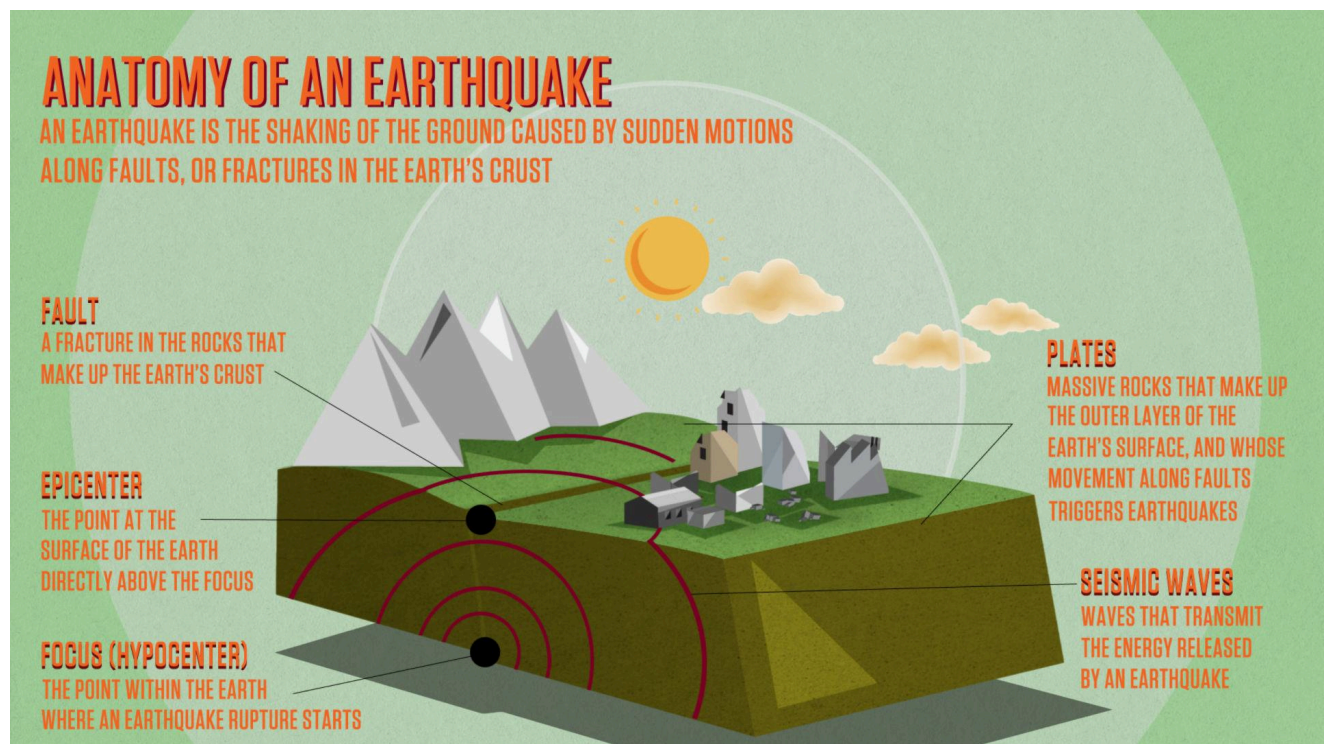


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Tectonic

“Keep Calm and Quake On!”

Oh no! A scientist has predicted that an earthquake (a possible 6.0+ on the Richter Scale) will hit your city. In *Tectonic*, a collaborative survival card game with role play elements, you must simultaneously work together with your community to survive this disaster by sharing resources and boosting community morale. In your efforts to rebuild the city, you must endure three stages of the earthquake – bracing, survival, and rehabilitation.



Expected duration: Around 45 minutes

Suggested number of players: At least 6 players are needed to fulfill the 6 roles in the game. If your team consists of more than 6, some roles can be doubled (i.e., two doctors or two scientists). If your team is less than 6, some players will need to play more than one role (i.e. if your team consists of 4, 2 members will need to play an additional role).

