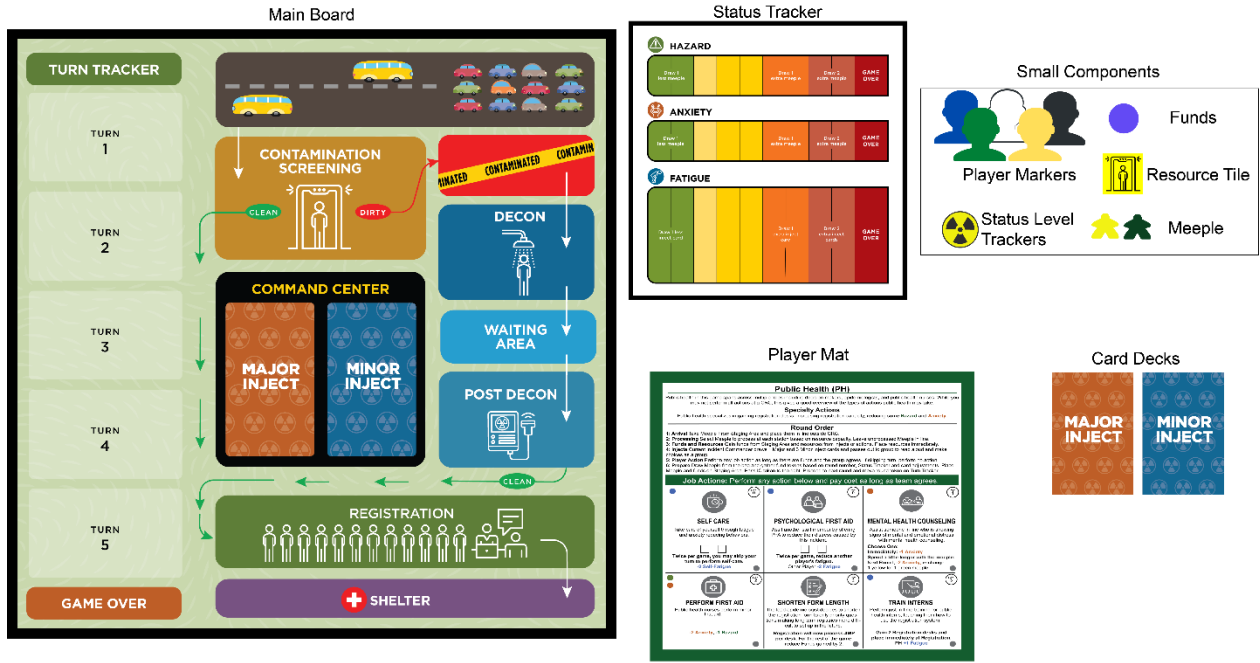


TEST Component List

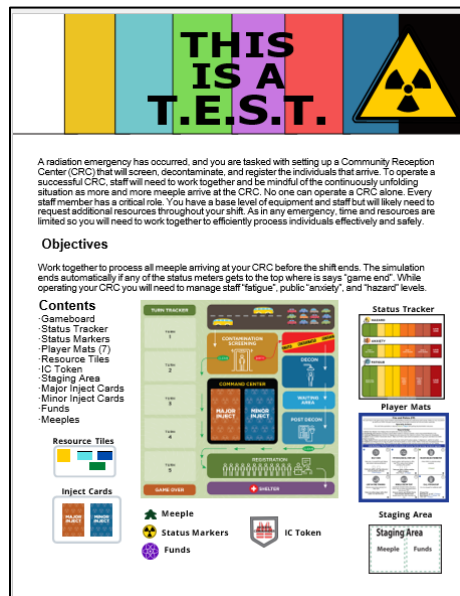
This document lists the components of the tool This is a T.E.S.T. or TEST. Many components are printable where PDF or PNG formats are provided either in TEST_PDF.zip or TEST_PNG.zip. Suggestions for small game pieces are provided.

Many components and how they will be placed are shown below for reference.



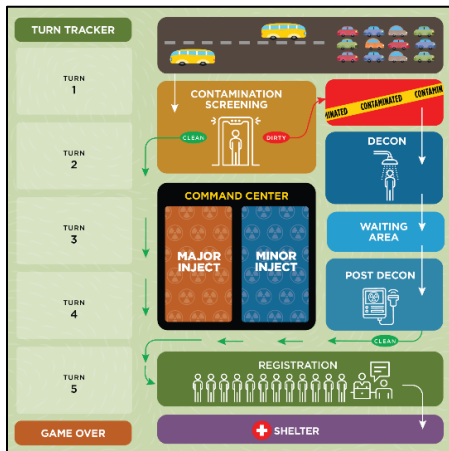
Rulebook

The rulebook contains guidance for exercise implementation using TEST.



