

# ALERT Game demo



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World  
Organisation  
for Animal  
Health

Organisation  
mondiale  
de la santé  
animale

Organización  
Mundial  
de Sanidad  
Animal

**6<sup>th</sup> cycle Training of National Wildlife Focal Points**

**6e cycle de formation des Points focaux nationaux pour la faune sauvage  
Africa Region Afrique**

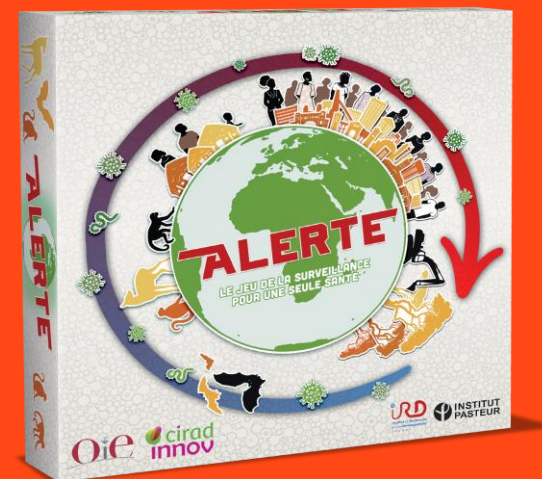
**World Organisation for Animal Health**

**Organisation mondiale de la santé animale**



# How to play ?

- Context
- Game objectives
- Game elements
- Mechanics and initiation
- How to play?



# ALERT GAME BACKGROUND



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## Background

- CIRAD and Bioviva have created two serious games on societal issues: « Terristories » and « Rage ».
- ALERTE is an educational tool developed in the framework of the EBO-SURSY project
- Play makes learning easier at any age!
- A surveillance card game on good practices for monitoring emerging diseases at the human-wildlife interface

# GAME OBJECTIVES



- **Raise awareness** among local communities and **strengthen collaboration** with the technical services in charge of the system;
- **Strengthen the commitment** of the stakeholders involved in the surveillance system and thus its effectiveness
- To develop tools and a training method for good monitoring practices that are simple, sustainable and can be deployed on a large scale by national partners.

# PEDAGOGICAL OBJECTIVES FOR PLAYERS



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## Pedagogical objectives of the game

- The players have **understood the mechanics** of the game and are able to use the game independently
- Players are able **to explain what a surveillance chain** is, the different actors, the different actions
- The players have a **better understanding** of how a surveillance system and a surveillance chain work:

