

Japanese Rescue Teams

1. Introduction

JRS is a cooperative game portraying the aim of the Japanese Rescue Teams to save and protect the Japanese population from the dangers which can occur in the Japanese cities, like earthquakes, typhoons, tsunamis and nuclear pollution. This game is in memory of all the people died during the March 2011 Japanese earthquake and tsunami.

2. Objective

The objective of the players is to reach the level 8 of the Level of Saved Lives Track (LSL), which means having saved most of the affected population and thus avoiding to reach the level -7, which would mean the loss of too many lives.

3. Preparation

Deploy the map, put the LSL marker in the Zero case of the track; each player chooses its set of Japanese Rescue Teams and deploy the Team 1 in a city on the map. All the Problem Tiles are put in a cup and shuffled together. The first Player starts the Sequence of Play, then it is the turn for the others.

4. Sequence of play

- a. Decrease of one level the LSL track for each unresolved Problem present on the map or increase of one level the LSL track if no Problems are present on the map.
- b. The playing player rolls the d12 die: if the result is 1-6 a new Problem arises (go to c.); if the result is 7-12, no new Problems! (go to e.)
- c. Roll the d12 die to see in which city the Problem occur (each city has a name and a reference number)
- d. Take one Problem Tile form the cup, see which kind of problem is shown and put it near the city rolled during c.
- e. Every Player can move his/her JRT in any city shown in the map, normally where there is a Problem or Ruins; there he/she tries to solve a Problem, starting from the playing Player. A JRT can try to solve one Problem per turn, so if there is more than one Problem Tile in a city, the playing Player must choose which one will be tried by his/her JRT.

Problem/Ruins Chart

Problem/Ruins	Solve Problem with	Clear Ruins with
TSUNAMI	1-3	1-4
nuclear	1-3	1-4
Earthquake	1-5	1-6
Typhoon	1-7	1-8
Fire	1-7	1-8
TRAIN ACCIDENT	1-7	1-8

ATTENTION: apply a DRM -1 for rolling to solve a Problem if the JRT was already in the affected city by a new Problem, without needs of moving.

ATTENTION: if Ruins are already in the affected city, DRM +1 for rolling to solve a Problem.

ATTENTION: apply a DRM -1 for rolling to solve a Problem if there is at least another JRT in the affected city by a new Problem.

If the JRT manages to resolve the Problem, raise by 1 level the LSL Track, turn the Problem tile on the Ruins side.

If the JRT does not manage to solve the Problem, the Problem remains.

f. Every Player tries to clear the Ruins present in the city where is deployed his/her JRT, rolling the d12 die. If succeed, the Ruins tile is taken away; if not, the Ruins tile remains there.

ATTENTION: if there is more than one Ruins Tile in a city, DRM +1 for rolling to clean one of them.

ATTENTION: apply a DRM -1 for rolling to clear the Ruins if there is at least another JRT in the affected city.

The turn passes to another player, starting with a. phase of the Sequence of play.

SECOND TEAM OPTIONAL RULE: Each Player can deploy his/her JRT Team 2 during the e. phase of the Sequence of Play. Remember that Teams 2 will always get a DRM +1 for every launch of the die!

