

01

POWER

THE LIGHTS GO OUT

It is a normal evening. Everything switches off at once — lights, fridge, wifi. Outside, the whole street is dark. Nobody knows how long it will last.

ANSWER OUT LOUD

- 1 What is your first move?
- 2 Who do you tell?
- 3 What do you take?
- 4 Where do you go?

IF THIS WERE REAL

Outages are the emergency households meet most often. The first ten minutes decide whether the next ten hours are an adventure or a mess.



11

COMMS

THE PHONES ARE DOWN

Cell service has dropped across the whole area. No calls, no texts, no internet. Everyone in the family is out at their normal places.

ANSWER OUT LOUD

- 1 What is your first move?
- 2 Who do you tell?
- 3 What do you take?
- 4 Where do you go?

IF THIS WERE REAL

This is why a meeting place exists. A plan that depends on phones is a plan that fails at exactly the moment it is needed.



29

COMMUNITY

THE NEIGHBOUR KNOCKS

An elderly neighbour knocks. Their power is out too, they are on their own and they seem unsure what to do.

ANSWER OUT LOUD

- 1 What is your first move?
- 2 Who do you tell?
- 3 What do you take?
- 4 Where do you go?

IF THIS WERE REAL

This is Level 3 of the standard: being able to help someone else. It is also the thing people remember about you for twenty years.



THE FULL DECK

60 scenarios · 24 curveballs · 8 role cards
Rules, scoring, three ways to play, a
scorecard,
printable card backs and a tuck box.

OUTPOSTEVACUATION.COM/FAMILIES/GAME

Free with any Outpost Go-Bag.