

# “AWARE” WALKTHROUGH

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## Tutorial

1. Place the weather station in Merchant Park.



2. Hire one Data Sciences staff. *This allows students to research Tornado Forecasting.*
3. Research Tornado Forecasting (Earth Sciences). *This unlocks radio alerts.*
4. End turn.

## Era 1

### Turn 2: The Nado

1. **Statement of AWAREness (SoA):** Select “Yes, let’s get the word out!” *This increases Public Trust.*
2. Hire one Engineering and one Public Safety staff. *This allows students to research Storm Sirens.*
3. Research Storm Sirens (Construction). *This lets students build the storm siren structure.*
4. Open the Build menu to see the new structure that has been unlocked.
5. Open the SoA again. Issue a Warning, a Siren, and a Radio alert. *These alert citizens of a storm.*
6. Open the Build menu again. Build two more weather stations and four storm sirens around Merchant Park:



7. End turn.

### Turn 3:

1. Hire one of each staff.
2. Research Station Models (Earth Sciences). *This unlocks the Dew Point and Air Temp maps.*
3. Research Modern Firefighting (Public Safety). *This lets students build the fire station structure.*
4. Open the Build menu to see the new structure that has been unlocked.

5. End turn.

*Turn 4: FirstHail*

1. SoA:
  - a. Select “Yes, please show me again.” *This allows students to review the Dew Point and Air Temp instructional message.*
  - b. Follow the dialog to read through this message.
2. Select “Based on what I’m seeing, I’d say hail.” *This increases Public Trust.*
3. Issue a Warning and a Radio alert. *These alert citizens of a storm.*
4. Hire one Engineering and one Public Safety staff. *This allows students to research Modern Firetruck.*
5. Research Modern Firetruck (Public Safety). *This improves the effectiveness of fire stations.*
6. Open the Build menu. Build two weather stations and two fire stations around Ishnoako:



7. End turn.

*Turn 5:*

1. Hire one of each staff.
2. Research Storm Drain Systems (Construction). *This lets students build the storm drain structure.*
3. Open the Build menu to see the new structure that has been unlocked.
4. End turn.

*Turn 6:*

1. Hire one Engineering staff. *This will allow students to research Flood Control.*
2. Research Flood Control (Construction).
3. Hire one Medical staff. *This will allow students to research Ambulance.*
4. Research Ambulance (Public Safety). *This lets students build the hospital structure.*
5. Open the Build menu to see the new structure that has been unlocked.
6. Hire one of each remaining staff.
7. End turn.

*Turn 7:*

1. Hire one Earth Science, Engineering, and Public Safety staff. *This will allow students to research Above Ground Shelters.*
2. Research Above Ground Shelters (Construction). *This lets students build the above ground storm shelter structure.*
3. Open the Build menu to see the new structure that has been unlocked.
4. Hire one of each remaining staff. *This will help unlock additional research.*
5. End turn.

### Turn 8: PappyNado

1. SoA:
  - a. Open the “Wind” map mode to view the Surface Wind map.
  - b. If prompted, review the instructional message.
  - c. Select “It does seem rather gusty” and “Tell them not to worry...” *This increases Public Trust.*
2. Issue a Siren alert. *This warns citizens of a tornado.* Then, issue a Warning and a Radio alert. *These reduce injuries from storms.*
3. Open the Build menu. Build a hospital and fire station beneath Merchant Park:



4. End turn.

### Turn 9:

1. Hire one Earth Sciences staff. *This will allow students to research the National Fire Danger Rating System.*
2. Hire one Data Sciences and one Engineering staff. *This will help unlock Satellites.*
3. End turn.

### Turn 10:

4. Research the National Fire Danger Rating System (Earth Sciences). *This unlocks the Burning Index map.*
5. Research Fujita Scale (Earth Sciences). *This unlocks Broadcast alerts.*
6. End turn.