Discovery > information > action





# PEDAGOGICAL OBJECTIVES FOR PLAYERS

## Pedagogical objectives of the game

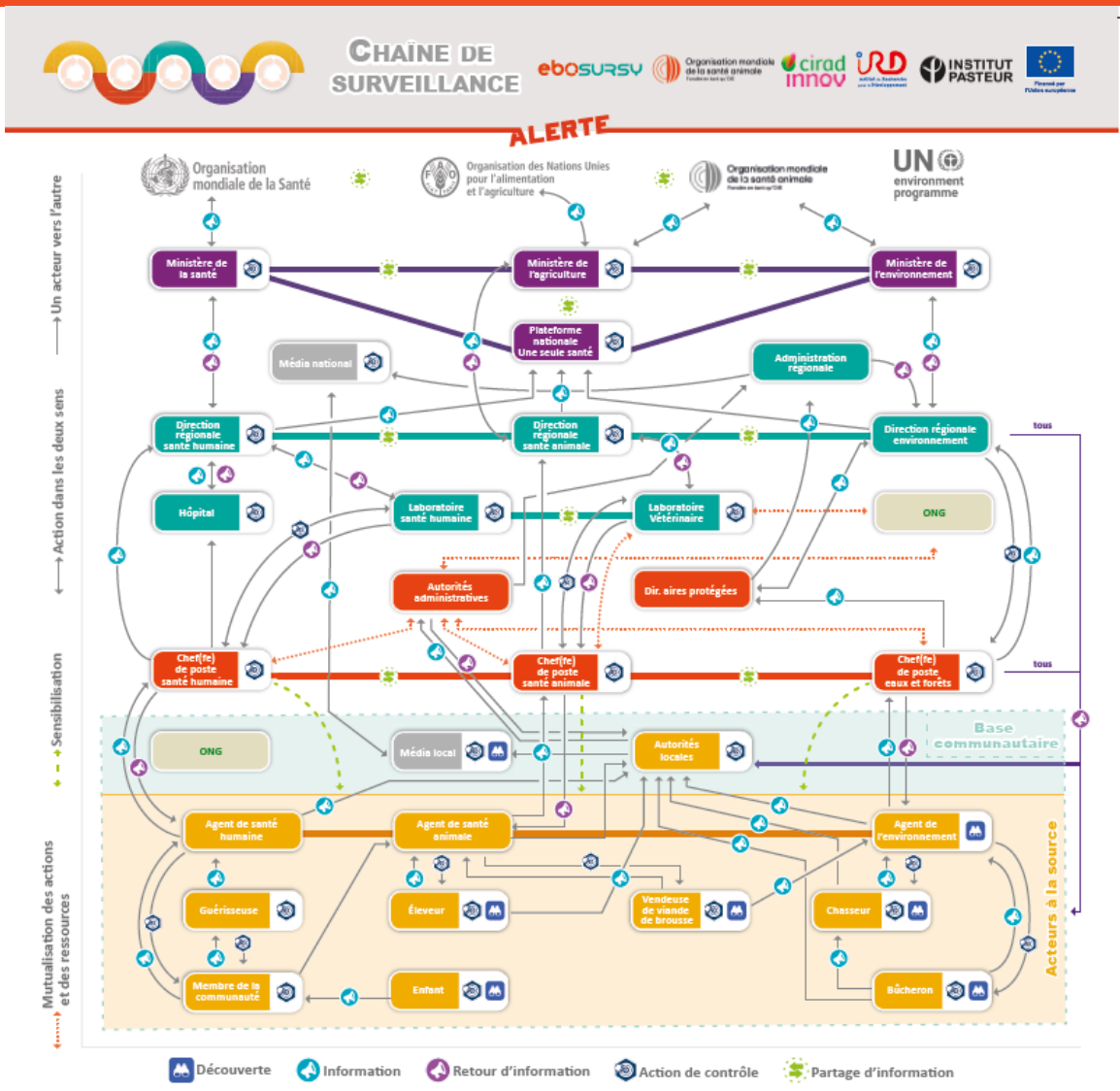
- Players are able to **describe their roles** in the surveillance chain and **identify the different elements** that concern them in the chain: **découverte > information > action**
- Players are able **to explain the value of collaboration between the different actors** in the chain, including **the different sectors** of the surveillance system
- Players are able **to list the important steps** they must take **to ensure early detection of a disease outbreak**

# TEACHING MATERIALS



# 1. THE POSTER

- Visualize the organization of the surveillance chain: the different levels, sectors, relationships between actors
- Generate discussion



## 2. THE EDUCATIONAL BOOKLET

### For players:

- Keep a written record of the game session
- Remember key points discussed
- Write or draw any information learned during the game or discussion

### For the facilitator:

Keep a written record of any context-specific information that was passed around during the game or discussion (e.g., "here, the healer does not inform the community worker"; "here, the community worker's name is ...")

**1<sup>er</sup> niveau local (village)**

**AGENT COMMUNAUTAIRE DE SANTÉ HUMAINE**

**Vous découvrez :**

- J'apprends que des personnes pourraient être contaminées par une maladie d'origine animale.

**Vous informez :**

- J'alerte les autorités locales et le chef de poste de santé humaine.

**Pour contrôler, vous devez :**

- J'isole les malades.
- Je sensibilise la communauté aux risques.
- Je préviens les agents communautaires des autres ecteurs.

Nous les appelons aussi



**NOTES**

**1<sup>er</sup> niveau local (village)**

**AGENT COMMUNAUTAIRE DE SANTÉ ANIMALE**

**Vous découvrez :**

- J'apprends que des cadavres suspects d'animaux sauvages ont été découverts.

**Vous informez :**

- J'alerte les autorités locales et le chef de poste vétérinaire.

**Pour contrôler, vous devez :**

- Je sécurise les carcasses.
- J'informe la communauté et les agents communautaires des autres ecteurs.
- J'alerte les éleveurs pour qu'ils renforcent la surveillance dans leurs élevages.