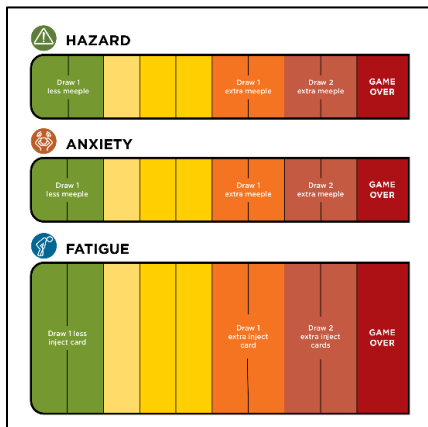
Game board

The game board is visual representation of a CRC where players will conduct the movement of gameplay.



Status Tracker

This is a visual representation of consequences of choices that players make throughout the game.



Inject Cards

The game contains 17 Major and 44 Minor Inject Cards. Inject cards are narrative problems that drive player choices and consequences by adjusting the status tracker or resources available.



Player Mats

There are seven player mats that have gameplay instructions. Player roles within the game have different actions that players may take to further drive discussion and train on roles and responsibilities at a CRC. Player roles are:

- Emergency management
- Radiation
- Fire and police
- Public health
- Public information officer
- Hospital coordinator
- Volunteer coordinator

Public Health (PH)
Public Health in this game spans across multiple roles including doctors or nurses, epidemiologists, and public health nurses. While you may not perform all actions at a CRC, this game is a good overview of the broad spectrum of actions public health may take.

Specialty Actions
Public health specialists in gaming registration status is, increasing registration or capacity, reducing some Hazard and Anxiety.

Round Order
1: Arrival Time Affects PPA. Staging Area and PPA are in the center of the CRC.
2: Preceding Order: Actions in order of each address according to severity. Leave unprocessed requests in line.
3: Funds and Resources (can't fund from Staging Area and resources from PPA or zone). Place resources immediately.
4: Request Counters: Incident Commander (have 1 Hazard and 2 Anxiety) need cards and pieces left to start to read board and make it close to a goal.
5: Player Action System: any job action as long as you can fund with the game system. If helping with training, you can't.
6: Prepare Line People from the top and bottom based on your number. Status, impact and card acquisition. Place Hazard and Cards on Staging Area. Pass IC tokens to the right. Proceed to read board and move board tokens on Turn Tables.

Job Actions: Perform any action below and pay cost as long as team agrees.

<p>SELF CARE Take care of yourself through fatigue are so easily reduced by the action.</p> <p>Twice per game, you may skip your turn to perform self-care. -2 Fatigue</p>	<p>PSYCHOLOGICAL FIRST AID Assist another staff member by offering PPA to reduce their distress as useful by that incident.</p> <p>Twice per game, reduce another player's fatigue. Other player -2 Fatigue</p>	<p>MENTAL HEALTH COUNSELING Assist someone in line who is showing signs of mental health issues. This may vary with mental health counseling.</p> <p>Choose One: Immediately: -1 Anxiety Spend a little longer with the people. Your Hazard, -2 Anxiety, nothing. I follow for a great impact.</p>
<p>PERFORM FIRST AID Takes health cards, perform first aid.</p> <p>-2 Anxiety, -1 Hazard</p>	<p>SHORTEN FORM LENGTH The last applicable checklist to shorten the registration form to only primary questions leaving long term registers more difficult to read in the future.</p> <p>Registration will now process 400 per desk. For the rest of the game, rest of Funds gained by 2.</p>	<p>TRAIN INTERNS Part of job action training for public health interns, teaching them how to use the registration system.</p> <p>Gain 2 Registration desks and place immediately at Registration. PH +1 Fatigue</p>

Player Tents

Name tents for the different player roles to assist with easier identification of a player's role.

Station Resource and Small Components

Printable cutouts of station resources and small components needed for gameplay.

Resource Tokens

The game contains several resource tokens.

- Staging Area
- Mobile Decon
- Decon
- Etc.



Small Components

The game contains ready-made tokens and their printable alternatives.

- Meeple
- Status Trackers
- Funds

