

PRZEBIEG GRY. PRZYGOTOWANIE:

- Rozłóżcie każdemu z graczy role, tak, by po równo rozdać wszystkie 6. Naukowiec (Hydrolog) i Burmistrz powinni trafić do 2 różnych graczy.
- Zgodnie ze swoją rolą każdy gracz otrzymuje kartonik z umiejętnością jego Służby.
- Każdy gracz powinien otrzymać karty przypisane do jego funkcji. Połóżcie i ułóżcie je w osobnych stosach zakryte.

ROZGRYWKA:

CZAS START: 3 MIN

- Opcjonalne wykupienie prognozy/prognoz przez Hydrologa (losowanie gdzie uderzy /nie uderzy główna 3-metrowa fala).
- Opcjonalne zarządzanie zbudowania wałów przez Burmistrza (max. 3 m, dowolnie gdzie).
- Obowiązkowe wystąpienie Służb (Straż, Policja, Szpital, Media) do wybranej dzielnicy I-IV przez każdego z graczy.

PO 3 MIN:

- Wylosowanie Dzielnicy, w którą uderza 3m fala oraz 1 z 2 Dzielnicy sąsiadujących gdzie uderzy 1m fala.
- Porównanie wysokości Fali i odjęcie wysokości wałów. Jeśli Fala jest wyższa: odjęcie strat za każdy metr fali powyżej. Jeśli w Dzielnicy znajduje się Służba chroniąca dany zasób: nie tracicie tego zasobu niezależnie od wysokości Fali. Jeśli musicie odjąć zasób, który jest już na „0” zamiast niego odejmijcie tyle samo „Zniszczenia”. Jeśli wskaźnik „Zniszczenia” wyniesie „0” gra natychmiast kończy się przegraną.

CZAS START: 3 MIN

- W tym samym czasie każdy gracz odkrywa po 2 karty przypisane każdej z jego Służb, wybiera z nich 1 i dolicza/redukuje wspólne zasoby zgodnie z jej treścią. Drugą kartę odrzuca. Gracze mogą się dowolnie konsultować przed wybraniem karty i naliczeniem/redukcją zasobów, ale nie mogą pokazywać sobie kart. Jeśli gracz musi odjąć zasób, który jest już na „0” zamiast niego odejmuje tyle samo „Zniszczenia”. Po upływie czasu gracze muszą odrzucić karty nawet jeśli ich nie wykorzystali.



- Obniżcie o 1 wszystkie istniejące wały w każdej Dzielnicy. Rozpoczyna się nowa runda -> pkt. 1.

Jeśli była to runda 3., a poziom „Zniszczenia” jest większy niż „0” wygrywacie.



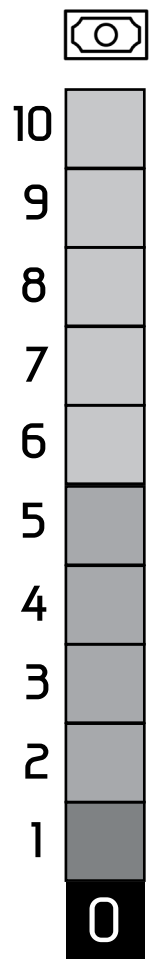
Co rundę: 3 m FALI w 1 Dzielnicy, 1m FALI w Dzielnicy sąsiadującej



1m FALI: -2 , -2 , -3 , -2 

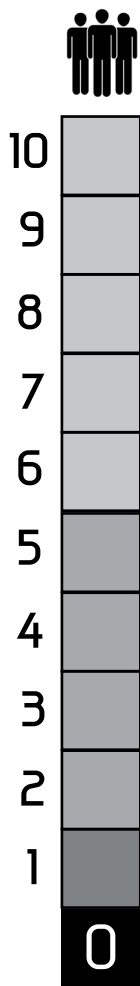


Na koniec każdej rundy obniżenie wałów o -1 w każdej Dzielnicy



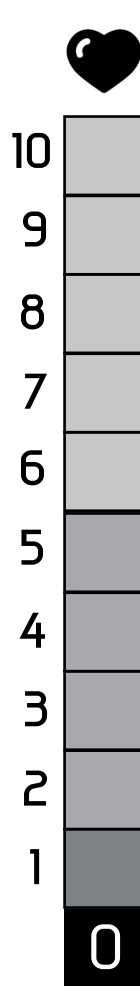
BANKRUCTWO

ZASOBY
FINANSOWE



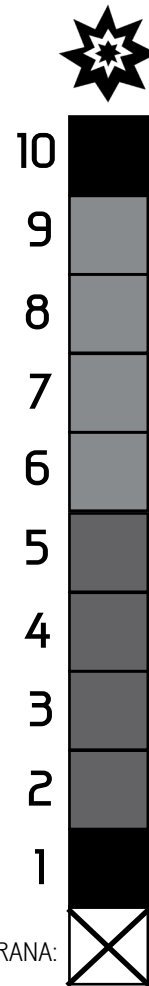
WYCZERPANIE

ZASOBY
LUDZKIE



PANIKA

MORALE



PRZEGRANA:

ZNISZCZENIA



I.



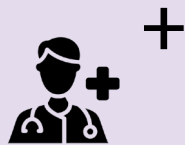
II.



III.



IV.



