Building Familiarity

7. RUNAMI Playing Session

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RUNAMI

Runami is an engaging edutainment game designed for children aged 12 and above. The game aims to educate players about tsunami preparedness and evacuation strategies. In Runami, players are tasked with creating an efficient evacuation route from the coast to a designated safe zone. The objective is to rescue as many people as possible from buildings in tsunami-prone areas, all within the shortest possible time.

100 QUESTION CARDS

PREPAREDNESS
TSUNAMI EARLY WARNING SYSTEM IS PART OF TSUNAMI PREPAREDNESS. CORRECT OR INCORRECT?
A. CORRECT
B. INCORRECT
TAKE 1 ACTION AND 1 PATHWAY GRID

DRILL
IN CONDUCTING TSUNAMI EXERCISE, IT IS NOT RECOMMENDED TO INCLUDE PEOPLE WITH SPECIAL NEED BECAUSE IT IS TO DANGEROUS. CORRECT OR INCORRECT?
A. CORRECT
B. INCORRECT
TAKE 1 ACTION CARD AND 1 PATHWAY GRID

EVACUATION
AREA WHERE PEOPLE NEED TO GET OUT FROM IF THERE IS A TSUNAMI THREAT IS CALLED?
A. TSUNAMI EVACUATION ZONE
B. TSUNAMI SAVE ZONE
TAKE 1 ACTION AND 1 PATHWAY GRID

AWARENESS
A TSUNAMI CAN BE GENERATED BY...
A. MARINE LANSLIDE
B. VOLCANO ERUPTION (ON THE COAST OF IN THE SEA)
C. COASTAL LANDSLIDE UNDER THE SEA EARTHQUAKE
D. ABOVE
TAKE 1 ACTION AND 1 PATHWAY GRID

CREATE PATHWAY SAVE MORE PEOPLE

MORE CHALLENGING ACTIONS FOR FUN

👤❤100   👤❤50

AGE 12+   **PLAYERS** 2-4   **DURATION** 1H

unesco Intergovernmental Oceanographic Commission

2021 2030 United Nations Decade of Ocean Science for Sustainable Development

Indian Ocean Tsunami Information Centre

BMKG

Tsunami Ready

GAME OBJECTIVES

In this game, players are challenged to design an evacuation route from the coast to a safe zone. Their mission is to rescue as many people as possible from various buildings in tsunami-prone areas, all within the shortest possible time.
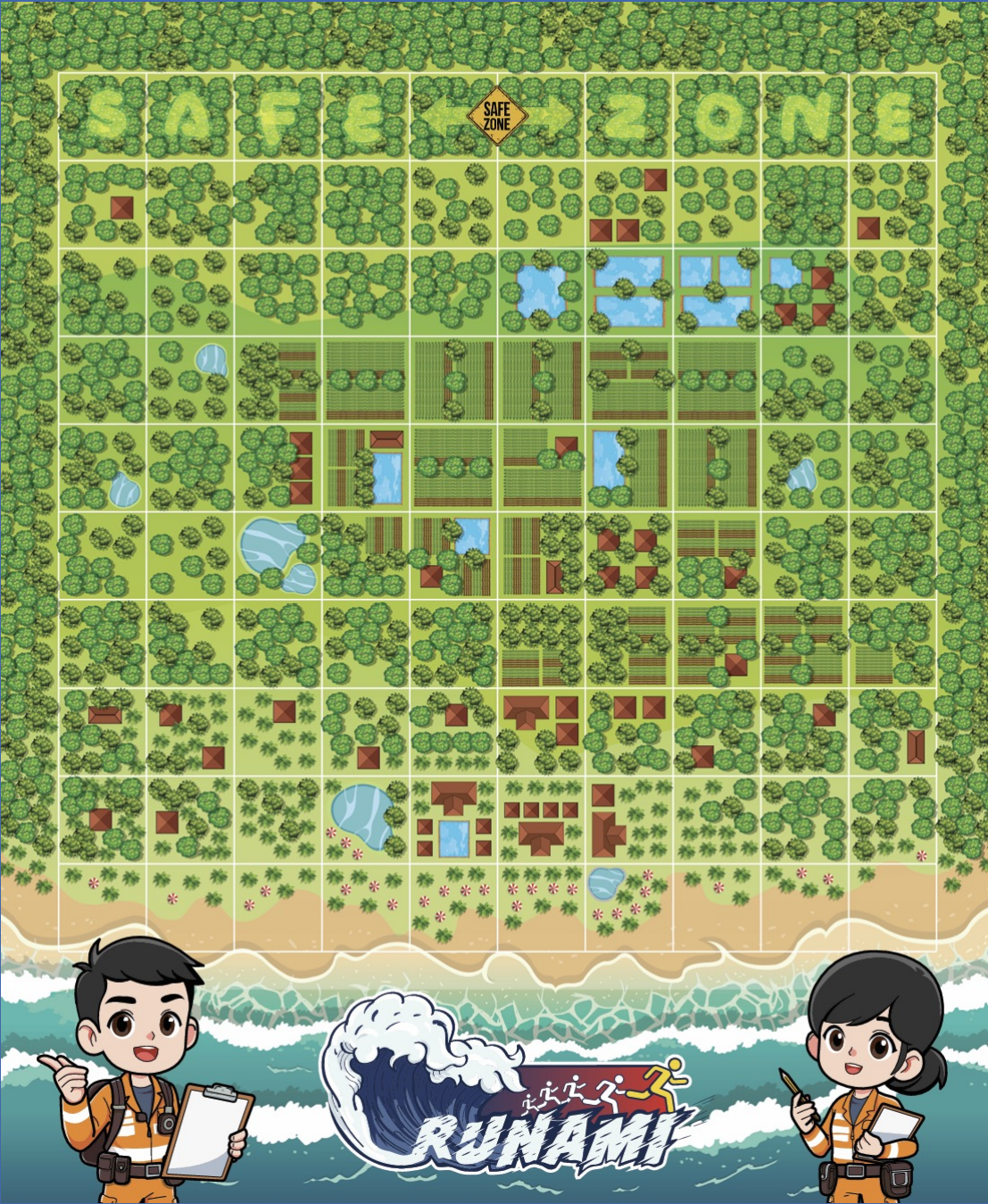
PLAYER FIGURES