## Era 2

### Turn 1: HailMini

1. SoA: Select “Yes, there appears to be a dryline.” *This increases Public Trust.*
2. Issue a Broadcast alert and select “Hail.” Then, issue a Radio alert. *These reduce damage and injuries from storms.*
3. Build one hospital, one fire station, and two above ground shelters to the right of Merchant Park and above the Middle of Nowhere:



4. End turn.

### Turn 2:

1. Hire one Data Sciences and one Engineering staff. *This will allow students to research Satellites.*
2. Research Satellites (Earth Sciences). *This unlocks the Relative Greenness map.*
3. Hire one of each remaining staff. *This will help unlock additional research.*
4. End turn.

### Turn 3: FirstFire

1. SoA: Read through the instructional messages. Then, select:
  - a. **“Yes, there is low relative humidity.”**
  - b. *“See what our spotters have to say.” This increases Public Trust.*
  - c. *“No, I don’t think that will be helpful.”*
2. Issue Broadcast and Radio alerts.
3. Build one hospital and one fire station above the Middle of Nowhere:



4. End turn.

### Turn 4:

5. Research Lookout Stations (Construction). *This improves the effectiveness of fire stations.*
6. Research Siren Control Unit (Construction). *This will allow students to issue a storm siren alert to target a specific area.*
7. Hire one Earth Sciences staff. *This will help unlock additional research.*
8. End turn.

### Turn 5: Downpour

1. SoA: Select:
  - a. “Put up sandbags to prevent further flooding.”
  - b. “No, that might just cause more problems.”
2. Click through the map modes. *This helps determine the type and location of the upcoming storm.*
3. Issue Broadcast and Radio alerts.
4. Build three storm drains below Freeport along the Hunihiuh River. Use the Flood overlay to determine where vulnerable areas are:



5. Hire Data Sciences, Engineering, and Public Safety staff. *This will help unlock additional research.*
6. End turn.

**Turn 6:**

1. Hire one Earth Sciences, Medical, and Public Safety staff. *This helps unlock additional research.*
2. End turn.

**Turn 7:**

1. Research DOPPLER Radar (Earth Sciences). *This improves the effectiveness of weather stations and unlocks additional weather tools in the SoA screen.*
2. Research Enhanced Fujita Scale (Earth Sciences).
3. End turn.

**Turn 8: MedNado**

1. SoA: Select "Sounds good to me!" If prompted, review instructional messages.
2. Click through the map modes. *This helps determine the type and location of the upcoming storm.*
3. Issue a Siren alert for Western Prairie. *This warns citizens of a tornado.*
4. Issue a Broadcast alert and select "Tornado warning." Then, issue a Radio alert.
5. Build one hospital, one fire station, one weather station, four storm sirens, and two above ground shelters around Western Prairie:



6. End turn.

**Turn 9:**

1. Research Personal Alert Safety System (Public Safety). *This reduces damage and injuries from all fires.*
2. End turn.

**Turn 10: Nader**

1. SoA:
  - a. Review instructional message(s) and map overlays when prompted.
  - b. Then, select "Issue a Take Shelter order." *This increases Public Trust.*
2. Click through the map modes. *This helps determine the type and location of the upcoming storm.*
3. Issue a Siren alert. Select "The area west of Freeport." *This warns citizens of a tornado.*
4. Issue Broadcast and Radio alerts. *These reduce damage and injuries from storms.*
5. Build one hospital, one fire station, one weather station, four storm sirens, and two above ground shelters below and to the right of Porpland:



6. Hire one of each staff. *This will help unlock additional research.*
7. End turn.

### Era 3

#### Turn 1:

1. Research 911 (Public Safety). *This lets students build the PSA Point structure.*
2. Research Mobile Rescue Apparatus (Public Safety). *This reduces damage and injuries from fires.*
3. End turn.

