

# MYSTIC MOUNTAIN:

an educational alternative futures  
wildland planning game

Edward C. Thor

James L. Creighton

PACIFIC  
SOUTHWEST  
Forest and Range  
Experiment Station

FOREST SERVICE  
U.S. DEPARTMENT OF AGRICULTURE

USDA FOREST SERVICE  
GENERAL TECHNICAL  
REPORT PSW-30



— The Authors —

**EDWARD C. THOR** is a research economist with the Land Use and Landscape Planning Methodology Research Unit, stationed at Berkeley. **JAMES L. CREIGHTON** is a consultant in public involvement and alternative futures planning located in Saratoga, California.

**ACKNOWLEDGMENT**

The Mystic Mountain Game was initially developed for a workshop on alternative futures planning held as part of a study funded by the U.S. Forest Service SEAM (Surface Environment and Mining) program, Billings, Montana.

Thor, Edward C., and James L. Creighton.

1978. **Mystic Mountain: an educational alternative futures wildland planning game.** Gen. Tech. Rep. PSW-30, 8 p., illus. Pacific Southwest Forest and Range Exp. Stn., Forest Serv., U.S. Dep. Agric., Berkeley, Calif.

Alternative futures planning is a generic name for a number of planning approaches which recognize that the future is uncertain. There is not one future, preordained and universally known, but rather a variety of possible futures, any one of which may occur. *Mystic Mountain* is an educational game which teaches wildland planners and managers important concepts in alternative futures planning while they attempt to manage a hypothetical national forest for 75 years. It combines education and fun in a few hours of playing time.

*Retrieval Terms:* Forest management; resource management; futures planning; alternatives management games.