There are 4 player characters. In a game with 4 people (2 teams), players can either use 2 characters (with each team sharing 1 character) or have each player control their own character.

BUILDING PIECES

These building pieces represent the people that players must save. Each building has a different population and time value. Players must strategize to ensure their evacuation routes pass these buildings to rescue the residents.

Clinic
contains 50 people

Housing area
contains 100 people

Housing area
contains 100 people

Housing area
contains 150 people

Factory
contains 150 people

Office
contains 150 people

Market
contains 150 people

School
contains 200 people

Players will compete to reach the target buildings. When a player successfully reaches a target building, they earn a survivor chip and a time chip with the values indicated on the building piece. Secured buildings must be turned over to show that they are empty and that the time value has changed.

PATHWAY GRID

There are two types of Pathway Grids: brown for Dirt Track and grey for Asphalt Track. Each player or team must choose one type to use for creating their evacuation route during the game. These Grids can be obtained by randomly drawing them from the corresponding Path Pocket (dirt or asphalt) as instructed on the question card after answering correctly. Players can place the Pathway Grids on the Runami board in any direction needed to create their evacuation route.

Asphalt grid

Dirt track grid

STEP CHIP

This Step Chip (1, 2, or 3 steps) indicates the number of Pathway Grids that can be placed on the Runami board to create an evacuation route. It can be obtained by randomly drawing it from the Action Bag, following the instructions on the question card after a correct answer.

