THIS IS A Rulebook

A radiation emergency has occurred, and you are tasked with setting up a Community Reception Center (CRC) that will screen, decontaminate, and register the individuals that arrive. To operate a successful CRC, staff will need to work together and be mindful of the continuously unfolding situation as more and more meeple arrive at the CRC. No one can operate a CRC alone. Every staff member has a critical role. You have a base level of equipment and staff but will likely need to request additional resources throughout your shift. As in any emergency, time and resources are limited so you will need to work together to efficiently process individuals effectively and safely.

Objectives

Work together to process all meeple arriving at your CRC before the shift ends. The simulation ends automatically if any of the status meters gets to the top where is says “game end”. While operating your CRC you will need to manage staff “fatigue”, public “anxiety”, and “hazard” levels.

Contents

- Game Board
- Status Tracker
- Status Markers
- Player Mats (7)
- Player Tents
- Resource Tiles
- IC Token
- Staging Area
- Major Inject Cards
- Minor Inject Cards
- Funds
- Meeples

Status Tracker

Player Mats

Resource Tiles

Inject Cards

Funds

Meeple

Status Marker

IC Token

Staging Area

Setup

1. Place starting resources onto the Game Board. Extra resource tiles and funds may be set to the bottom of the board in reserve along with the Animal Area and Mobile Decon Tent.

- 1 Portal
- 2 Showers
- 2 Handheld Detectors
- 3 Registration Desks

*Place one ambulance in the parking lot if playing with Hospital coordinator.

2. Shuffle the Major and Minor Inject Decks and place them on their spots in the Command Center.

3. Next, distribute player mats and player tents. Give the Incident commander (IC) Token to the Emergency Manager.

4. Status Markers should be placed on the Status Tracker starting in the right most position of the yellow, or the fifth spot from the left. Each Player is represented by the color of their player mat. Hazard and Anxiety have only one marker.

5. Place the “Staging Area” beside the board. Draw 8 meeple from the bag and place them on the staging area. Count 13 funds and place them on the Staging Area too.

Gameplay

This game is played in 5 rounds which is meant to represent hours of a shift. At the start of each round, you will draw meeple arriving from the bag and place them at the entrance to the CRC. They will move through the stations in your CRC depending on how many resources you have available for processing. After meeple have been processed, players will receive funds or resources as stated on cards or the Turn Guide. Players will draw Major and Minor Inject cards and work together to decide how best to resolve them. Then, players will be able to play their Player Action to gain resources or adjust the Status Tracker. Funds are used both for managing Injects and to perform Player Actions.

Position of status markers on the Status Tracker affect the difficulty level of the game. Players should work together to keep markers in the green areas throughout the game. There are 3 different meters: Hazard, Anxiety, and Fatigue. If any score marker reaches “Game Over”, the CRC has become overwhelmed and stops processing any individuals. This immediately ends the game.

The fifth round is a shortened round to allow additional meeple processing. At the end of all the rounds, the game is over. Players win if all meeple have been processed and no score markers are in the “Game Over” position.

Detailed Gameplay

Depending on the number of rounds chosen to play, the steps below will be completed 4-12 times. There is always one additional round where the CRC is closed and step 2 can be completed one more time to try to process remaining meeple.

Round Order

1. Arrival Take Meeple from Staging Area and place them in line outside CRC.
2. Processing Select Meeple to process at each station based on resource capacity. Leave unprocessed Meeple in line.
3. Funds and Resources Gain funds from Staging Area and resources from injects or actions. Place resources immediately.
4. Injects Current Incident Commander draws 1 Major and 3 Minor Inject cards and passes out to group to read aloud and make choices as a group.
5. Player Action Perform any job action as long as there are funds available, and the group agrees. If skipping turn, perform no action.
6. Prepare Draw Meeple from the bag and gather fund tokens based on round number, Status Tracker, and card adjustments. Place Meeple and funds on Staging Area. Pass IC token to the right. Proceed to next round and move round token on Turn Tracker.

Example Round Walkthrough

This example will walk players through an entire round assuming there are 3 players in the game. We will start on round one. If you would rather watch a play through video, follow this link: https://bit.ly/CRC-Test .

1. Arrival

We will take the 8 meeple from the "Staging Area" and place them on the board in the parking lot outside the CRC.

2. Processing

(a) We will now process the meeple starting with the contamination screening station. We see that we have 1 portal monitor which means we have the processing capacity of 5 Meeple Points (MP).

(b) After discussing with the group, we determine that we will process 3 green meeple and 1 yellow meeple. We place them on the portal monitor then pick them up and check their feet.

(c) We find 1 green and 1 yellow is contaminated because we see the red mark on their foot. The 2 contaminated meeple are placed in the contaminated area.

(d) The other 3 meeple are deemed “clean” and follow the arrows to go wait in line at registration.

(e) Next, we will process the meeple that need to be decontaminated. We currently only

have 2 showers which has processing power of 2MP in total whereas we have a total need of 3MP.

We can either choose to process the yellow or green meeple, but not both. We decide to process the yellow meeple to be most efficient with our 2MP.
**We also note that it may be a good idea to get additional showers.*

(f) The yellow meeple then proceeds to post decon screening and then to wait in line at registration.

