

Role:	Pet owner (cat in carrier)
Type of injury:	
Needs:	Cat does not get along with dog and cannot be in same room without going berserk
Functioning Capacity:	
Starting location:	from LRT evacuated
Notes:	

Role:	Pet owner (dog on leash)
Type of injury:	
Needs:	Dog does not get along with cat and cannot be in same room without going berserk
Functioning Capacity:	
Starting location:	One of the main entrances coming into building
Notes:	

Role:	Parent alone with two kids (1 and 5 years old)
Type of injury:	
Needs:	For kids: Diapers, baby formula or milk, nap 3 times a day for 1 hour (quiet & warm location), attention, lots of comforting, warmth
Functioning Capacity:	High but feeling overwhelmed and stressed (one of your symptoms of stress is a splitting headache so any loud noises from your children set you off), worried about childrens' needs and safety
Starting location:	Find your kids (see facilitator)
Notes:	See if organizer has props for you at start of game

Role:	1-year old child
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Type of injury:	
Needs:	Diapers, baby formula or milk, nap 3 times a day for 1 hour (quiet & warm location), attention, comforting
Functioning Capacity:	Not verbal and not mobile on foot. But cries quite frequently, sensing the stress in the atmosphere and all the commotion.
Starting location:	Find your 'mom' (see facilitator)
Notes:	See if organizer has props for you at start of game

Role:	5-year old child
Type of injury:	Emotional injury
Needs:	Food, frequent snacks, warmth, security, attention
Functioning Capacity:	Verbal and mobile (wanders off while mom is not looking and hides in bathroom closest to wherever you are when you can get away but that you can get in with a code - does not come out until is found - try to do this before game is over at 2 pm). Emotional injury manifests as lots of stomach aches which lead to being whiny.
Starting location:	Find your 'mom' (see facilitator)
Notes:	See if organizer has props for you at start of game

Role:	Whoever you want to be (can be yourself)
Type of injury:	Physical injury: pane of glass above cracked and you have a bleeding leg with glass sticking out of it.
Needs:	
Functioning Capacity:	You can hobble with one leg. You are verbal and you need to figure out how to keep people away from the broken glass on the floor.
Starting location:	A spot where if you look up you can see glass (ask facilitator for duct tape and simulated broken glass to tape to your leg before you leave room for activity)
Notes:	

Role:	Fighter
Type of	Emotional injury – the stress of the disaster causes you to be emotionally distressed to the point

injury:	that you end up having a fight with another person
Needs:	Need someone to help you calm down emotionally and someone to attend to your injury of a bruised (possibly broken - you decide) cheek bone
Functioning Capacity:	Signs of stress: <ul style="list-style-type: none"> ➤ Physical signs (headaches, sickness, low energy). ➤ Emotional signs (irritable, overwhelmed, helpless, guilty, afraid or outbursts of anger). ➤ Increased conflicts with others. ➤ Difficulty concentrating, worrying, repetitive thoughts. ➤ Decreased ability to process thoughts or communicate as desired. ➤ Impaired short-term memory. ➤ Withdrawal, isolation, sleeping too much or too little, use of alcohol or drugs. ➤ Increased mistakes at work.
Starting location:	Area where you are having fight with another person, which can start as an argument and escalate into a (pretend) physical altercation that results in you giving the other person a bruise on cheek
Notes:	See facilitator for lipstick to simulate blood/bruises

Role:	Fighter
Type of injury:	Emotional injury – the stress of the disaster causes you to be emotionally distressed to the point that you end up having a fight with another person
Needs:	Need someone to help you calm down emotionally
Functioning Capacity:	Signs of stress: <ul style="list-style-type: none"> ➤ Physical signs (headaches, sickness, low energy). ➤ Emotional signs (irritable, overwhelmed, helpless, guilty, afraid or outbursts of anger). ➤ Increased conflicts with others. ➤ Difficulty concentrating, worrying, repetitive thoughts. ➤ Decreased ability to process thoughts or communicate as desired. ➤ Impaired short-term memory. ➤ Withdrawal, isolation, sleeping too much or too little, use of alcohol or drugs. ➤ Increased mistakes at work.
Starting location:	Area where you are having fight with another person, which can start as an argument and escalate into a (pretend) physical altercation that results in you getting a bruise on cheek (they will put lipstick on to draw a bruised cheek)
Notes:	

Role:	Young male who looks like he has full mental and physical capacity but this is not the case (Juan)
Type of injury:	Emotional injury – you are in shock and walking around or sitting down like a zombie for the entire activity
Needs:	
Functioning Capacity:	Not able to clearly articulate how you are feeling and are not able to help others.