Nous les appelons aussi



**NOTES**

# ELEMENTS OF THE GAME

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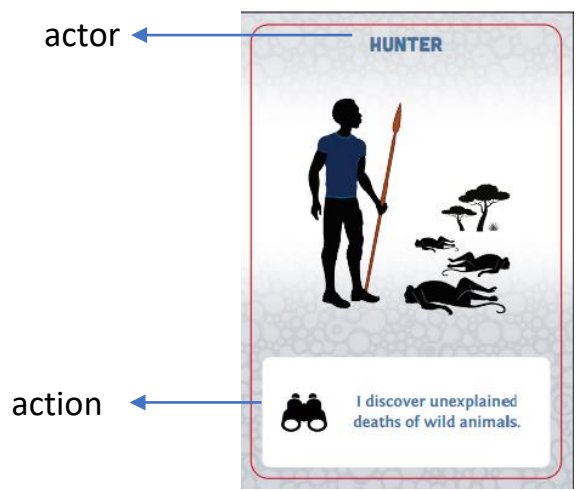
## GAME MATERIALS

- 1 board *Emergence of the disease*
- 1 wooden disc *Disease cursor*
- 20 wooden cubes *Victory point*
- 27 Hazard cards: 18 *Negative hazard* (red) and 9 *Positive hazards* (blue)
- 117 *Action cards*:
  - 44 orange cards (1st local level: village),
  - 20 red cards (2nd local level: county),
  - 28 turquoise cards (regional level),
  - 16 purple cards (national level),
  - and 9 grey cards (journalists and media)

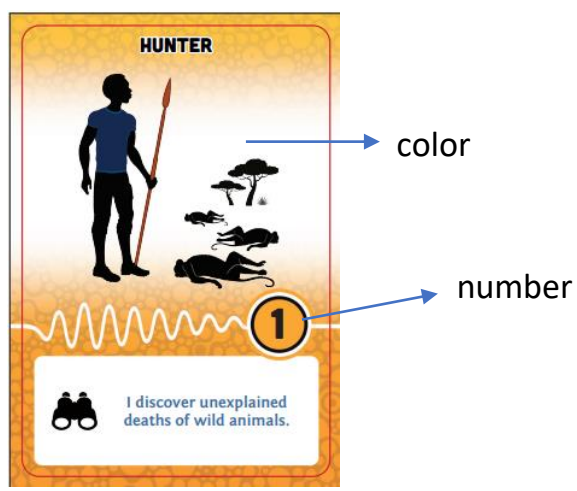


# ELEMENTS OF THE GAME

- One card has 2 sides
- Face down card includes an actor and an action
- a face-up card also includes a color (corresponding to an organisation level) and a number



Face-down



Face-up

- DISCOVER
- INFORM
- CONTROL

# GAME MECHANISM





# GAME MECHANISM

**PURPOSE OF THE GAME:** Alert is a **cooperative game**. All players win or lose together. The object of the game is to correctly place all players' cards in the chain of surveillance in the center of the table.

**SET UP:** Place the board in the center of the table. Separate the Action cards from the Hazard cards. Then separate the Negative Hazards cards (red) from the Positive Hazards cards (blue) and shuffle each pile. Then prepare the stack of Action cards.

**FOR A FIRST TIME DISCOVERY PLAY:** Play only with the **orange Action Cards**, which represent the first local level (the people in a village). Separate them from the other Action cards, shuffle them, and make a face-down pile. Place the disease cursor on the **4th space of the Disease Emergence Board**.

**FOR MORE COMPLEX GAMES:** Shuffle **all Action cards** and make a face-down stack. Place the disease cursor on the **6th space of the Disease Emergence Board**.



# GAME SET UP

## SET UP:

- Place the board in the center of the table.
- Separate the Action cards from the Hazard cards.
- Then separate the Negative Hazards cards (red) from the Positive Hazards cards (blue)
- Shuffle each pile.
- Then prepare the stack of Action cards.
  
- Deal Action cards **still face down** to each player:

**2 players:** 9 cards each; **3 players:** 6 cards each; **4 or more players:** 4 cards each.

- Each player places his or her cards in front of him or her, with the backs visible. No one looks at the (colored) face.
- Place the remaining Action cards in the deck.

Take **the first Action card from the deck and turn it face up in the centre** of the table.

**This card is the starting point of the game.**

# HOW TO PLAY THE GAME?



## GAME SET UP

**Players must recreate the correct surveillance chain.**

### **choosing the card:**

- the player chooses one of the cards in front of him/her and places it, face down, to the right or left of the card already in the centre of the table.
- The player can freely ask the other players for advice.