EVACUATION ROUTE SIGN GRID

The Evacuation Route Sign Grid forces a player's movement in a specific direction. It can assist in guiding the player's evacuation route to the destination or divert the opponent's path. This Grid can be obtained by randomly drawing it from the Action Bag, following the instructions on the question card after a correct answer. The Evacuation Route Sign Grid placed on the Runami board can be removed using an Opening Grid.
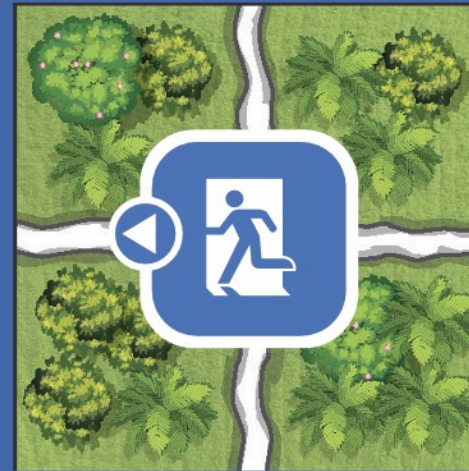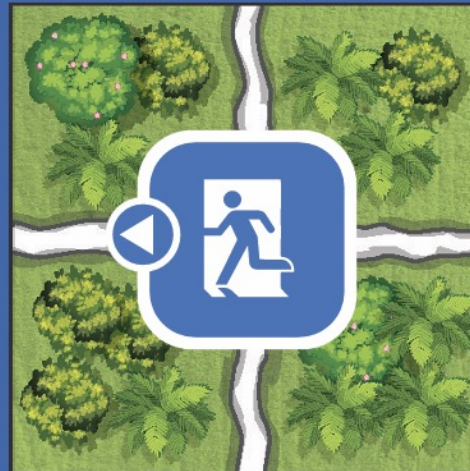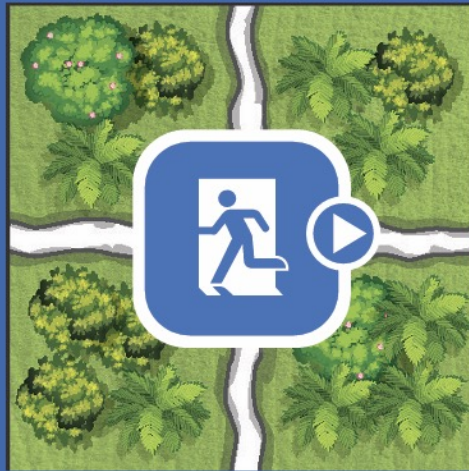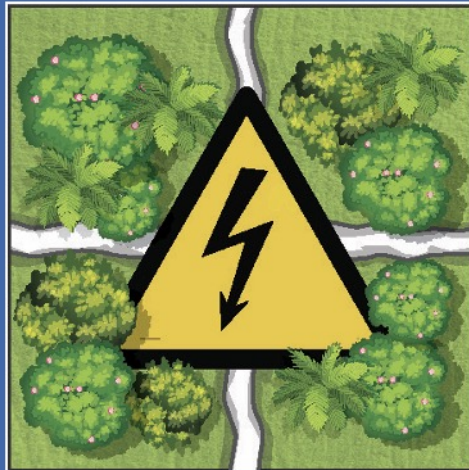
HAZARD GRID

This Grid functions to stop the opponent's movement. It can be obtained by randomly drawing it from the Action Bag, following the instructions on the question card after a correct answer. Hazard Grids placed on the Runami board can be removed using an Opening Grid.
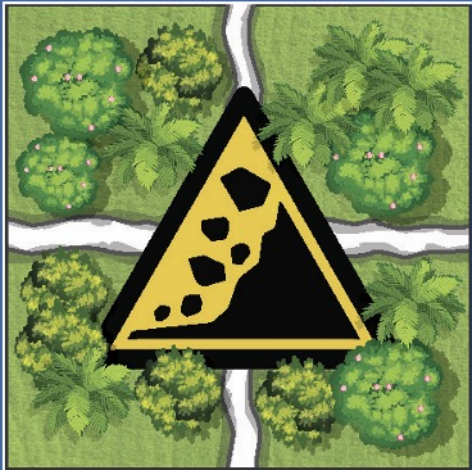
LANDSLIDE

ELECTICITY


FALLEN TREE

BROKEN ROAD

THE GAME SETUP

1. Set up the Runami board by placing several Building Pieces randomly on the squares between the coastal area and the Safe Zone. Once placed, the location of these Building Pieces remains fixed for the duration of the game.

2. Players select a character and position them in the coastal area.

3. Shuffle the tsunami question cards and place them next to the Runami board.

4. Mix the Step Grid, Hazard Grid, Opening Grid, and Evacuation Route Grid pieces in the Action Bag (Red bag)..

5. Mix the Dirt Track pieces in the Brown bag and the Asphalt Track pieces in the Gray bag. Place the Dirt Track bag on the right and the Asphalt Track bag on the left for easier access.

6. At the beginning of the game, each player receives one Population Chip representing 50 residents to be evacuated from the coast.

TIME CHIP

A Time Chip (1 or 2 minutes) represents the time needed to traverse a Pathway Grid on the evacuation route. Players must take a Time Chip whenever they place a Pathway Grid (dirt or asphalt) or pass a Building Piece. The value of the Time Chip is based on the number written on the Pathway Grid or Building Piece.
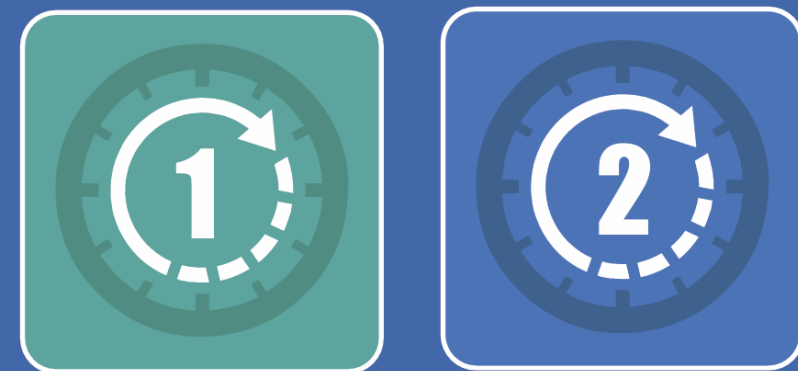
POPULATION CHIP