	<p>Signs of stress (ones highlighted for you):</p> <ul style="list-style-type: none"> ➤ Physical signs (headaches, sickness, low energy). ➤ Emotional signs (irritable, overwhelmed, helpless, guilty, afraid or outbursts of anger). ➤ Increased conflicts with others. ➤ Difficulty concentrating, worrying, repetitive thoughts. ➤ Decreased ability to process thoughts or communicate as desired. ➤ Impaired short-term memory. ➤ Withdrawal, isolation, sleeping too much or too little, use of alcohol or drugs. ➤ Increased mistakes at work.
Starting location:	1st floor
Notes:	

Role:	
Type of injury:	Physical injury from falling on ice – broken leg
Needs:	
Functioning Capacity:	Hobbling around holding your leg, looking in pain
Starting location:	Main (1st floor)
Notes:	

Role:	Peanut allergy reaction
Type of injury:	
Needs:	Severe peanut allergy to the point that you cannot eat it, cannot be in the same room and you will have a reaction if your food touched peanuts
Functioning Capacity:	Don't tell anyone you have a peanut allergy until the topic comes up (if it comes up). You are fine at the beginning but after night falls, you accidentally consume something with peanut oil and start having a reaction (perhaps pretend to go into anaphylactic at some point around 1:45 pm to see if anyone knows what to do or has an epipen? You can pretend to die if you want).

Starting location:	1st floor
Notes:	

Role:	Peanut allergy
Type of injury:	
Needs:	Moderate peanut allergy just to the point that you cannot eat it but you can be in the same room and you won't have a reaction if your food touched peanuts.
Functioning Capacity:	
Starting location:	
Notes:	
Role:	Person who passes out
Type of injury:	
Needs:	
Functioning Capacity:	Passed out. Eventually others are able to revive you.
Starting location:	You are found passed out at on the 2nd floor by the couches by the escalator going down. You can decide why you passed out (a physical injury, emotional shock)
Notes:	

Role:	Drug user
Type of injury:	Medical issues
Needs:	goes into withdrawal or overdose
Functioning Capacity:	Initially, you are wandering around as if you had an emotional injury (kind of out of it). People may incorrectly assess you have an emotional injury but really you are high on some kind of drug but you have trouble articulating that or don't want to. Sometime between 1:05-1:20 you pass out and are nonresponsive.
Starting location:	Main floor

Notes:	

Role:	ESL student
Type of injury:	
Needs:	
Functioning Capacity:	Your English is only that of a beginner. You speak French and German.
Starting location:	
Notes:	

Role:	Yourself
Type of injury:	
Needs:	You have a dependent at home that needs medication at specific time. However, you cannot leave the building b/c of the gridlock traffic and roads being closed down. Train is not working b/c of power outage and city transit is shut down.
Functioning Capacity:	You have a cell phone charger that has 2 hours-worth of charging left on it (1 of 2 people). Remember there is power outage so you cannot recharge it once it is drained.
Starting location:	
Notes:	

Role:	Walk-in
Type of injury:	
Needs:	
Functioning Capacity:	You have a cell phone charger that has 2 hours-worth of charging left on it (1 of 2 people). Remember there is power outage so you cannot recharge it once it is drained.
Starting location:	
Notes:	

Role:	Person in wheelchair
Type of injury:	
Needs:	Needs to come up from train station but elevators are not functioning.
Functioning Capacity:	Full mental capacity. Can use arms but not legs. Need to ask others for assistance to carry up to 1 st or 2 nd floor (only be carried across flat floor and pretend to be carried up escalator or stairs (walk up). Only allow staff and students to carry you across flat floor to not actually injure yourself.
Starting location:	By train station – pretend to be in wheelchair (wave over participants when you see them at train station to let them know you are the one in wheelchair who needs help)
Notes:	