#### Turn 2: TinyHail

1. SoA:
  - a. Issue a Siren alert. Select "The area north of Middle of Nowhere."
  - b. Issue a Broadcast alert. Select "Hail warning."
  - c. Issue a Radio alert.
2. Build one fire station, two weather stations, two above ground shelters, and two PSA Points at the Middle of Nowhere:



3. End turn.

**Turn 3:**

1. Hire one of each staff.
2. Research Firefighter Breathing Equipment (Public Safety). *This reduces injuries from fire.*
3. End turn.

**Turn 4:**

1. Research Impact-Resistant Windows (Construction). *This reduces damage and injuries from hail and tornadoes.*
2. Research Computer Aided Dispatch (Public Safety). *This improves the effectiveness of PSA Points.*
3. End turn.

**Turn 5: SecondFire**

1. SoA:
  - a. If prompted, review instructional messages.
  - b. Select "Yes, issue a Burn Ban."
  - c. Select "Let's do it!"
2. Issue ETN, Broadcast, and Radio alerts.
3. Build one fire station, one weather station, and one PSA Point at Western Prairie:



4. End turn.

**Turn 6:**

1. Hire one of each staff.
2. Research Below Ground Storm Shelters (Construction). *These improve the effectiveness of above ground storm shelters.*
3. End turn.

**Turn 7: FalseNado**

1. SoA: Click through the dialog but do nothing.
2. Hire one of each staff.
3. Research Disaster Response Plans (Public Safety). *This reduces damage and injuries from all storms.*
4. End turn.

**Turn 8: BlubBlub**

1. SoA:
  - a. Select "Yes, let's close it."
  - b. Issue a Siren alert. Select "Freeport."
  - c. Issue ETN, Broadcast, and Radio alerts.
2. Build two storm drains along the river near Freeport. Build one hospital, three fire stations, and two PSA Points around Freeport:



3. End turn.

**Turn 9:**

1. Research High Occupancy Safe Rooms (Construction). *This reduces injuries from tornadoes.*
2. End turn.

**Turn 10:**

1. Research Mesonet Stations (Earth Sciences). *This unlocks the Skew-T map.*
2. Hire one Medical and one Public Safety staff.
3. End turn.

**Era 4****Turn 1: WildWildFire**

1. SoA:
  - a. Select "Yes, issue a Burn Ban."
  - b. Select "Let's do it!"
2. Issue ETN, Broadcast, and Radio alerts.
3. Build one fire station, one weather station, one hospital, two above ground shelters, and one PSA Point above Old Charlie's:



4. End turn.

**Turn 2: ToreNado**

1. SoA:
  - a. Review instructional messages when prompted.
  - b. Select "Sure" (in reference to above ground shelters)
2. Issue a Siren alert. Select "Merchant Park."
3. Issue ETN, Broadcast, and Radio alerts.
4. Build one fire station, one hospital, one weather station, two above ground shelters, three storm sirens, and one PSA Point from Lost Cabin to Merchant Park:



5. Hire one Earth Sciences, Engineering, and Data Sciences staff.
6. End turn.

**Turn 3:**

1. Research Supercomputer (Construction). *This improves the effectiveness of weather stations.*
2. End turn.

**Turn 4: BustedNado**

1. SoA: Do nothing.
2. Hire one of each staff.
3. Research Self-Repairing Concrete (Construction). *This reduces damage costs from storms.*
4. End turn.

### Turn 5: WideFire

1. SoA:
  - a. Select “Western Prairie.”
  - b. Issue ETN, Broadcast, and Radio alerts.
2. Build one fire station, one hospital, one above ground shelter, and one PSA Point beneath Western Prairie:



3. End turn.

### Turn 6:

1. Research EAS (Public Safety). *This unlocks the EAS alert type.*
2. Hire one Engineering and one Data Sciences staff.
3. End turn.

### Turn 7: FalseFlood

1. SoA:
  - a. Select “Nah, I don’t think we need to worry this time.”
  - b. Select “No, that might just cause more problems.”
2. Research ASOS (Earth Sciences). *This reduces damage and injuries from all storms.*
3. End turn.