+

OCHRONA:



M

OCHRONA:



P

OCHRONA:



S

OCHRONA:



N

„TU lub TU” = 3



„NIE TU” = 2



B

MAX. 3 m






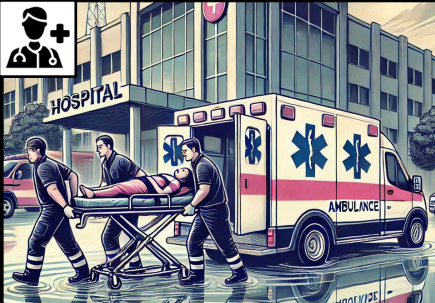









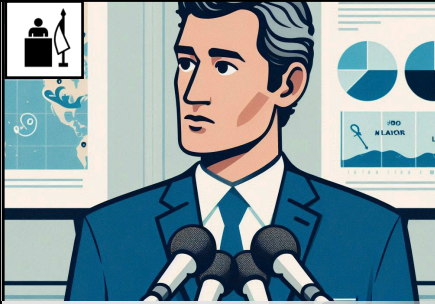




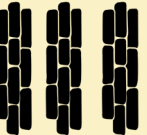
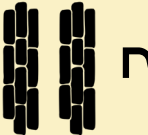
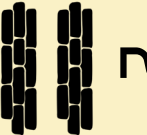
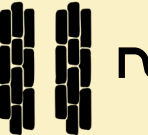
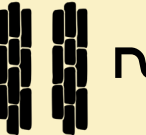
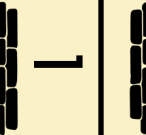
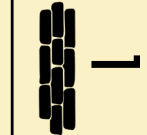
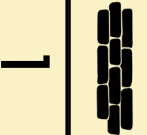
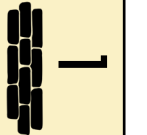
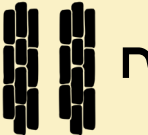
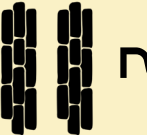
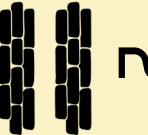
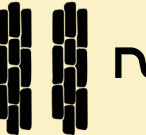
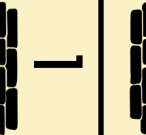
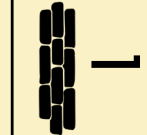
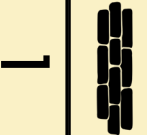
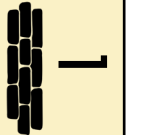
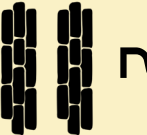
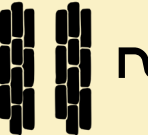
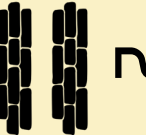
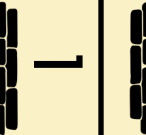
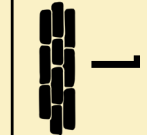
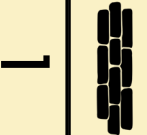
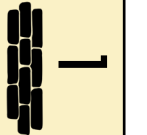
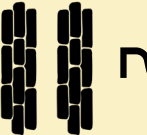
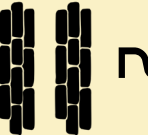
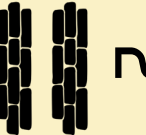
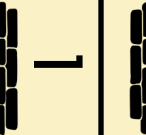
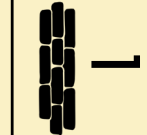
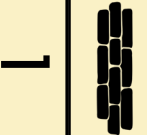
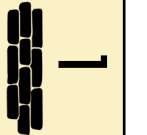
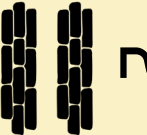
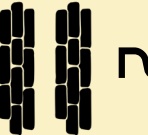
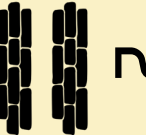
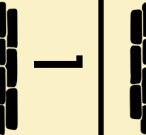
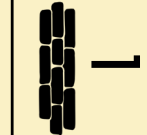
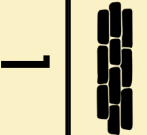
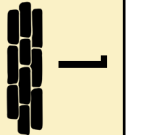
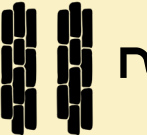
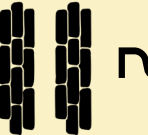
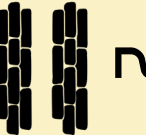
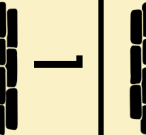
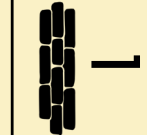
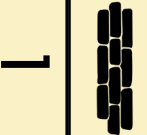
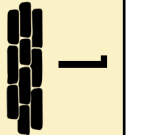
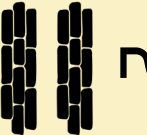
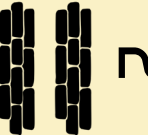
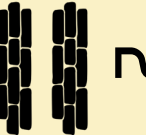
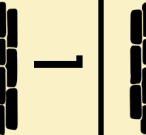
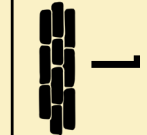
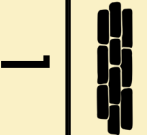
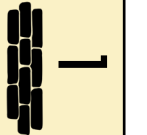
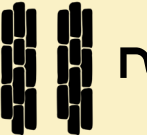
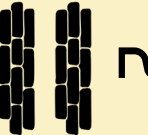
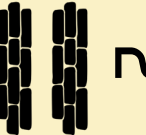
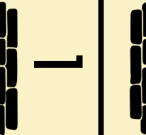
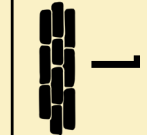
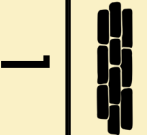
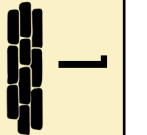
