

Peer Review

Review of: "A Simple Board Game for Modeling the System Dynamics of Deforestation"

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I liked the clarity of the paper, and the connection between system equations and the game is clear and justified. However, I have some comments that may not necessarily fit in this paper but perhaps in future articles or the development of the game that will address these:

- 1) Who is the target group or potential players of this game? If they are generic students or laypeople, what should their takeaway message from this game be, if they have little or no influence on the way industrial forestry is conducted all over the world? (as the game does not address the societal dynamics of economy, industry, legislation, poverty...) It would be interesting to see test player discussions, hopefully in future papers!
- 2) While a man with an axe provides a familiar figure for players, it, however, hides the face of industrial forestry behind this familiar figure. I would increase the scale of the game and put a driver of a forestry machine in this game.
- 3) The article starts with "intact forests," but here the forests are certainly managed for industrial use - how would you address this conflict?

Declarations

Potential competing interests: No potential competing interests to declare.