**Turn 8:**

1. Research Incident Command System (Public Safety). *This reduces damage and injuries from all storms.*
2. Research Wind-Resistant Garage Doors (Construction). *This reduces damage and injuries from hail and tornadoes.*
3. Hire one Earth Sciences and one Engineering staff.
4. End turn.

**Turn 9: HailConcentrate**

1. SoA: Issue ETN and EAS alerts.
2. Build one hospital, one above ground shelter, one weather station, and one PSA Point beneath Mattoxville:



3. Hire one Data Sciences staff.
4. End turn.

**Turn 10:**

5. Research NWSChat (Earth Sciences). *This reduces damage and injuries from all storms.*
6. Hire one Medical, one Public Safety, and one Earth Sciences staff.
7. End turn.

## Era 5

### Turn 1: BigWater

1. SoA:
  - a. Select “Flood”
  - b. Select “Put up sandbags to prevent further flooding.”
  - c. Issue ETN and EAS alerts.
2. Build one fire station, one hospital, one weather station, one PSA Point, and three storm drains from Lost Cabin to Merchant Park:



3. End turn.

### Turn 2: NoFire

1. SoA: Select “Fire? There’s nothing to worry about!”
2. Research Next Generation 911 (Public Safety). *This improves the effectiveness of PSA Points and unlocks the CMAS alert type.*
3. Hire one Medical, Data Sciences, Engineering, and Earth Sciences staff.
4. End turn.

### Turn 3:

1. Research FirstNet (Public Safety). *This improves the effectiveness of hospitals.*
2. End turn.

*Turn 4: AllHail*

3. SoA:
  - a. Review instructional messages when prompted.
  - b. Issue ETN, EAS, and CMAS alerts.
4. Build one hospital, one above ground shelter, and one PSA Point around Merchant Park:



5. Hire one Medical, Public Safety, Data Sciences, and Engineering staff.
6. End turn.

### Turn 5: DualNado

1. SoA:
  - a. Review instructional messages when prompted.
  - b. Select "Yes!" (in reference to above ground shelters).
  - c. Issue a Siren alert. Select "Mattoxville."
  - d. Issue ETN, EAS, and CMAS alerts.
2. Build one fire station, one above ground shelter, and four storm sirens around Mattoxville:



3. End turn.

### Turn 6:

1. Hire one Data Sciences and Engineering staff.
2. Research Phased Array Radar (Earth Sciences). *This unlocks the Phased Array Radar instructional message.*
3. End turn.

*Turn 7: BasicNado*

1. SoA:
  - a. Review instructional messages when prompted.
  - b. Issue a Siren alert. Select "Big Mall Historical Site."
  - c. Issue ETN, EAS, and CMAS alerts.
2. Build one hospital, one above ground shelter, and three storm sirens around Big Mall Historical Site:



3. Hire one Medical, Public Safety, Data Sciences, and Earth Sciences staff.
4. End turn.

**Turn 8: Noah**

1. SoA:
  - a. Select "I agree!"
  - b. Select "Put up sandbags to prevent further flooding."
  - c. Review instructional messages when prompted.
  - d. Issue ETN, EAS, and CMAS alerts.
2. Ensure that you have storm drains from Lake LaSalle to the Equoni River:



3. Research Social Media Reporting (Earth Sciences). *This unlocks the Internet alert type.*
4. Return to the SoA and issue an Internet alert.
5. Hire one of each staff.
6. End turn.

**Turn 9:**

1. Research AI Construction (Construction). *This reduces damage and injuries from all hazards.*
2. End turn.

*Turn 10: MotherNado*

1. SoA:
  - a. Review instructional messages when prompted.
  - b. Select "Let's do it!" (in reference to above ground shelters).
  - c. Issue a Siren alert. Select "Big Mall Historical Site."
  - d. Issue Internet, ETN, EAS, and CMAS alerts.
2. Ensure that you have structures built to the left and right of Merchant Park:



3. Research Construction Drones (Construction). *This reduces damage from all hazards.*
4. End turn.