Intended audience: 13+

Materials:

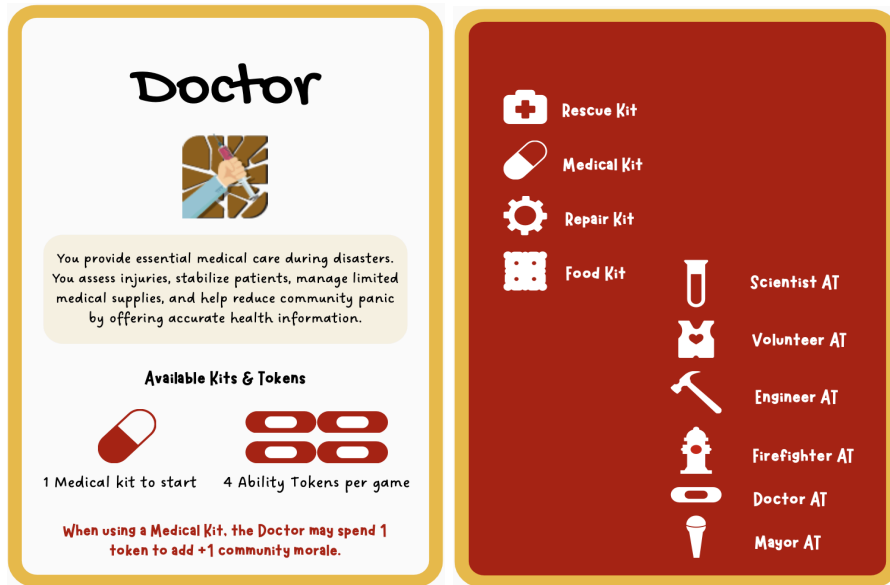
- ★ 1 trifold board
 - ★ 1 community morale meter attachment
 - ★ 1 pawn (for the morale meter)
 - ★ 24 situation cards – 8 bracing, 8 survival, 8 rehabilitation.
 - ★ 12 role cards (2 copies for each role)
 - ★ 1 six-sided dice (D6)
 - ★ 11 resource kit tokens (3 food, 3 medical, 3 repair, 2 rescue)
 - ★ 20 ability tokens (3 scientist, 3 mayor, 3 firefighter, 3 community organizer, 4 doctor, 4 engineer)
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Set Up:

1. Unfold the board to show the only Bracing stage, placing it in the center of a table. .
 2. Place the community morale meter at level 0 and place the D6 on the gameboard.
 3. Choose roles and hand your team members their roles' specific player's aids, resource kits, and ability tokens.
 4. Separate the remaining tokens by resource (food, medicinal, rescue, repair) and ability into a common pool.
 5. Determine with your team the difficulty level of your game. Depending on the chosen difficulty, separate the situation cards into the three stages of Bracing, Survival, and Rehabilitation.
 - a. Easy: 4 situation cards per stage.
 - b. Medium: 6 situation cards per stage.
 - c. Hard: 8 situation cards per stage.
 6. Place the deck of the "Bracing Stage" situation cards on the card-shaped space on the gameboard. Put the organized Survival and Rehabilitation cards to the side of the board.
 7. Read the information on the "Bracing Stage" in the rules to begin play.
 8. At the end of each stage, unfold the board to reveal the next stage and place the corresponding situation cards and spare tokens onto the designated locations.
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Roles: *These are suggested to be chosen at random (i.e. shuffling and dealing out cards to players)*

- ★ Doctor – treats immediate medical needs and addresses long-term public health concerns
- ★ Scientist – analyzes magnitude and location of the earthquake using seismic data
- ★ Mayor – politically leads the city through the disaster preparations and events
- ★ Firefighter – acts as emergency responder and extinguishes fires
- ★ Engineer – assesses buildings and city infrastructure for structural damages
- ★ Community Organizer – works as an advocate and communicates with the public



Icon Information: *Situation and role cards include icons that identify actions, abilities, tokens, and kits.*

- ★ 🎲: roll D6
- ★ ⚙️: repair kit resource or action
- ★ 💊: medicine kit resource or action
- ★ 🍞: food kit resource or action
- ★ 🚑: rescue kit resource or action
- ★ 🩹: doctor role ability
- ★ 🗣️: mayor role ability
- ★ 🧯: firefighter role ability
- ★ ⚒️: engineer role ability
- ★ 🧪: scientist role ability
- ★ 🗑️: community organizer roll ability

Resource Kits		Ability Tokens (AT)	
	Rescue Kit		Scientist AT
	Medical Kit		Volunteer AT
	Repair Kit		Engineer AT
	Food Kit		Firefighter AT
			Doctor AT
			Mayor AT

Stage structure:

The earthquake in Tectonic unfolds across three stages:

- ★ Bracing: The city is preparing for an upcoming earthquake.
- ★ Survival: The quake hits and lives are at stake.
- ★ Rehabilitation: The ground stops shaking but there's a lot of damage to handle.