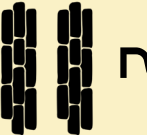
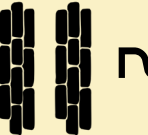
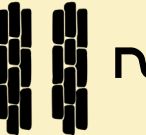
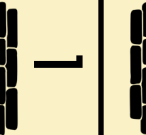
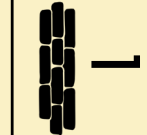
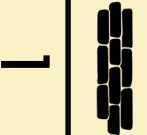
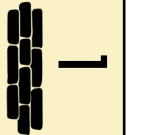
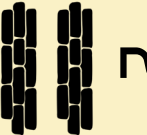
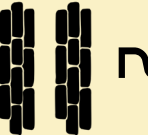
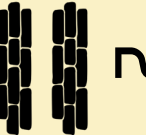
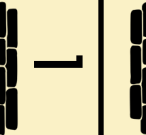
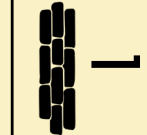
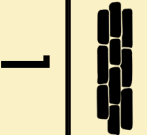
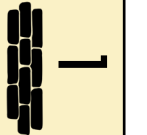
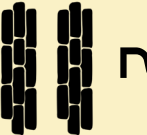
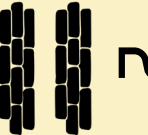
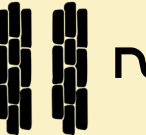
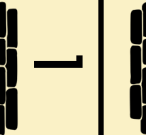
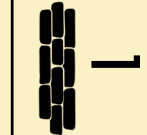
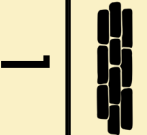
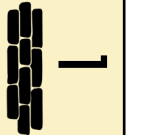
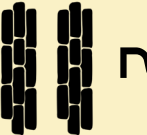
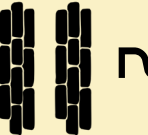
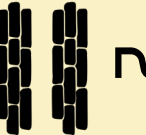
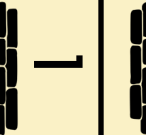
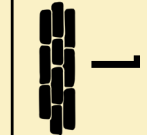
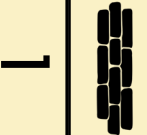
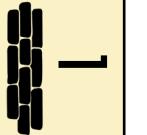
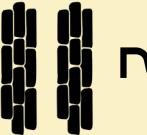
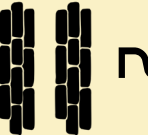
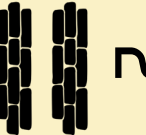
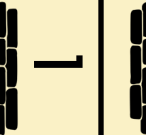
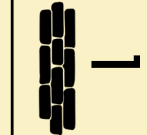
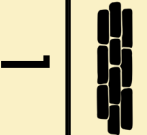
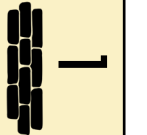
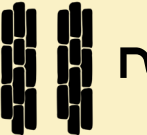
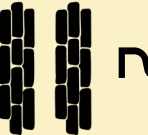
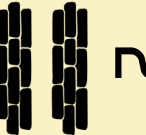
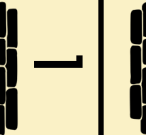
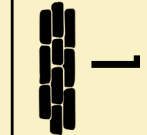
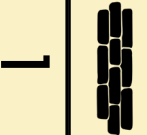
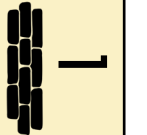
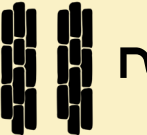
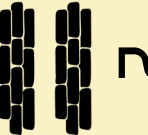
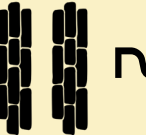
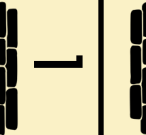
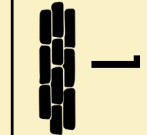
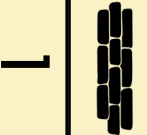
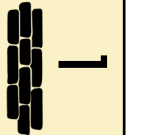
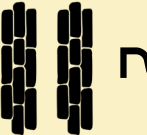
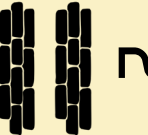
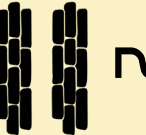
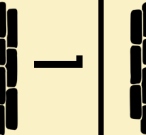
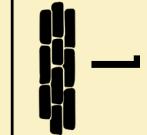
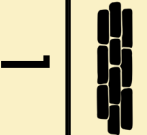
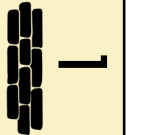
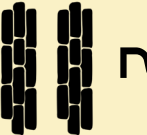
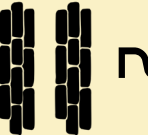
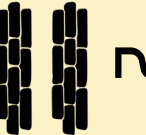
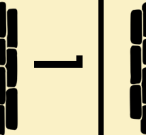
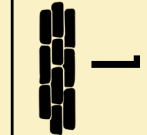
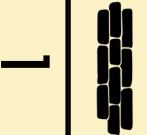
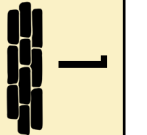
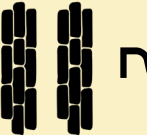
