## Appendix D: Flood risk investment game



### 1. Instructions (1)

First page of instructions, including information about payoffs and the random selection mechanism. Green panel emphasizes that there are no right or wrong answers.

Imagine that you own a home you will be living i 25 years. Furthermore, you own a savings accou balance of 65,000 ECU (comparable to Euros).		* * * * * * * * * * * * * * * * * * * *
The probability of a flood is <b>1 percent per year</b> . that your house is flooded at least once in the co is approximately <b>22 percent</b> .		The computer selects each year at random which house gets flooded. The probability that the blue house is flooded, is 1 percent.
	flooding. These mea they can <b>reduce dar</b> An example of such appliances to a high	ourself how much you want to invest. The more you
We will start with a test scenario to g	et familiar with t	he game.

## Test scenario (pen teinstucion) (met scenario) vo con: your koude and you have 65,000 ECU on your savings account Image: Scenario Scena

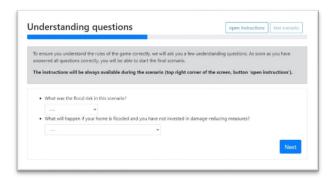
### 2. Instructions (2)

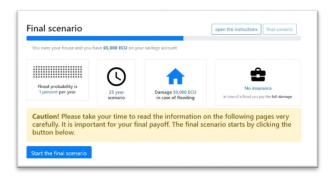
Second page of instructions, including information about the flood risk and an example of damage-reducing measures.

### 3. Test scenario

Start of the test scenario. Yellow panel emphasizes that this test scenario does not count towards the final payoff.

After this page, participants go through all pages of the test scenario (Invest / Floods / Overview of results).





### 4. Understanding questions

Participants can only proceed after answering both questions correctly. Software counts the number of attempts. Questions:

- What was the flood risk in this scenario (Answer: 1% per year)
- What will happen if your home is flooded and you have not invested in damage reducing measures? (Answer: I have to pay the full damage of 50.000 ECU)

### 5. Start final scenario

Start of the final scenario. Yellow panel emphasizes that the game starts now, and that the following pages are important for the payoff.

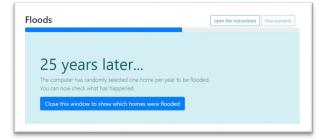
### 6. Investment

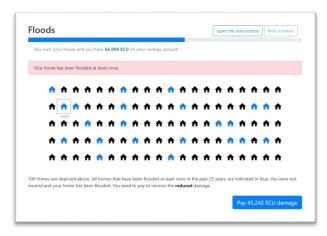
Investment page in the final scenario. Question in the grey panel ("How much do you want to invest to reduce flood damage?"). Answer options in blue buttons (0 ECU; 1,000 ECU; 5,000 ECU; 10,000 ECU; 15,000 ECU) with accompanying damage reduction.



Large warning page indicating that the participant will see the results of 25 years of flood risk.







### 8. Floods II: Flooded

Results of 25 years of flood risk. Home of the participant is indicated with dotted lines. Grid shows 100 homes and homes that have been flooded at least once are indicated in blue.

In this case the home of the participant has been flooded. Red banner indicates this. By proceeding to the next page, the participant will pay the reduced damage (this participant chose to invest 1,000 ECU, which reduced the damage to 45,242 ECU)

OR:

### 8. Floods II: Not flooded

Results of 25 years of flood risk. Home of the participant is indicated with dotted lines. Grid shows 100 homes and homes that have been flooded at least once are indicated in blue.

Participant will either see this screen shot, or the previous one. In this case the home of the participant has not been flooded. Green banner indicates this. Participant does not need to pay.

# Floods open the instructions final scenario Var over, your house and your have 64,000 ECU on your savings account Vor home was not flooded.

Endowment	65,000 ECU		
investment damage reducing measures	- 1,000 ECU		
Flood damage	- 45,242 ECU		
Total	18,758 ECU		

Your final saving	s balance was 18,758 ECU. In case you are selected for the large reward, you will get €188.
(The conversion	rate is 100 ECU = €1.)
	t is equally likely to be selected for the large reward. The computer will randomly select someone after all e finished the survey.

### 9. Overview

Overview of payments of the 25 years in the game:

- endowment = 65.000 ECU
- investment in damage reducing measures
- flood damage
- = total payoff

### 10. Results

Summary of results and conversion to euros. Recap of the random selection mechanism.