

# QuakeGuard Heroes

Educational Earthquake Preparedness Game

Learn to survive and thrive before, during, and after an earthquake — while having fun!

One Game. Three Platforms.

Board • Mobile • Computer

Play together. Learn forever.

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# The Problem

Earthquakes are unpredictable and terrifying — especially for children and teens.

- Many kids don't know basic safety rules ("Drop, Cover, Hold On")
- Traditional education (books, lectures) is boring and quickly forgotten
- Families rarely practice emergency drills together
- In high-risk countries like Turkey, lack of preparedness costs lives and creates panic
- No engaging, multi-platform tool exists that teaches the same lessons across physical and digital play
- Result: Children feel scared instead of empowered.

# The Solution

QuakeGuard Heroes – The ultimate cross-platform educational game that makes earthquake safety fun and memorable.

- Same core gameplay and learning experience on Board Game, Mobile App, and Computer
- Players become “QuakeGuard Heroes” who save their city by making smart decisions
- Covers: Before (preparation), During (safety actions), After (recovery & helping others)
- Age-appropriate for 6-16 years with progressive difficulty
- Combines storytelling, strategy, quizzes, and mini-games
- Play at home, at school, or online — together or solo.

# Core Gameplay (Same Across All Platforms)

- Adventure-style cooperative / competitive game
- Players build their “Safe Home” and “Emergency Kit”
- Face random earthquake events with increasing intensity
- Make real-life decisions: Where to hide? What to do first? How to help friends?
- Collect “Hero Points” and badges for correct safety knowledge
- Levels include: Home, School, Street, City Evacuation
- End with a “Big Quake” scenario and family/community recovery phase
- Same rules & content whether you play with physical cards or digital touch.

# Three Platforms – One Unified Experience

- 1. Physical Board Game
  - High-quality illustrated board, cards, dice, hero tokens
  - Perfect for family nights and classroom play (2-6 players)
  - No screen needed – promotes real conversation
- 2. Mobile App (iOS & Android)
  - Touch-friendly swipe & tap controls
  - Portable — play anywhere, anytime
  - Progress sync across devices
- 3. Computer / PC Version
  - Full mouse/keyboard support + controller friendly
  - Web version for schools (no installation)
  - Better for detailed animations and larger groups
  - Cross-progression: Unlock digital badges on mobile/PC after playing board game (and vice versa).

# What Kids Learn (Educational Content)

- Aligned with official earthquake safety guidelines (AFAD, Red Cross, UNESCO standards):
- Before: Emergency kit building, home safety (securing furniture), family plan
- During: Drop, Cover, Hold On; evacuation rules; what NOT to do (e.g., don't run outside)
- After: Checking for injuries, safe water/food, helping others, emotional recovery
- Science basics: What causes earthquakes, seismic waves, fault lines (age-appropriate)
- Soft skills: Teamwork, quick decision-making under stress, empathy
- Proven to increase retention through active play.

# Key Features

- Progressive Difficulty: Easy for 6-9 years, challenging for 10-16 years
- Multiplayer Modes: Cooperative (save the city together) or Competitive (who is the best hero?)
- Mini-Games: Puzzle for securing furniture, quick-time “Drop & Cover”, memory matching for emergency kit
- Reward System: Collectible hero cards, badges, achievement gallery
- Parent/Teacher Dashboard (digital versions): Progress reports and discussion guides
- Turkish + English language support from day one
- Safe, positive, and inclusive design.

# Technology & Development

- Board Game: Premium print production (cards, board, tokens)
- Digital Versions: Built with Godot Engine (lightweight, fully cross-platform, open-source friendly) or Unity
- Single codebase for Mobile + PC + Web export
- Cloud save via Firebase (optional for progress sync)
- No ads in core experience — ed

# Target Audience & Market Opportunity

- Primary: Children 6-12 and Teens 13-16 in earthquake-prone regions
- Secondary: Schools, after-school programs, families, NGOs (AFAD, Kızılay, UNICEF partners)
- Global disaster education market is growing rapidly
- Turkey + other seismic countries (Japan, Indonesia, California, etc.) offer huge potential
- TAM: Millions of students + institutional purchases
- First comprehensive cross-platform earthquake safety game.

# Unique Selling Points

- True Cross-Platform Consistency — same story and lessons everywhere
- Combines physical + digital play (hybrid advantage)
- Engaging hero narrative instead of dry instructions
- Scientifically backed content with expert validation possible
- Scalable: Start with Turkey, expand globally with localization
- No direct competitor offers this full trio experience.

# Go-to-Market Strategy

- Phase 1: Board game production + Mobile MVP launch (Turkey focus)
- Phase 2: PC/Web version + school pilots
- Phase 3: Partnerships with Ministry of Education, AFAD, and NGOs for distribution
- Phase 4: International release (English + local languages)
- Distribution: App Stores, Steam, direct school sales, toy stores, and crowdfunding (Kickstarter for board game).

# Monetization Model

- Board Game: One-time purchase (\$29–\$49)
- Mobile App: Free to download + optional premium packs (extra levels, custom heroes)
- Computer Version: One-time or subscription for schools
- Institutional Licensing: Bulk licenses for schools and governments
- Merchandise: Hero stickers, t-shirts, activity books
- High social impact + sustainable revenue.

# Impact & Social Value

- Empowers children to feel safe and prepared
- Reduces panic and injury risk in real earthquakes
- Encourages family bonding through play
- Supports national disaster resilience goals
- Measurable learning outcomes (pre/post quizzes in digital version)
- Real lives saved through fun education.

# Roadmap

- Month 1-3: Game design finalization + content validation with experts
- Month 4-6: Board game prototype + digital MVP development
- Month 7-9: Playtesting with kids & schools + iterations
- Month 10-12: Launch board game + mobile app
- Ready for pilot in Turkish schools within 9 months.

# The Ask

- We are seeking partners and funding for:
- Game development & production of first board game run
- Pilot programs in schools (Turkey)
- Marketing & distribution partnerships (AFAD, education ministries, NGOs)
- Together, let's turn fear into preparedness.

# Thank You

## QuakeGuard Heroes

- Because every child deserves to feel safe — and have fun while learning how.
- Play. Learn. Survive. Hero Up!
- Contact: [mehmet@mehmetustaportfolio.com](mailto:mehmet@mehmetustaportfolio.com)
- Ready to protect the next generation.