

# BEAT THE QUAKE

## Rules of an educational card game

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## What is this game?

- A card game to increase **awareness** and **preparedness** to earthquakes

## What is the goal?

- To **protect** the community from an impending earthquake **collectively**, and, if you have succeeded,
- To see who has more points **individually**

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# Why this title?

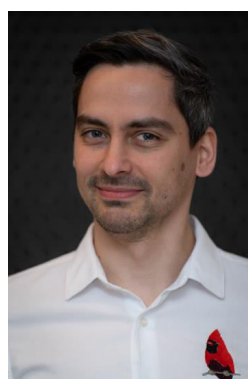
- **BEAT**: not to hit, but to win a battle, to be better in a contest, in a fight
  - **QUAKE**: earthquake
- 



## Technical details

This game was created by:

- **Gergely Szakács**: concept (with input from Shiba and György), development, testing with players, fine tuning
- **Levente Forgács**: graphics, flyer



# What is available?

- Nepali version: 300 packs, free of charge, all for you
- English version: 50 packs, for sale (income → project)
- Game rules: in both languages
- Flyer, to advertise the game
- ~~Box for the packs~~ → rubber band, please construct a box
- **HOMEWORK 1: take a pack with rules and rubber bands**



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## Flyer

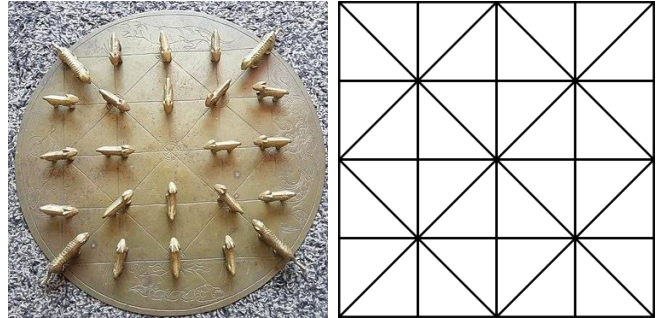


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# Game principles – comparison

## Bagh Chal

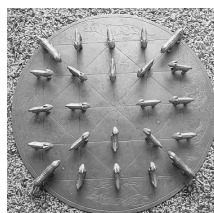
- board game, 5x5 field with lines
- 2 players: 4 tigers vs. 20 goats
- play time: 10-60 minutes
- the rules are clear
- steps are **deterministic**
- players **know** the other player's options: **open** game
- winning depends on good **strategy** and **learning**



# Game principles – comparison

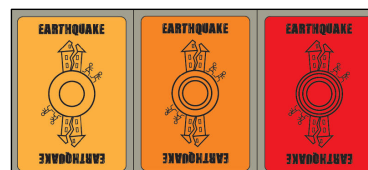
## Bagh Chal

- board game, 5x5 field with lines
- 2 players: 4 tigers vs. 20 goats
- play time: 10-60 minutes
- the rules are clear



## Beat The Quake

- card game
- 2-5 players, 52 shared card
- play time: 5-20 minutes
- the rules are clear



# Game principles – comparison

## Bagh Chal



- steps are **deterministic**
- players **know** the other player's options: **open** game
- winning depends on good **strategy** and **learning**

## Beat The Quake

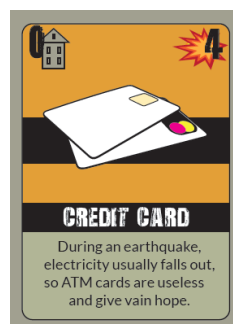
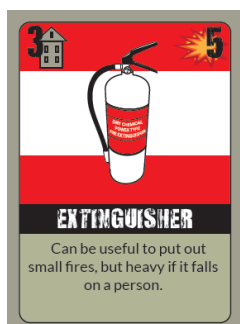


- steps are **probabilistic**, your next cards depend on **luck**
- some cards are not visible to other players: **partly hidden** game
- winning depends on **strategy**, **cooperation**, **learning** and **luck**

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## Cards

- 6 earthquake cards
- 2 x 23 item cards



and more...