The population chip (50 or 100) represents the number of residents to be saved through the evacuation route. Players can obtain this chip by stopping at a grid containing building pieces on the Runami board. The number of population chips obtained corresponds to the population number on the building piece.
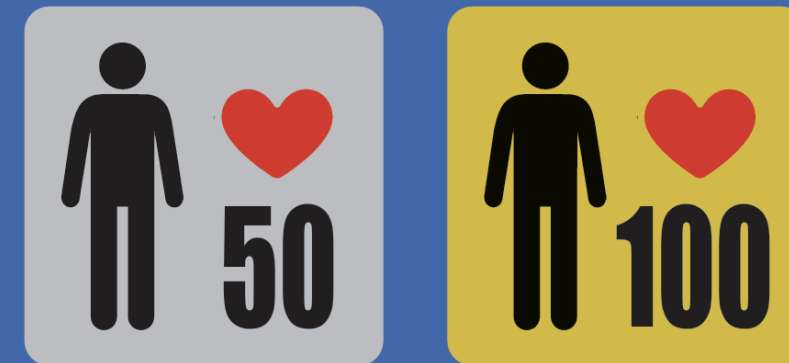
RULES OF THE GAME

1. This game can be played by 2 or 4 people (2 teams). When playing with 4 people, two players sitting opposite each other form one team.

2. Players/Teams choose the color of their Pathway Grid (Dirt Track or Asphalt Track) and decide who will be the first player.

3. The first player draws a question card and asks the opponent on their left. The game continues clockwise.

4. Players who answer the question correctly can take the Grid as instructed at the bottom of the question card.

5. Players place the Pathway Grid on the Runami board according to the Step Grid and Pathway Grid they own.

6. Each Pathway Grid has a time value (1 or 2 minutes). When a player places a Pathway Grid, they must take and keep a Time Chip corresponding to the time value listed.

7. Building Pieces have population numbers and time values. A player passing a building can evacuate people by taking and keeping the Population Chips and Time Chips according to the numbers listed. For evacuated buildings, the Building Piece must be turned over. If another player passes by, the building only has a time value.

8. Hazard Grid, Opening Grid, and Evacuation Route Sign Grid, In the Action bag, can be use according to its function during the player's turn to play.

9. A player can keep up to 3 Pathway Grids, Step Grids totaling 3 Steps, 1 Hazard Grid, 1 Opening Grid, and 1 Evacuation Route Sign Grid. If a player acquires more Grids than allowed, they must place them on the Runami board or return them to the bag. When returning a Grid, it can be exchanged with an already owned Grid, as long as the total does not exceed the allowed amount.

10. If a player cannot answer the question correctly, they cannot take any Grid from the bags and lose the opportunity to place a Grid on the Runami board.

11. In a 2-person game
    - Players cannot use routes created by opposing players but can intersect their paths and take the corresponding Time Chip..
    - The game ends when one player's figure reaches the safe zone first.

12. In a 4-person (2 teams) game, team members are expected to work together.
    - The game can be played with either 2 or 4 player characters.
    - Team members can exchange their Grids as a strategy to create an efficient evacuation route.
    - Players are allowed to use routes created by their teammates or opponents, as long as the paths can be connected. When using existing paths, the time value must still be counted.
    - In a game with 2 player characters, the game ends when one character reaches the safe zone. In a game with 4 player characters, the game ends when both characters in one team have reached the safe zone.

13. The winner of the game is determined by calculating the total number of people saved through the evacuation routes and the total time taken to complete the routes. The ranking of winners is displayed on the winner table.

WINNER TABLE

The winner is the player whose evacuation route saves the most people in the shortest amount of time. The winner's table below helps determine the ranking of the winners.

Number of people saved	Traveling time get to the safe zone	Rank
highest number of people	short travel time	1
highest number of people	longer travel time	2
least number of people	short travel time	3
least number of people	longer travel time	4
if the number of people saved is the same		
the same number of people	short travel time	1
the same number of people	longer travel time	2
if the amount of time taken to the safe zone is the same		
Highest number of people	same time	1
Least number of people	same time	2

Thank you
Salamat po

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