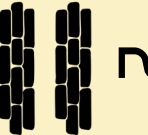
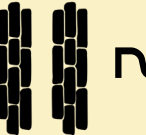
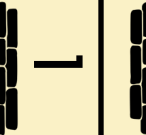
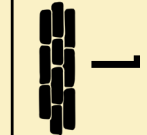
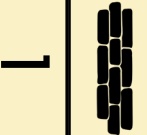
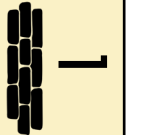
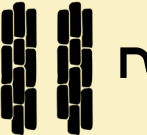
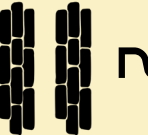
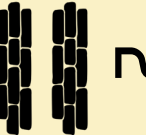
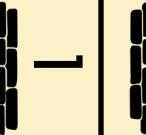
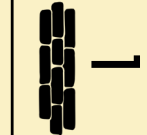
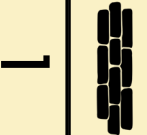
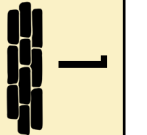
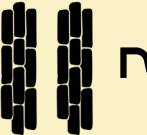
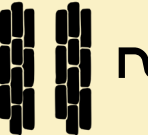
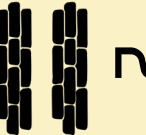
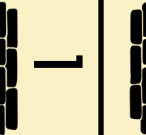
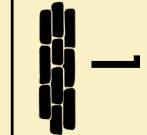
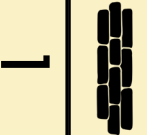
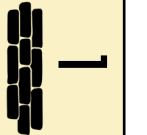
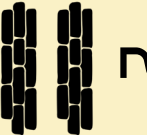
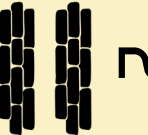
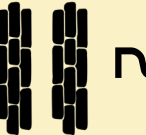
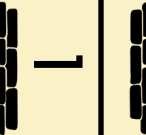
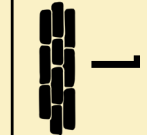
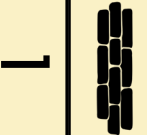
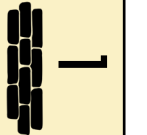
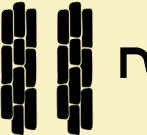
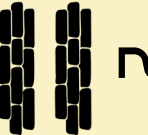
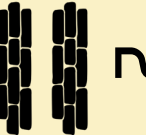
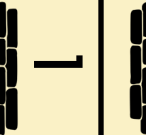
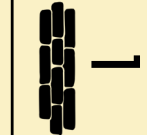
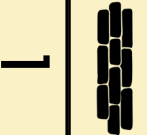
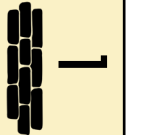
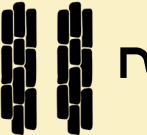
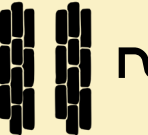
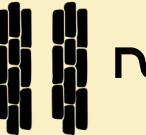
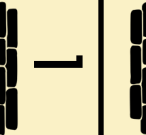
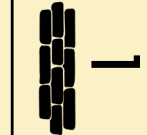
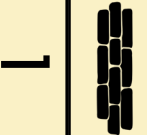
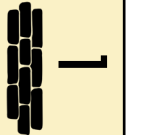
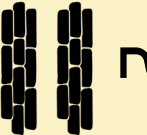
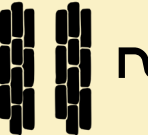
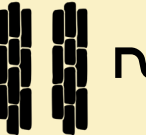
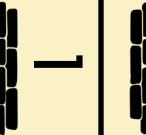
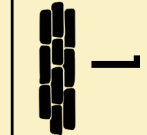
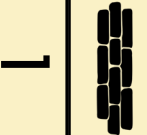
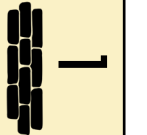
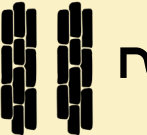
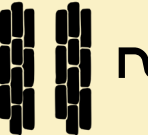
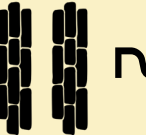
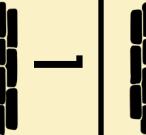
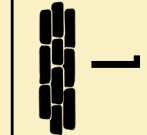
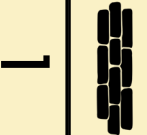
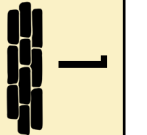
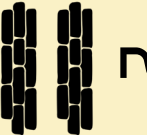
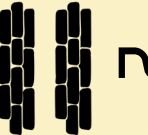
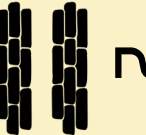
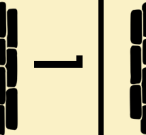
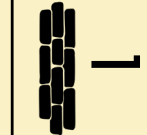
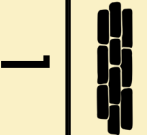
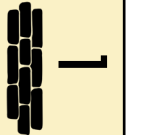
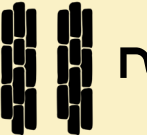
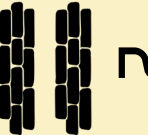
