## EXAMPLE ROUND



THE PLAYERS ARE IN THE MIDDLE OF A FOREST WHEN A WILDFIRE BREAKS OUT. THE LEADER HAS PLACED THE 10 VOTE CARDS NEXT TO THE 10 ITEMS, BUT THE OTHER PLAYERS DON'T KNOW WHAT CHOICES THEY MADE. BASED ON THE SCENARIO, THE LEADER DECIDED THAT:

👍 WATER COULD BE USEFUL, BOTH FOR STAYING HYDRATED AND FOR TREATING MINOR BURNS.

👍👍 THE FLASHLIGHT WOULD BE EVEN MORE USEFUL IF NIGHT FALLS, OR TO SIGNAL FOR HELP FROM A DISTANCE.

👎 THE FIRE EXTINGUISHER WOULDN'T ACTUALLY BE VERY USEFUL DURING A WILDFIRE, AS THERE WOULDN'T BE ENOUGH TIME TO PUT OUT THE FIRE BEFORE IT SPREADS. BETTER RUN!

Once the Leader has placed all the cards, it's up to the other players to guess their choices and score points together.

The players choose which Vote Card to reveal next. They discuss their options freely and decide together which card to turn over, while the Leader observes without giving any hints. Their goal? To uncover the items the Leader rated as most useful.

- **If the Vote Card shows one or two 👍:** Great! You're working together as a team!
- **If the Vote Card shows 👎:** Oops! You are not thinking alike!

In any case, keep playing, discussing and revealing one Vote Card at a time.

The game is over once you've found all seven items chosen by the Leader (and revealed all seven 👍 Vote Cards) **or after you reveal two 👎 Vote Cards .**

**Your score is based on the number of 👍 Vote Cards you reveal. Each 👍 is worth 1 point, for a maximum of 10 points.**



**Remember:** the Items were drawn at random, so there's no one "right" or "wrong" answer. Try to imagine how the Leader assessed the situation…

Your score is based on the number of 👍 you've guessed correctly. Check it on the Score Card!




### EXAMPLE 1:



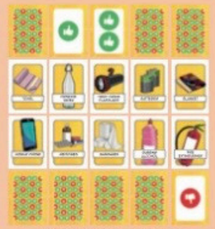
AFTER A QUICK DISCUSSION, THE PLAYERS DECIDE TO REVEAL THE VOTE CARD NEXT TO THE FLASHLIGHT FIRST. TWO POINTS SECURED!

### EXAMPLE 2:



THEY MOVE ON, REVEALING THE VOTE CARD NEXT TO THE FIRE EXTINGUISHER. THEY DIDN'T THINK LIKE THE LEADER. FIRST MISTAKE!

### EXAMPLE 3:



HOPING THEY DON'T HIT A SECOND 👎 CARD AND END THE GAME, THEY REVEAL THE VOTE CARD NEXT TO THE MOBILE PHONE. ANOTHER POINT! THE GAME GOES ON...

THE DECISIVE MOMENT
MAKE YOUR CHOICE

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PROTEZIONE CIVILE
Presidenza del Consiglio dei Ministri
Dipartimento della Protezione Civile

Developed in collaboration with
Lucca Crea
Cultura & Relazioni

# THE DECISIVE MOMENT MAKE YOUR CHOICE



## GAME RULES

PROTEZIONE CIVILE
Presidenza del Consiglio dei Ministri
Dipartimento della Protezione Civile

# THE DECISIVE MOMENT MAKE YOUR CHOICE

A COOPERATIVE CARD GAME FOR TWO OR MORE PLAYERS, AGES 8 AND UP.

## COMPONENTS:




## IN A NUTSHELL

THE LEADER ASSESSES THE SITUATION AND SECRETLY SELECTS 7 ITEMS THEY DEEM MOST USEFUL TO PREVENT OR DEAL WITH AN EMERGENCY, FROM A CHOICE OF 10. AFTER DISCUSSING IT TOGETHER, THE OTHER PLAYERS TRY TO IDENTIFY THE CHOSEN ITEMS.

**IT'S A COOPERATIVE GAME: YOU SCORE POINTS AND WIN TOGETHER!**



## SETUP

**Choose the Leader at random or by vote.**

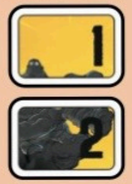
**The Leader shuffles the Item Cards and lays 10 cards face up on the table. They then take the 10 Vote Cards and keep them hidden in their hand.**

**Next, choose a game level: 1 (Easy), 2 (Medium), 3 (Hard), and draw the Equation Cards as shown below:**

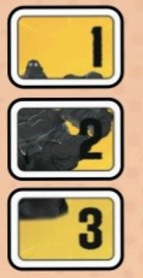
### LEVEL 1
DRAW ONE LEVEL 1 EQUATION CARD AT RANDOM



### LEVEL 2
DRAW ONE LEVEL 1 AND ONE LEVEL 2 EQUATION CARD AT RANDOM



### LEVEL 3
DRAW ONE LEVEL 1, ONE LEVEL 2 AND ONE LEVEL 3 EQUATION CARD AT RANDOM



**Then turn the Equation Cards face up to reveal the scenario.**

**EXAMPLE** (LEVEL 2)






## GAMEPLAY

The Equation Cards set the scene by revealing potential or ongoing hazards and additional details about the situation, such as your location or what's happening around you. For example, a "wildfire" "while you are in the middle of the forest".

***Some Equation Cards feature "sci-fi" hazards, marked with this icon. Want to play without them? Set those cards aside before you start.***

Depending on the situation, the 10 Item Cards can represent:

- **actions you can take before a crisis.** For example, if you are at home, you could use a "circuit breaker" to cut the power before a tsunami hits.
- **items you can pack in an emergency kit.** For example, a "hand-crank flashlight" could come in handy if you expect a blackout.
- **items that could help during a crisis.** For example, a sturdy "table" could provide good shelter during an earthquake.

The Leader carefully reviews the 10 Item Cards on the table and, without consulting the other players, secretly assigns a Vote Card to each Item Card, face down.

- If they rate the item as **very useful**, they assign it a Vote Card
- If they rate the item as **useful**, but less useful than the others, they assign it a Vote Card
- If they rate the item as **useless or less useful** than the others, they assign it a Vote Card

**KEEP IN MIND**

The Leader should assign the Vote Cards in no particular order. For example, they SHOULD NOT place all cards first, as this would give away their choices to the other players. If you prefer, the other players can close their eyes while the Leader assigns the cards.