Although the types of challenges shift from stage to stage, all Situation Cards follow the same core structure of Situation → Action → Outcome



Community Morale Meter:

- ★ As players move through the three stages, they must manage the limited resource kit tokens while maintaining their community's morale. Throughout the game, the situation cards will force players to spend or share these resources to survive and as they do so, their decisions will collectively affect the community morale meter.
- ★ The morale can rise when players tackle harmful situations and fall when they fail to address them, causing the community to face setbacks.
- ★ At the beginning of the Bracing Stage, the morale meter must be placed at the lowest level of 0, as designated by the position of the pawn.
- ★ Between the Bracing and Survival Stages, the morale meter must be lowered by 2 to demonstrate the impact of the earthquake on the community's morale
- ★ During the Rehabilitation Stage, if your morale is ever at a 3 or below, your team is not allowed to use their role ability. Instead, your actions can only include rolling the D6 until your morale is boosted above 3.
- ★ If the morale drops to below 6 by the end of the Rehabilitation Stage, your team loses the trust of the community and the city collapses; if it remains above 6, your team has successfully maintained your city's morale in the wake of the disaster, winning the game.



Resource and Ability Tokens:

Role	Starting Kits	Ability	Ability tokens
Doctor	2 Medical	Spend 1 token when using a medical kit to add +1 Morale	4 tokens total (whole game)
Scientist	1 Food	Convert 1 resource kit into another	1 token per stage
Mayor	1 Food, 1 Medical, 1 Repair	Spend 1 token to give a mayoral speech and add +1 Morale	3 tokens total (whole game)
Firefighter	2 Rescue	Spend 1 token when using a rescue kit to add +1 Morale on successful action	3 tokens (Survival stage only)
Engineer	1 Repair	Spend 1 token when using a Repair Kit to add +1 Morale	4 tokens total (whole game)
Community Organizer	1 Food	Give the team +1 Morale at the end of a stage	3 tokens total (whole game)

If you cannot print the tokens:

- ★ The original materials of the ability and resource tokens are 3D printed. However, this technology is not accessible to everyone. We recommend that if players want a similar experience playing with tactile tokens but cannot print the materials themselves, they can use tokens from other games or objects around their house.
- ★ For example, players may designate that a plastic water bottle cap is their Community Organizer ability token for their game play.
- ★ Additionally, players can also 2D print out the images of the tokens provided in the rules and use them in their game play.

How Situation Cards Work Across All Stages:

Every Situation Card presents a problem the community faces. After reading the card text, the players must decide how to respond.

Each card will consist of a:

- ★ **Situation:** A brief narrative describing the event.
- ★ **Action:** There are three main types of actions:
 - *Spend a required kit:* Many cards require the players to spend a specific resource kit (Repair, Rescue, Food, or Medical). This represents the team taking concrete action like repairing, rescuing, feeding, or stabilizing the health of the community.
 - *Roll the D6:* If the team does not (or cannot) spend the required kit, they may roll the die instead. The die determines whether the attempt succeeds, partially succeeds, or leads to negative consequences.
 - Important: During the Rehabilitation Stage, if your community's morale falls at a level of 3 or below, you are *only* allowed to roll the D6.
 - *Spend an ability token:* Some roles may choose to spend an ability token when their specialty applies. Tokens never replace kits and need to be used with kits to gain +1 additional morale. When used without kits, the tokens can fulfill certain functions but not modify morale.
 - Important: Not every Situation Card triggers or even mentions ability tokens. Sometimes the team must decide, of their own accord, that a role's token should be used.
 - For example, the scientist may decide between cards to convert a Food Kit into a Repair Kit because the current event might require repair; the Mayor may steady the community's nerves at any point (given that there are tokens available) with a morale speech when panic sets in; the Firefighter may choose to spend an ability token during a card to strengthen the efficiency of a rescue kit.
- ★ **Outcome:** After choosing an action, you will have a set of consequences described on the card including successful repairs, cleared hazards, lost/gained resources, added/removed cards for the next stage, and increase/decrease in community morale.

Choosing an action:

- ★ Players will decide what action to take as a table.
- ★ If there is disagreement, the decision is taken to a vote with the majority opinion's desired action to be taken.
- ★ If this vote results in a tie, then the player who drew the Situation Card is the tiebreaker.