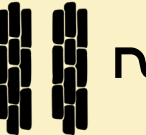
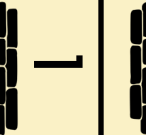
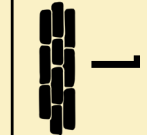
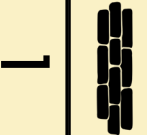
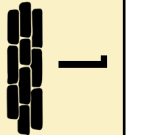
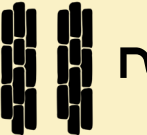
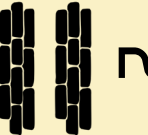
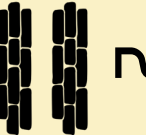
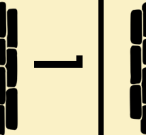
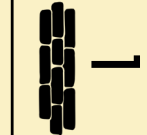
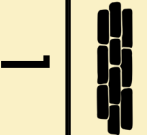
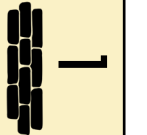
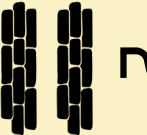
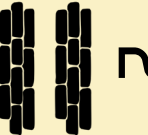
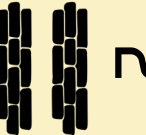
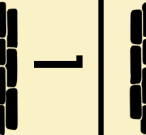
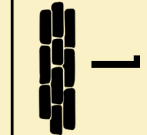
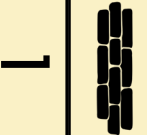
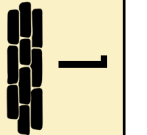
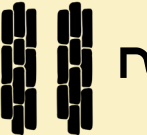
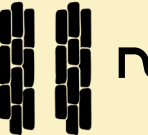
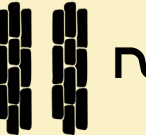
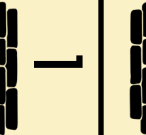
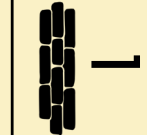
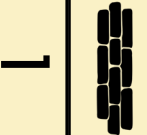
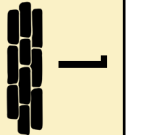
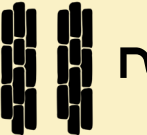
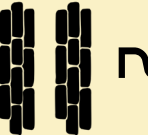
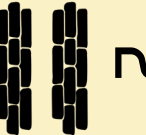
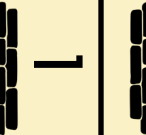
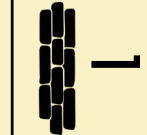
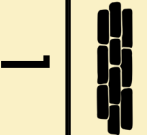
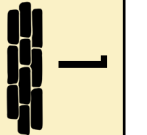
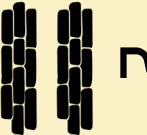
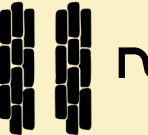
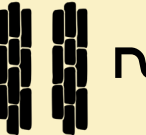
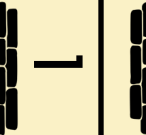
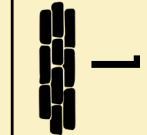
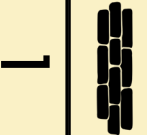
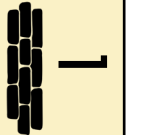
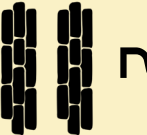
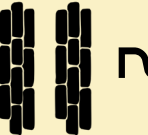
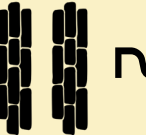
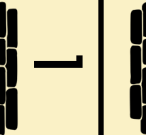
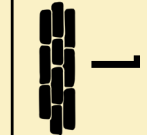
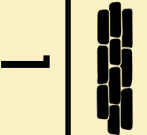
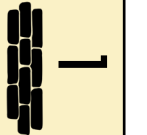
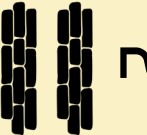
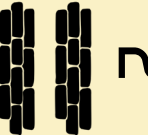
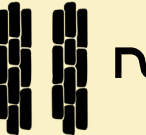
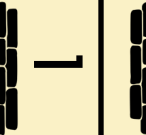
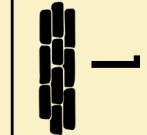
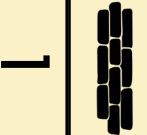
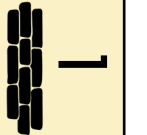
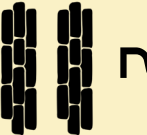
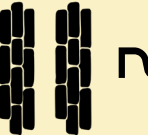
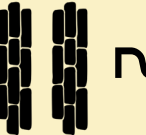
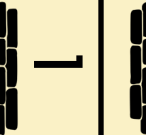
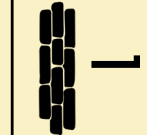
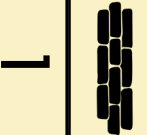
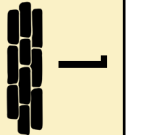
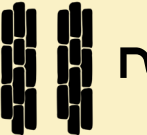
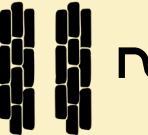
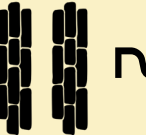
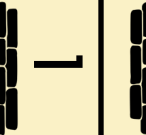
