 10 'Masterplans' in which the player calls the shots for all mankind. These include 'Apocalypse', where players find out what it would take to raise global temperatures; 'Lifeboat', where the goal is to save only the player while abandoning everyone else to whatever catastrophes await them; and 'Utopia', where a player can try to build a perfect society while battling population growth.

The game outcomes are modelled on Dr Allen's climate change calculations. Dr Allen, who was recently peer reviewed in *Nature*, worked closely with Red Redemption to make 'Fate of the World' the most realistic climate change game in history. It is the sequel to the successful 'Climate Challenge' game sponsored by the BBC, which has been played by almost a million people since its launch in 2007.



***'Accurate real-world data is used in many videogames. Take a motor racing game: you need to know how a car responds when a player brakes or turns too sharply. A climate-based game is similar, but you can't test drive the climate. So we needed the expertise of a real scientist. That's why Dr Allen's input is so important.'***

**Ian Roberts, Red Redemption, designer of 'Fate of the World'**