(g) Finally, we will process meeple at registration. We currently have 3 registration desks and total meeple processing of 6MP. Adding up the total MP in line, we have 4MP so we will be able to process all meeple in line at registration this round.

*If we had had more than 6 MP that needed processing, we would have needed to choose which meeple to process just like we did at contamination screening.

3. Funds and Resources

We receive 13 funds from the Staging Area. We do not receive any resources this rounds.

*In future rounds we might gain resources from Inject Cards or Player Actions.

x 13

4. Draw Injects

We look at the Status tracker and note that we don't have any Player Fatigue in the green, orange, or red zones so we will draw 3 Minor injects and 1 Major inject passing them out to players to read. Each player reads out loud their inject card then the group discusses how to proceed. As an example, the 4 cards are shown below.

DATA SHARING AND HIPPA

Many meeples are questioning how you will protect their information provided at registration. What measures will you use?

Choose One:
Secure File Transfer: Pay 3 Funds, **-1 Anxiety**
Password Protect Files: All Staff **+1 Fatigue**
Store on Flash drive: **+2 Anxiety, +2 Hazard,** exchange 2 green for 2 yellow meeple

SERVICE ANIMAL CONTAMINATED

A service animal has been found contaminated. Will you continue to process the animal with its owner or separate them?

Choose One:
Process with Owner: Move yellow meeple from Contamination Screening line to Decontamination line, **-1 Anxiety**
Separate: **+1 Anxiety, +2 Hazard**

TRIP OVER WIRES

Staff have been tripping over wires at the Contamination Screening station. Do you tape down the wires immediately or tell staff to be more careful?

+1 Hazard

Choose One:
Tape Down: EM **+1 Fatigue**
Be Careful: Additional **+1 Hazard**

REQUEST TO ENTER CRC INFO INTO RADRESPONDER

Radiation gets a request to enter CRC data into RadResponder.

Rad must skip this turn and +2 Fatigue. If players wish to postpone, place on Turn Tracker but reduce Funds by 2 each round until this request is met.

We will resolve the cards one at a time and show the effect on the status tracker for each step.

Trip Over Wires- no matter what we will gain **1 Hazard** and we choose to "Tape Down" which means that the **EM** (Emergency Management) player will gain **1 Fatigue.**

+1 Hazard

Choose One:
Tape Down: EM **+1 Fatigue**
Be Careful: Additional **+1 Hazard**

Request To Enter CRC Info into RadResponder- We don't want to receive less funds so we will choose for **Radiation** to skip their turn and take **2 Fatigue**. This means **Radiation** will not be able to play any player actions this round.

Rad must skip this turn and +2 Fatigue.
If players wish to postpone, place on Turn Tracker but reduce Funds by 2 each round until this request is met.

Service Animal Contaminated- We choose to process the animal with the owner. There are no yellow meeple in our Contamination Screening line, so we take one of the green meeple and put them in the Contaminated Area.
*If there were no meeple in the Contamination Screening line, then we would take a yellow meeple from the extra meeple bag. We also reduce **Anxiety** by 1.

Choose One:
Process with Owner: Move yellow meeple from Contamination Screening line to Decontamination line, **-1 Anxiety**
Separate: +1 Anxiety, +2 Hazard

Data Sharing and HIPPA- We choose Secure File Transfer and pay **3 Funds**. Then we reduce **Anxiety** by 1.

Choose One:
Secure File Transfer: Pay 3 Funds, **-1 Anxiety**
Password Protect Files: All Staff **+1 Fatigue**
Store on Flash drive: +2 Anxiety, +2 Hazard, exchange 2 green for 2 yellow meeple

-3

5. Player Actions

Now that we have resolved all injects, we move to player actions. We have 7 Funds left and **Radiation** will be unable to perform any actions this turn.

We currently have a line at Contamination Screening and Decontamination. This means we might want to consider getting additional portal monitors and/or decontamination equipment.

First, we decide to use the **Emergency Manager** player action of "Immediate Support" and pay 6 Funds. We choose a portal monitor and place it immediately on the board.

Next, we have 1 Fund left so **Public Health** decides to use one of the "Psychological First Aid" actions to reduce the Fatigue of **Radiation** by 1. **Public Health** places a colored cube to mark that one action has been taken.

6. Prepare

Draw Meeple from the bag and gather fund tokens based on round number, Status Tracker, and card adjustments. For Rounds 2 we will get 13 Funds and 12 Meeple.

Place Meeple and Funds on Staging Area.

Pass Incident Commander (IC) token to the right.

Proceed to next round and move round token on Turn Tracker.

Game End

If players reach the end of the shift and have processed all meeple in the CRC, players “win” and have successfully processed everyone at the CRC. Congratulations!

If any one of the status meters reaches “Game Over”, the CRC becomes overwhelmed, and the game is “lost”. Players should reflect on their choices and what actions to have taken differently or resources to have prioritized to improve their CRC plans.