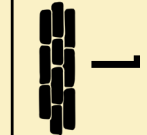
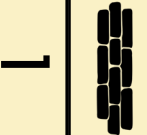
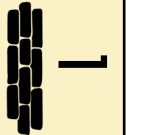
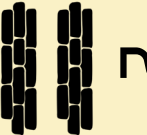
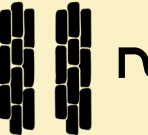
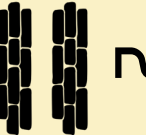
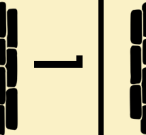
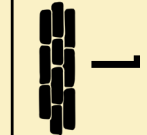
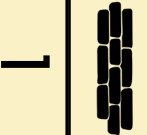
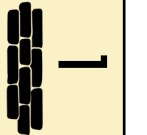
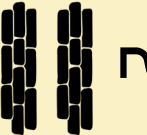
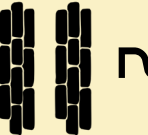
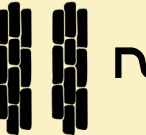
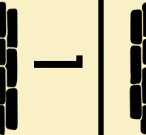
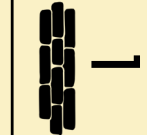
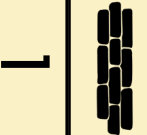
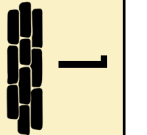
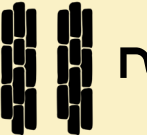
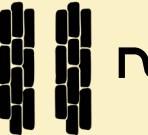
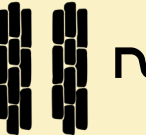
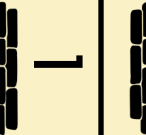
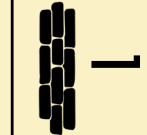
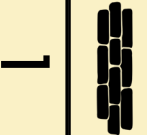
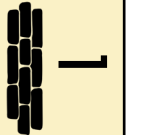
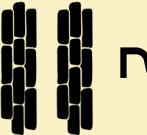
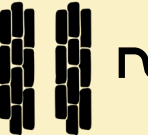
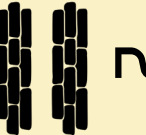
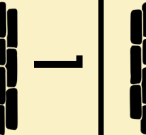
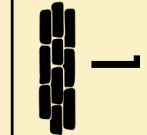
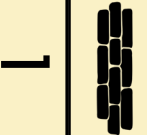
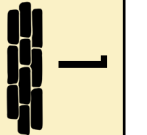
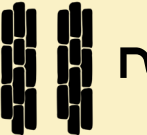
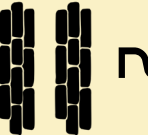
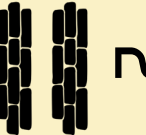
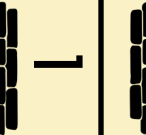
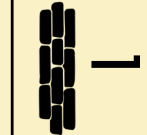
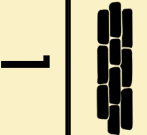
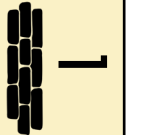
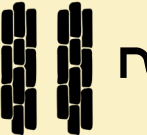
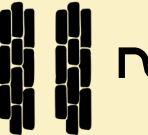
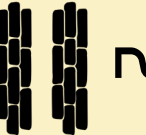
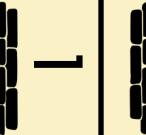
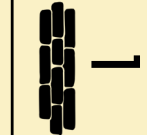
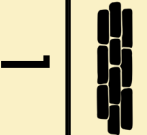
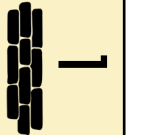
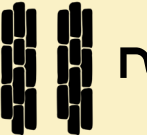
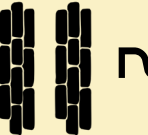
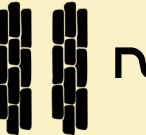
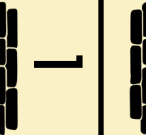
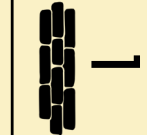
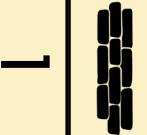
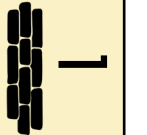
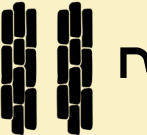
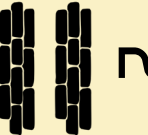
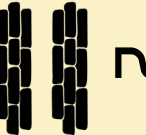
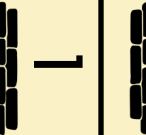
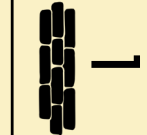
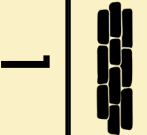
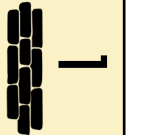
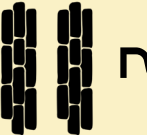
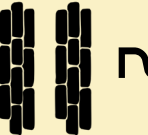
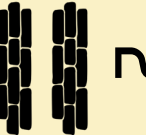
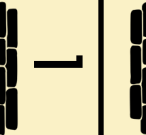
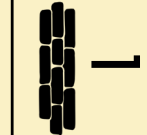