Drawing cards:

- ★ The first card of the game will always be drawn by the Mayor. If there are two mayors, choose one to be the appointed game starter.
- ★ The player to the left of the Mayor will draw the next card. The order will continue in a clockwise direction until the end of the Bracing Stage.

- ★ At the beginning of the Survival Stage, the player who was next to draw in the previous stage draws the new stage's first Situation Card. The order will also pick up after the Survival Stage transitions into the Rehabilitation Stage.



Flow of Play:

★ *Bracing:*

- The Mayor draws a Situation Card.
 - Note: The player to the left of the Mayor (clockwise order) will draw the next card.
- Read the scenario aloud.
- Decide whether to spend a kit, roll the die, or optionally spend an ability token.
 - Note: The player who drew the specific situation card will roll the dice, if that action is chosen.
- Apply the outcome.
- Continue until the Bracing deck for your chosen difficulty is complete.

★ *Survival:*

- Draw a Survival card.
 - Note: The player who was next in line to draw a card in the previous stage will draw the first card and resume the clockwise order of play.
- Read the card aloud.
- Choose an action (spend kit, roll, optionally use a token).
 - Note: The player who drew the specific situation card will roll the dice, if that action is chosen.

- Apply the outcome.
- Continue until the required number of cards for your difficulty (plus any added from Bracing) have been resolved.
- Note: Firefighter tokens may ONLY be used independently (outside of Situation Card instructions) during the Survival Stage.
- Note: The morale meter must be lowered by 2 at the beginning of this stage.

★ *Rehabilitation:*

- Draw a Rehabilitation card.
 - Note: The player who was next in line to draw a card in the previous stage will draw the first card and resume the clockwise order of play.
- Read the scenario aloud.
- Choose an action (spend kit, roll, optionally use a token).
 - Note: The player who drew the specific situation card will roll the dice, if that action is chosen.
- Apply the outcome.
- Continue until the Rehabilitation deck for your chosen difficulty is complete.
- Note: If morale is at a 3 or below in this stage, only a roll action is allowed.

Transitioning Between Stages:

★ Update Morale Meter

- Apply any effects on morale gained from role abilities, including the community organizer's once-per-game +1 Morale boost at the transition out of bracing or survival.
- Between the Bracing and Survival Stages, morale must be lowered by 2.

★ Replenish ability tokens as appropriate

- Scientist: 1 new token per stage
- Doctor: : no refresh; 4 tokens per game only
- Mayor: no refresh; 3 tokens per game only
- Firefighter: 3 tokens only at start of Survival Stage
- Engineer: no refresh; 43 tokens per game only
- Community Organizer: no refresh; 4 tokens per game only

★ Review Kits and Strategy

- The team may freely discuss how to prepare for the next deck before drawing.

★ Draw next deck based on difficulty and past deck consequences

- Deal out the predefined number of Situation Cards for the next stage (plus any modifiers such as added Survival cards from Bracing).
- Resume clockwise order of drawing Situation Cards

Game End:

- ★ If your team successfully reaches the end of the three stages, then the game ends.
 - ★ *Victory condition:* Your team completes all Situation Cards in all three stages, and the Community Morale Meter stays at a 6 or above. Your city survives the quake and begins the journey toward long-term recovery.
 - ★ *Loss Condition:* Your team completes all three stages, but ends the game with a morale below 6, your team has not successfully led your community through the disaster, and therefore, you lose the game.
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Debrief Questions:

- ★ Did this game enhance your understanding of earthquake disaster management? Why or why not?
- ★ Which stage did you feel your team did best in?
 - What stage did you not do well in, if any?
- ★ Which cards did you table have the easiest time making a decision on?
 - Which cards did you have a difficult time with?
 - Why were certain cards more divisive for your team?
- ★ How many ability and resource tokens did you use in the Bracing Stage?
 - In the Survival Stage?
 - In the Rehabilitation Stage?
- ★ Which roles seemed most beneficial?
 - Can you think of any other roles that could be added to the game? Who is most helpful in a natural disaster?
 - Did any role have the most power? Did any have the least?
- ★ If you were in a real earthquake, how would you approach the disaster? Would it be similar or different to that of your approaches in the game?
- ★ If you won the game, what steps did you take to get this outcome?
 - If you lost, what occurred during game play to get this outcome? What would you change?
- ★ How did your community's morale change over the course of the game?
 - What moment or stage was it at its highest? What moment or stage was it at its lowest?
 - How would community morale be measured in a real life scenario? What is its importance?