**Revealing the card:** Once the decision has been made, the player turns his card face up.

## GAME RULES

If the card is **the right colour** (respecting the circular order and **is at the right place** (its value follows the ascending order or is equal to that of an immediately adjacent card). You have respected the surveillance chain>> You receive **1 victory point**.

If the card is **the right colour**, (respecting the circular order) but its value **does not respect the right order**. The surveillance chain is broken.  
>> **Draw** a new Action card and place it face down in front of you.  
>> **The disease advances**: move the disease cursor one square to the right.



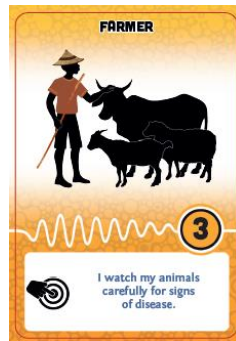
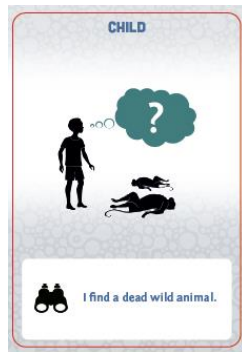
If the value of the card indicates a **star**. It doesn't matter where the card is placed, as long as it is in the right colour (star cards are jokers).  
>> You do not win any victory points, **but the disease decreases**: move the disease cursor one square to the left.

If the card is **not the right colour**.  
>> **Draw** a new Action card, and  
>> **The disease moves two squares to the right!**

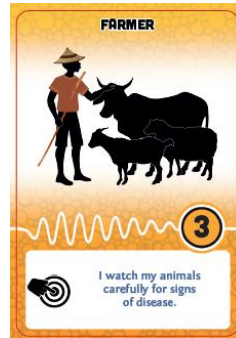


# EXAMPLE

1-Placement  
of the card

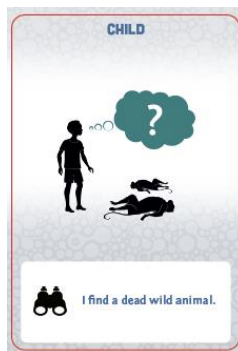
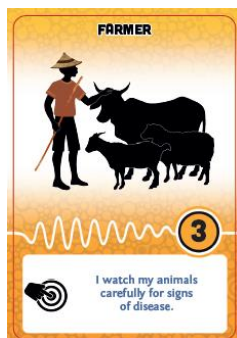


2- Card  
revelation

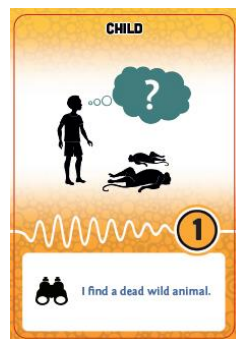
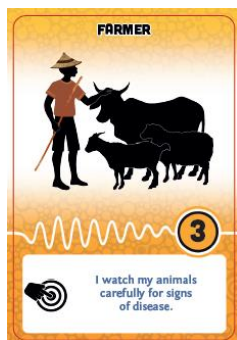


# EXAMPLE

1- Placement of the card



2- Card revelation



# EXAMPLE



... and and the disc will move one square to the right on the emergence board



# PLAYING THE GAME





# PLAYING THE GAME

**Negative Hazards:** When the cursor reaches a Hazard square: draw a Negative Hazard card and apply its effects immediately. Then continue the game.


**Positive Hazards:** Players can buy a positive hazards at any time. To do so, they simply agree to spend 4 victory points from different players. The participating players return their victory points to the box; the active player draws a Positive Hazard card and applies its effects immediately.

## End of game


The game ends in two cases:



If the disease reaches the last square of the board:  
**the players have not been able to contain the emergence of the spreading disease. They all lose together.**

The illustration shows a portion of a game board with a yellow and orange grid. A red circle with a white 'X' is placed on a square, and a red line with a white 'X' at its end points towards it. A red square with a white 'X' is in the bottom left corner of the text box.

If no player has any cards left:  
**the players respected the surveillance chain and managed to control the emergence of the disease! They win the game all together.**

The illustration shows three overlapping cards with dashed outlines, representing a hand of cards. A green circle with a white checkmark is in the bottom left corner of the text box.

# 12. LET'S PLAY !

# Thank you



United Republic of Tanzania



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Ministère de l'Élevage et Pêches



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