Post-Game Discussion

Using injects that were encountered in the game, review your current plans and procedures. Discuss with your group: what injects do you feel are adequately addressed in your plans? What injects do you feel that you handled different than your plans and why? What injects identified gaps in your current plans? Use the Discussion Supplement for guidance

Acronyms

ASL – American Sign Language
EM - Emergency Management
FP- Fire and Police
HC - Hospital Coordinator
IC- Incident Commander
PH- Public Health
PIO- Public Information Officer
Rad- Radiation Control
VC- Volunteer Coordinator

Resolving Rules

- In the instance where a card refers to moving a meeple in line or exchanging, if there is no meeple in line, draw a meeple from the extra meeple bag.
- Once meeple run out of the bag, place all meeple in the shelter back into the bag.

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APPENDIX

Player Roles

There are 7 player roles in **This is a T.E.S.T.** Each role has certain responsibilities and special skills that will be used to operate the CRC. Refer to play Job Action Sheets which depict real realistic job action sheets for a CRC and aligns with Player actions in **This is a T.E.S.T**.

Public Health (PH):Tasked with radiation screening, registration, medical triage and follow-up, crisis communication, population, and individual health.
Special Skills:

- Shorten Registration Forms
- Perform Minor First Aid
- Mental Health Counseling
- Train Interns

Radiation (Rad): Tasked with providing radiation expertise, dose assessment and consultation, radiation safety, screening, and decontamination.
Special Skills:

- Background Check
- State Radiation Assistance
- Request a R.O.S.S
- Train Staff to Assist with Screening

Emergency Management (EM): Tasked with logistics and operational support and coordination, CRC management and filling staff where needed, providing resource management, and handing resource requests.
Special Skills:

- Immediate Support
- Request Resource from EOC
- Request Federal Support
- Safety Check

Fire/Police (FP): Tasked with security, traffic control, radiation screening, decontamination, safety enforcement, and crisis counseling.
Special Skills:

- Mobile Decon Tent
- Re-Establish Perimeter
- Call for Back Up
- Just in Time Training

Public Information Officer (PIO): Tasked with developing communication messaged, applying Crisis and Emergency Risk Communication principles, message coordination, translation of information into plane language, and providing situational updates for awareness.
Special Skills:

- Coordinate with News Media
-

Press Conference
- Emergency Alert Message
- Social Media Post

Hospitalspital Coordinator (HC): Tasked with coordinating hospital operations with the CRC.
Special Skills:
- Collect Consent Forms
- Contain Contaminated Entryways
- Conduct Specimen Tests
- Transfer Stable Patients

Volunteer Coordinator (VC): Tasked with coordinating across multiple types of volunteer and community assistance agencies.
Special Skills:
- Medical Reserve Corps
- Civilian Emergency Response Teams
- Red Cross
- Animal Assistance Teams

Number of Starting Meeple (Place in Bag)

Contamination	Total Green (# Contaminated)	Total Yellow (# Contaminated
High	30 (19)	12 (6)
Moderate	30 (13)	12 (4)

APPENDIX

CRC Processing Guide

About the Meeple

Meeple will be arriving at your CRC and are either green or yellow Green meeple will take the least amount of processing time while yellow meeple will take longer. This is meant to simulate those with Access or Functional needs or someone who may take additional time to process at the CRC.

Green and yellow meeple will not always be contaminated so you will need to “screen” them at the Contamination Screening station by checking the bottom of their foot. It will be marked red. Contaminated meeple will need to be decontaminated prior to going to registration.

Meeple Points

The Meeple Point value is indicated below.

- Green Meeple = 1 MP
- Yellow Meeple = 2MP

Resource Processing Capabilities

- Contamination Screening- Portal- 5 MP per Portal
- Decontamination- Shower- 1 MP per Shower
- Post Decon - Handheld Detector- 2 MP per Handheld
- Registration Desk- Desk- 2 MP per Desk

Meeple Processing

Example: Each Portal monitor can process 5 MP. Add up the total number of MP you can process in the area. For example, 2 portal monitors would be 10 MP. Place meeple in the portal areas adding up to 10MP. You may choose whichever meeple you would like. Examples include:

a. 10 green meeple 10x 1MP=10MP

b. 5 Yellow meeple 5x2MP= 10MP

c. Or a combination of green and yellow meeple-> 2 yellow and 6 green = 2x 2MP+6x1MP=10MP

APPENDIX

Turn/Round Guide

Drawing Meeple

Each turn you will draw meeple based on the round (hour in the shift) you are on. The table below tells you how many meeple to draw from the bag. There may be modifications to this number based on the 1) status tracker either from too high of a hazard or anxiety level, 2) player action cards, or 3) inject cards. Make sure to add any modifications to the number below.

	Round 1	Round 2	Round 3	Round 4
Meeple Drawn	**8**	**12**	**12**	**8**

For the fifth round of the game, you will not draw additional meeple. You will be able to perform one round of processing. Any additional meeple left in your CRC would have not been processing within your shift.

Getting Funds

Each turn you will receive 13 funds unless a player action or inject card has modified the amount. Make sure to add any modifications to your base funds.

Keeping Funds

If you choose not to spend all your funds, they do roll over to the next hour.