ERUPTION!

This is a computer simulation which showcases a series of villages that surround an active volcano. This volcano is modeled after Mount Vesuvius and, based on preliminary data, is getting close to erupting. The ultimate goal of this exercise is to preserve as many people and as much property as possible in spite of the threat from the volcano. The pyroclastic flows are often deadly! One other concern is that each village is responsible for feeding its people if they are evacuated, or else some will die of starvation!

Here's how it works:

There are 4 different groups in the game

- *Villagers
- *Governor
- *Volcanologist
- *Press

The Villagers are each responsible for 1 or more villages and must decide whether to protect the village property, evacuate villagers, or return villagers after an evacuation. All of the other groups will have these responsibilities in addition to those set out below. Villagers are allowed to pass hand-written notes to the Governor <u>only</u> but should not necessarily expect a response for each. They may talk amongst themselves, but may <u>not</u> verbally communicate with the Governor, Volcanologist, or Press.

The Governor is a stand-alone character that controls the money (a starting budget of \$2,000,000) and gets all of his or her information from press releases. The Governor will be receiving requests for funding from the Volcanologist (for equipment) and each of the Villages (to pay for evacuations, etc.) as well as written requests for charity.

The Volcanologist has access to scientific data for SO₂ emissions, Deformation of the surface around the volcano, and Seismic information. This character can ONLY talk to the Press, nobody else. He or she also requests money from the governor in order to buy and maintain monitoring equipment.

The Press is able to write news reports chronicling the progress of the volcano, as well as any other information that would be interesting for the surrounding communities. The Press can ONLY talk directly to the Volcanologist.