Role:	Assist person in wheelchair
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Type of injury:	
Needs:	
Functioning Capacity:	Carry up to 1st or 2nd floor (only be carried across flat floor and pretend to be carried up escalator or stairs (walk up). Only staff and students can carry wheelchair person across flat floor so as to not actually injure yourself.
Starting location:	By train station to find person pretending to be in wheelchair.
Notes:	

Role:	Assist person in wheelchair
Type of injury:	
Needs:	
Functioning Capacity:	Carry up to 1st or 2nd floor (only be carried across flat floor and pretend to be carried up escalator or stairs (walk up). Only staff and students can carry wheelchair person across flat floor so as to not actually injure yourself.
Starting location:	By train station to find person pretending to be in wheelchair.
Notes:	

Role:	Assist person in wheelchair
Type of injury:	
Needs:	
Functioning Capacity:	Carry up to 1st or 2nd floor (only be carried across flat floor and pretend to be carried up escalator or stairs (walk up). Only staff and students can carry wheelchair person across flat floor so as to not actually injure yourself.
Starting location:	By train station to find person pretending to be in wheelchair.
Notes:	

Role:	Elderly person
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Type of injury:	
Needs:	
Functioning Capacity:	Speak German and quite good English
Starting location:	LRT station
Notes:	

Role:	ESL student
Type of injury:	
Needs:	
Functioning Capacity:	You speak Chinese fluently but English is very limited
Starting location:	
Notes:	

Role:	Security personnel at U of A
Type of injury:	Both arms are injured and not usable
Needs:	You need pain medication ASAP and lots of it
Functioning Capacity:	Your mental capacity is medium – you do not have a head injury but the searing pain every now and then incapacitates you.
Starting location:	
Notes:	

Role:	U of A Faculty member
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Type of injury:	
Needs:	
Functioning Capacity:	High.
Starting location:	
Notes:	

Role:	U of A Faculty member
Type of injury:	
Needs:	
Functioning Capacity:	Low – you decide the details.
Starting location:	
Notes:	

Role:	U of A Faculty member
Type of injury:	
Needs:	
Functioning Capacity:	You decide whether high, medium, or low – you decide the details.
Starting location:	
Notes:	

Role:	U of A staff
Type of injury:	
Needs:	
Functioning Capacity:	High.
Starting location:	
Notes:	

Role:	U of A staff
Type of injury:	
Needs:	
Functioning Capacity:	Low – you decide the details.
Starting location:	
Notes:	

Role:	U of A staff
Type of injury:	
Needs:	
Functioning Capacity:	You decide whether high, medium, or low – you decide the details.
Starting location:	
Notes:	

Role:	U of A staff (maintenance person)
Type of injury:	
Needs:	
Functioning Capacity:	High.
Starting location:	
Notes:	

Role:	U of A staff (admin staff).
Type of injury:	
Needs:	
Functioning Capacity:	Low – you decide the details
Starting location:	
Notes:	

Role:	U of A staff
Type of	

injury:	
Needs:	
Functioning Capacity:	You decide whether high, medium, or low – you decide the details.
Starting location:	
Notes:	

Role:	U of A student
Type of injury:	
Needs:	
Functioning Capacity:	High.
Starting location:	
Notes:	

Role:	U of A student
Type of injury:	
Needs:	
Functioning Capacity:	Low – you decide the details
Starting location:	
Notes:	

Role:	U of A student
Type of	

injury:	
Needs:	
Functioning Capacity:	You decide whether high, medium, or low – you decide the details.
Starting location:	
Notes:	

Role:	Walk-in off the street
Type of injury:	
Needs:	
Functioning Capacity:	High
Starting location:	
Notes:	

Role:	Walk-in off the street (homeless person)
Type of injury:	Emotional injury and some health issues – you decide the details (e.g. diabetes)
Needs:	
Functioning Capacity:	Low
Starting location:	
Notes:	

Role:	Enterprise Square tenant but not U of A faculty, staff, or student
Type of injury:	

Needs:	
Functioning Capacity:	You decide whether high, medium, or low – you decide the details.
Starting location:	
Notes:	

Role:	
Type of injury:	
Needs:	
Functioning Capacity:	
Starting location:	
Notes:	

Role:	
Type of injury:	
Needs:	
Functioning Capacity:	
Starting location:	
Notes:	