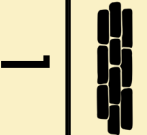
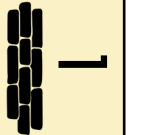
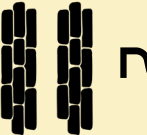
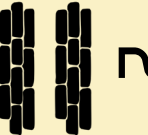
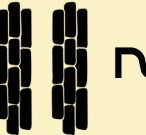
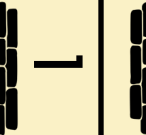
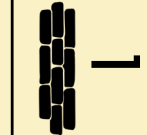
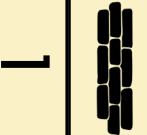
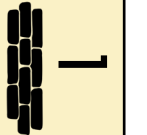
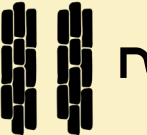
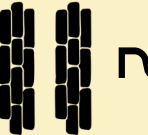
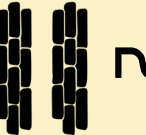
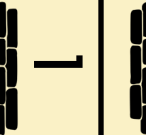
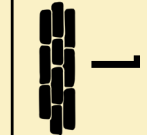
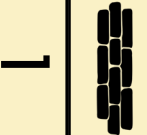
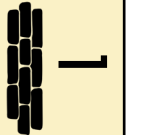
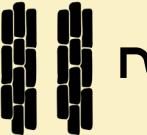
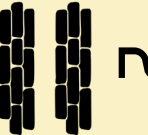
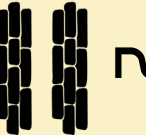
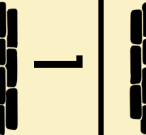
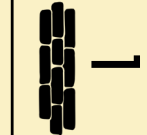
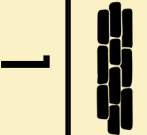
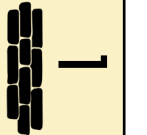
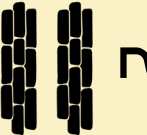
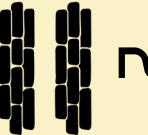
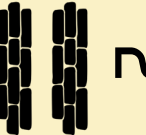
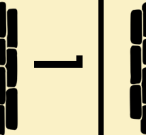
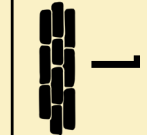
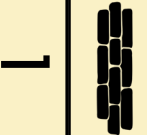
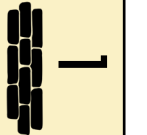
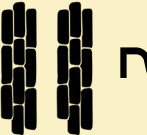
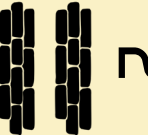
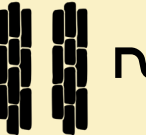
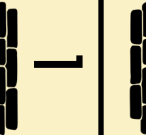
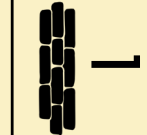
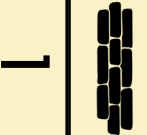
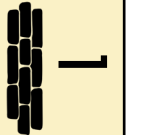
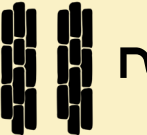
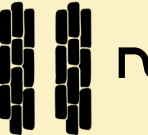
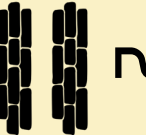
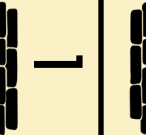
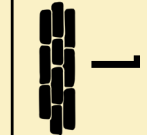
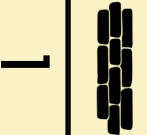
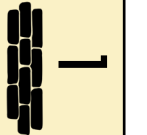
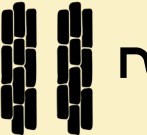
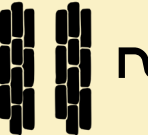
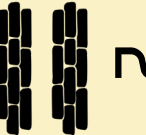
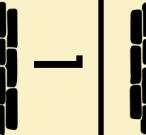
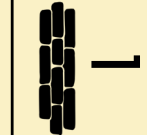
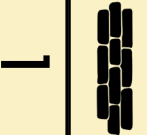
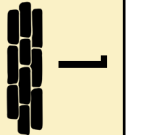
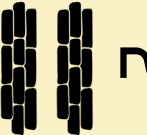
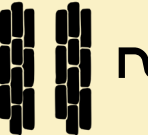
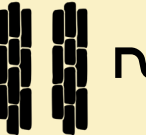
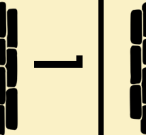
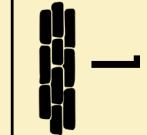
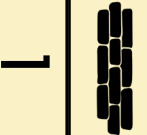
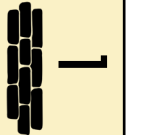
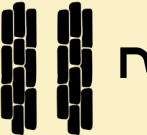
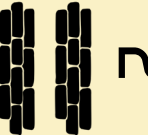
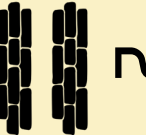
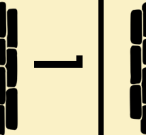
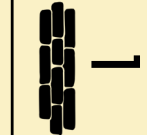
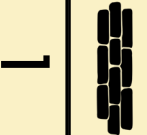


