

PLACE OF SAFETY

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<p>Subject / Theme:</p>	<p>Identification of suitable facilities to house evacuees during an emergency incident – UK civil scenarios, e.g. gas leak, bomb threat, toxic waste fire, flood, etc. with every player representing a possible involved organisation</p>
<p>Type:</p>	<p>Facilitated boardgame; simple rules, room for exploration of ideas outside initial options available to players.</p>
<p>No. of participants:</p>	<p>3 – 6</p>
<p>Duration:</p>	<p>15 – 30 minutes</p> <p><i>Additional time is intended for debrief and discussion; several games could be played in a short space of time, with decisions from the prior impacting on the latter.</i></p>
<p>Design Notes:</p>	<p>The game is designed to be played with no dedicated components; you will note from the picture that it uses an archive reproduction map of Cambridge c. 1830 and poker chips, along with 2p pieces and plastic costume currency.</p> <p>The intended deliverers and participants will most likely not have time or ability to procure relevant components, so it is deliberately intended for use with anything, e.g. I also provided an Ordnance Survey map of Nottinghamshire and a chess board as possible game boards.</p> <p>Games can be short – the aim is to facilitate quick conversation and decisions, so choices can be analysed straight away. Three or four rounds could be concluded very rapidly, and with the included scenarios and random events, showcase a variety of situations which would be relevant for those that play this game.</p> <p>Mechanics are very simple and therefore incredibly easy to localise for the game runner’s purposes.</p>