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# Cards



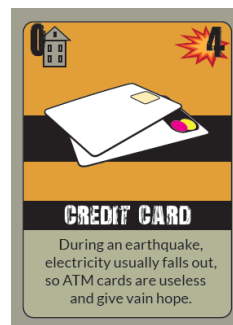
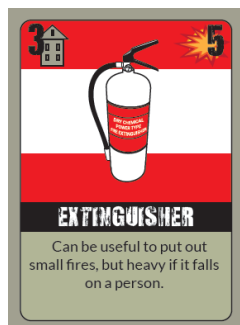
## Prevention Value and Earthquake Damage



**PV:** level of potential help,  
1 = low, 5 = high



**ED:** level of potential damage,  
1 = low, 5 = high



- explanatory / educational text describing the item
- **PV** and **ED** are distributed for a good game, and resemble real life priorities

# Rules

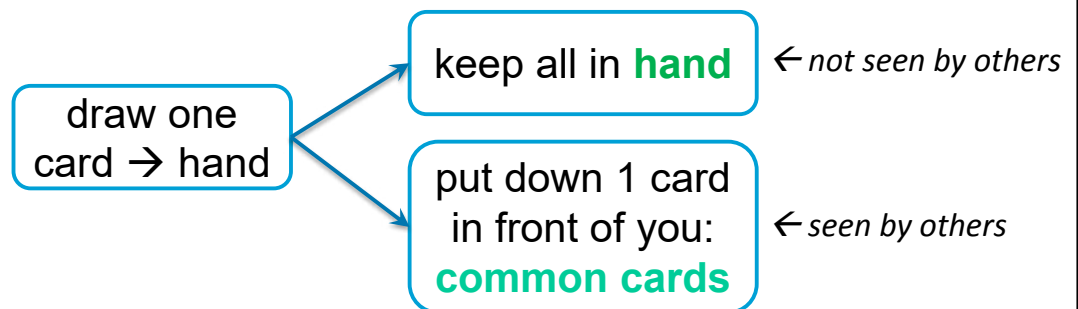
- (1) explained now, (2) explained this afternoon, (3) please read them
- this afternoon: play the game in 3 groups

## STEP 1

- shuffle the cards, and set up the deck (see rules how)
- decide who starts the game

# Rules

## STEP 2



- Repeat a second time
- Proceed to next player in clockwise order

# Rules

**STEP 3:** in case you draw an earthquake card!



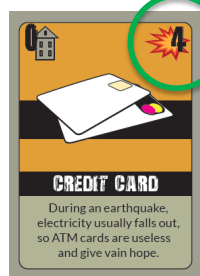
- Show it to all players
- Add up all **ED** value in your **hand**
- Try to beat the earthquake by:

- 1) Protect yourself by collecting cards from your **common cards** with a total of **PV**  $\geq$  total of **ED** in your **hand**
- 2) Protect yourself with the help of other players' **common cards**
- 3) If this is still not enough to beat the quake, all players have lost 😞

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## Example 1: own protection is enough

• **Hand**



Total **ED** = 6

• **Common**

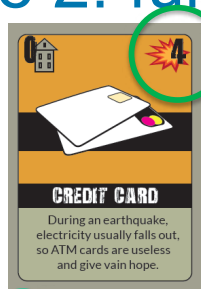


Total **PV** = 8, OK!

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## Example 2: further help is needed

- **Hand**



Total **ED** = 4

- **Common**



Total **PV** = 3, you need help

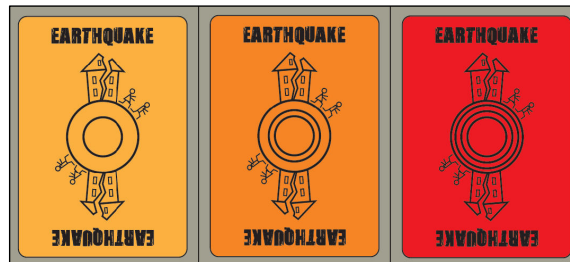
## Rules

### END OF GAME

- Play until the 6<sup>th</sup> earthquake card has been countered, then stop
- Count the points for each player
  - sum of remaining **PV** on cards in **hand**
  - 2x sum of **PV** in **common cards** that other players used to counter an earthquake
  - 1 for each card in **common cards** that has not been used
  - 3 for each earthquake you have protected the community from

# Rules

- If there is a tie: see the rules
- For a bit more complexity: add some difficulty for orange and more difficulty for red earthquake cards (see the rules)



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# Summary

- **BEAT THE QUAKE** is a new, educational card game
- Goal: cooperation to improve earthquake preparedness
- Your and your students' feedback is welcome!



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# Questions and Notes

- I will test the game in group \_\_\_\_\_ this afternoon

- **HOMEWORK 2: play with your class !**

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