1m = 1



MAX. 2 Służby na Dzielnicę
w tym samym momencie



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|   <p>CENTRUM WSPARCIA PSYCHOLOGICZNEGO</p> <p>Zorganizuj dodatkową, darmową opiekę psychologiczną dla ofiar powodzi i ich rodzin.</p> |   <p>DARMOWE DOSTAWY LEKÓW</p> <p>Zorganizuj dostawy leków i materiałów higienicznych do najbardziej poszkodowanych obszarów.</p> |   <p>EWAKUACJA SZPITALA</p> <p>Zarządź ewakuację szpitala zagrożonego zalaniem, by jego pacjenci i personel nie zostali odcięci od świata, ale ryzykując transport pacjentów w ciężkim stanie.</p> |   <p>DODATKOWE ŁÓŻKA</p> <p>Przygotuj wszystkie działające szpitale na przyjęcie większej liczby pacjentów.</p> |   <p>DODATKOWE ZAPORY</p> <p>Ustawianie dodatkowych zapór przeciwpowodziowych i worków z piaskiem w zagrożonych miejscach.</p> | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| <p>+2 ♥ +1 ⚡</p>   <p>TYMCZASOWE SCHRONISKA</p> <p>Zorganizuj schronienia dla osób dotkniętych powodzią. Zapewnij im żywność, wodę i dach nad głową w bezpieczniejszych częściach miasta.</p> | <p>+3 👤 -1 💰</p>   <p>PRZEKIEROWANE ŚRODKÓW Z INWESTYCJI</p> <p>Przekieruj awaryjnie środki miasta z obiecanych, planowanych inwestycji na fundusz kryzysowy. Wiele osobom się to nie spodoba.</p> | <p>+4 👤 -2 ♥</p>   <p>OGŁOSZENIE STANU WYJĄTKOWEGO</p> <p>Ogłoś stanu wyjątkowy i wdróż miejski plan kryzysowy – w razie potrzeby służby zarekwirują najbardziej potrzebne dobra.</p> | <p>+1 👤 +1 💰 +1 ♥</p>   <p>PRZYMUSOWA EWAKUACJA</p> <p>Bezpieczeństwo ludzi jest ważniejsze niż dobytek. Zarządź przymusowe ewakuacje najbardziej zagrożonych części miasta.</p> | <p>+2 ⚡</p>   <p>EWAKUACJA ZOO</p> <p>Pomoc w ewakuacji ZOO i transporcie zwierząt.</p> | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| <p>+2 ♥ +1 💰</p> | <p>+3 💰 -1 👤</p> | <p>+4 💰 -2 ♥</p> | <p>+2 👤 +1 💰 -1 ♥</p> | <p>+2 ♥ +1 👤</p> | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|          |         |        |        |        |        |        |        |        |        |        |        |        |        |        |        |        |        |        |        |        |        |        |        |        |        |        |        |        |        |        |        |        |        |        |        |        |        |        |        |        |        |        |        |        |        |        |        |        |        |        |        |        |       |

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| KAMPANIA POMOCOWA <p>Zorganizuj ogólnokrajową kampanię pomocową, szczególnie zbiórkę dla najbardziej poszkodowanych.</p> | CENTRUM WERYFIKACJI INFORMACJI <p>Centrum będzie weryfikowało i przeciwdziało dezinformacji, aby uniknąć paniki. Dodatkowo będzie śledziło social media, komentarze i sprawdzało zakładane zbiórki.</p> | SĄSIEDZKA MOBILIZACJA <p>Pomóż w samoorganizacji pomocowej sąsiadów. Stwórz i kieruj systemem zgłaszania awarii i prośb o sąsiedzką pomoc dla mieszkańców.</p> | PRZYMUSOWE ZWIERZCHNICTWO MEDIALNE <p>Stwórz kanały do natychmiastowego przekazywania oficjalnych informacji o zagrożeniach i decyzjach władz. Przejmij kierownictwo nad wszystkimi lokalnymi stacjami.</p> | ODDZIAŁ Y RATOWNICZE <p>Przekierowanie Strażaków do priorytetowego ratowania osób uwięzionych w zalanych budynkach.</p> |
| +4  -1  | +4  -1  | +1  +1  +1  | +2  +1  -1  | +1  +1  |
|   |   |   |   |   |
| STRÓŻE PORZĄDKU <p>Dodatkowi policjanci oddelegowani do pilnowania porządku publicznego w schroniskach i miejscach zbiorowego zakwaterowania.</p> | DODATKOWE PATROLE DROGOWE <p>Dodatkowi policjanci oddelegowani do kierowania ruchem drogowym, pilnujących drożności dróg, i organizacji objazdów w zalanych dzielnicach.</p> | PATROLE EWAKUOWANYCH ULIC <p>Priorytetowe zabezpieczenie ewakuowanych obszarów przed szabrownikami.</p> | DODATKOWA KONTROLA POZIOMU WÓD <p>Skieruj dodatkowe patrole do monitorowania i kontrolowania poziomu wód w newralgicznych punktach.</p> | ODZIAŁ Y PORZĄDKOWE <p>Przekierowanie Strażaków do usuwania powalonych drzew i innych przeszkód utrudniających ewakuację i dostęp do kluczowych obszarów.</p> |
| +2  +1  | +2  +1  -1  | +2  +1  | +2  +1  -1  | +1  +1  |

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|--|--|--|--|
|  |  |  |  |
| OCENA RYZYKA | SYMULACJA FALI POWODZIOWEJ | STRATEGIA ROZMIESZCZENIA SŁUŻB | SYMULACJA POGODOWA |
| <p>Stwórz raport z oceny ryzyka dla infrastruktury krytycznej i ludności, który będzie podstawą do zarządzanych ewakuacji.</p> | <p>Zleć zaawansowaną symulację wskazującą kluczowe miejsca w mieście do zabezpieczenia przed wodą.</p> | <p>Zleć stworzenie zaawansowanych symulacji potencjalnych zniszczeń i zagrożeń, by wskazać optymalne rozmieszczenie Służb i zminimalizować straty.</p> | <p>Zleć zaawansowaną analizę i prognozę dalszego przebiegu powodzi na podstawie danych satelitarnych.</p> |
| <p>+2  -2 </p> | <p>+2  -2 </p> | <p>+2  -1  -1 </p> | <p>+2  -2 </p> |