

# MELTDOWN 2020

For 1-5 rescuers Duration: 40 minutes Ages: 8-108



**A disaster in 2020 threatens nuclear reactors. You lead an evacuation operation to get your people out of the country. Rescue them in time!**

## CONTENTS

- 12 landscape tiles
- 20 people in 5 colors
- 1 bus, car and helicopter in 5 colors
- 1 phases board
- 15 radiation discs
- 1 8-sided die



## PREPARATION

Shuffle the 12 landscape tiles, place 3 tiles in the middle and the other 9 around it (see picture). The 2 airfields may not be on adjacent tiles. If they are, then exchange the airfield tile marked by the '1' with the lowest number reactor tile which will separate the airfield tiles.

Each rescuer takes all the people plus the bus, car and helicopter of 1 color. (Fold the 3 vehicles, see picture.)



Place your 3 vehicles and 20 people (standing!) in the marked spaces.

The most radioactive rescuer gets the die and the phases board, indicating the starting player for a complete day. Place a radiation disc on spot A on the phases board.



The 12 tiles are randomly placed in a 'round' landscape. The people of Yellow, Orange and Red must get rescued.

## DAYS

In each day all vehicles move, reactors can suffer a radiation leak, a reactor may get repaired and people can get radiation sickness. Perform this in the following order:

### A1 RADIATION OUTBURST

The start player rolls the die. If you roll 8, nothing happens. If you roll a 1, 2, 3, 4, 5, 6 or 7: ALARM! Place a radiation disc on the reactor with that number. The discs indicate a radiation leak. The more discs on a reactor, the further the radiation spreads.



A 6 on the rolled die. Then place a radiation disc on reactor number 6.

Note: The disc on the phases board is the 15th (last!) radiation disc to use on a reactor. Once you need that disc, use something else on the phases board.

### A2 DRIVE YOUR BUS

All players move their bus, starting with the starting player and going clockwise round the table. The bus can move up to 2 spaces. You cannot move to or through a space with a reactor. You can move to spaces with other vehicles, but you can't end your turn in a space with another player's vehicle unless it's an airfield space. The 2 airfields can hold an unlimited number of vehicles. In each space you can pick up and/or drop off people (only of your color). There can be a maximum of 4 people (exclusive driver) in a bus.



The Orange bus first moves 1 step to the space with the orange person, then transports him 1 space further.

### B1 RADIATION OUTBURST AGAIN

The starting player rolls the die again. (The 8-sided die doesn't 'roll' much. Roll it in your hands first, to avoid 'rolling' the same number again.) Now the same happens as with the first die roll, see 'A1. Radiation outbreak'.

### B2 DRIVE YOUR CAR

All players move their car. See 'A2. Drive your bus' for the rules, but the car can move up to 3 spaces and can transport 3 people.



The orange car moves 3 spaces. Through the space with the yellow bus, to a space with an orange person and with him to the space with the orange bus and person. The next day the bus or car can transport the 2 people further.

## C1 REACTOR REPARATION



The start player rolls the die again. This time the number determines the reactor from which you remove 1 radiation disc. If you roll 8, or a reactor number without any disc, nothing happens.



Again a 6 on the die is rolled. Now remove the radiation disc from reactor number 6.

## C2 FLY WITH YOUR HELICOPTER

All players move their helicopter. See 'A2. Drive your bus' for the rules, but the helicopter can move up to 4 spaces and can transport only 2 people.



The orange heli moves 4 spaces far, first has 1 passenger and picks up another. Before moving to the third person he drops the 2 people to keep them away from the leaking reactor 5. Note: you can't fly over a reactor.

## D RADIATION SICKNESS



People near a reactor, at a distance equal to the number of radiation discs, get 1 sievert (Sv) radiation. People who are 1 space closer to the reactor get 2 Sv and even closer 3 or more sievert radiation. 1 Sv makes them ill, 2 Sv very ill and with 3 or more sievert they die. People with 1 Sv you place on their side (ill). People with 2 Sv you place flat (very ill).



Reactor 7 got 1 radiation disc today. So you place the people within 1 space distance on their side, indicating they are ill.



Radiation from different reactors adds up. So if people get 1 Sv radiation from 2 different reactors, that makes 1 + 1 = 2 Sv. You place them flat (very ill). Radiation adds up over days too. So people who get 1 Sv today, die if they get 2 Sv next day. (remove them from the game)

Passengers in vehicles aren't protected from radiation. But drivers/pilots of the 3 vehicle types are protected. They only die if they get 3 Sv from 1 reactor at once. (So for them the radiation of different reactors doesn't build up and it doesn't build up over days.) The radiation discs stay on the reactors, for the next days, so the reactors keep leaking radiation (unless they get a 'Reactor reparation')

On another day reactor 2 got 2 new radiation discs. So the people at 2 spaces distance get ill (on their side) and the people nearest to the reactor get very ill (flat).



## E END OF THE DAY



Pass the phases board and die clockwise to the new starting player and start a new day.

## SURVIVORS

To rescue people you need to bring them to an airfield. When your vehicle enters an airfield space, the people you've transported are safe. You place them in front of you, grouped according to their sickness level, so a healthy group (standing), an ill group (on their side) and a very ill group (flat). You can continue moving your vehicle if you have steps remaining. You can save the driver or pilot too. To do this you must remove the vehicle from the airfield and place it in front of you. Then you cannot use it anymore. (Once you have no more people in the country, you must save the drivers/pilot as quickly as possible.) If you don't have a particular vehicle left in the country, you skip your turn for that vehicle. It can happen that all players must skip their turn. Then the start player must still roll the die.



The orange helicopter flies with 1 person to 2 other people and takes 1 of them in the heli too (only 2 passengers fit in the heli). He arrives at the airfield, so these 2 people are saved. Take them from the airfield to your side of the table. The heli can fly 4 spaces, so he moves 1 space further.

## COMPLETE DISASTER

As soon as - **yes, direct!** - there are 5 radiation discs on 1 reactor, or if 16 discs are needed at some moment, then all people and vehicles remaining in the country are lost.



## BEST RESCUER

Count all your survivors. You can have a maximum of 23 survivors (20 persons and 3 vehicles). In case of equal numbers of survivors, having more healthy (standing) people is the best. If that is equal too, then having ill (on their side) people is better than very ill (flat) people. Who was the best evacuation planner?



6 + 7 + 3 + the 3 drivers/pilot = 19.



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