

THE CHAIN OF SURVIVAL

A fun, educational game for the family and schools.

Suitable for all age groups, testing the players' first aid and general knowledge in order to complete the Chain of Survival!

RULES OF THE GAME

OBJECTIVE

To be the first player to get all 4 coloured pawns home, and to reveal each of the four link cards in the Chain of Survival (COS).

PLAYERS

2-4 players

Suitable from the age of 7 upwards

CONTENTS

4 x coloured pawns for each player

1 x Dice

1 x Playing board

1 x Rules sheet

4 x sets of Chain of Survival link cards
(4 in each set)

1 x set of Adult Trivia question cards
(127 cards)

1 x set of Children's Trivia question cards
(127 cards)

1 x set of First Aid question cards
(75 cards)

1 x set of Human Body question cards
(75 cards)

RULES

Remove wrapping from each card set and ensure that each stack of cards are all the same colour, particularly when you are playing for the first time.

Each set of the trivia and question cards must be shuffled and placed on the appropriate square in the centre of the playing board.

At the start, all players are to roll the dice and the player who rolls the highest number can choose what colour/character they want to be. This player will start the game.

The remaining players continue rolling the dice until all players are elected - the highest number chooses their colour/character in each case.

Each player is given their colour coded Chain of Survival link cards and placed colour-side up in their appropriate place on the edges of the board, in the correct sequence (1-4).

When the players return their pawns to their '**Home Base**', the appropriate Chain of Survival link card is turned over in the order they appear on the board.

You can nominate a non-player to read out the questions and to adjudicate the answers. Alternatively, the players can all join in reading out the questions for their opponents.

Each player's pawns (4 each) are issued to each player and kept on their '**Home Base**' until they become eligible for play.

Dark Blue = Charlie
Red = Jazmin
Light Blue = David
Pink = Olivia

STARTING PLAY 

Now you know who starts the game, each player takes in turn rolling the dice, moving their pawn in a clockwise direction around the board.

The order of play moves clockwise.

The pawn is moved forward the number of squares according to the number on the dice from the '**Home Base**'.

The '**Start/End**' square is the first one in the sequence and each player must follow the arrow that moves away from this square.

PAWNS ON THE BOARD

When it is your turn, you can move any of

your pawns that are in play or, introduce any remaining pawns to the game.

If a player throws a 6, they are entitled to throw the dice again. However, if their pawn lands on a square that requires a question answered, they must answer the question correctly in order to throw the dice again. If the question is answered incorrectly, the player stays where they are until it is their go again.

All players can have up to 4 pawns on the board at any time.

You can have up to 4 pawns on any square on the board and this can be combined with pawns from other players.

If the square you should be landing on already contains 4 pawns, then you must occupy the previous square. If appropriate, you will not need to answer a question, nor can you take advantage of any shortcut.

TRIVIA SQUARE

If you land on this square, the player has the choice of answering either an Adult Trivia or Children's Trivia question.

Each player only needs to answer one of the questions that appear on the cards.

A non-player, or a nominated player must choose which question to ask. If there is a multiple choice of answers, all of the choices must be read out to the player who must then select one of them.

The correct answer is always in red.

NB: Where there are a number of possible correct answers shown in red, then the player only needs to correctly identify one of them, but you must not read any of them out!

If the question is answered correctly, the player has another throw of the dice and moves accordingly.

If the question is answered incorrectly, the player stays where they are until it is their turn again, but they do not have to answer another question in order to move on.

The card that is used is placed at the bottom of the appropriate stack.

Adult or children's trivia questions

Read out the complete question in all cases.

You will find 2 questions and related answers on each card - 'EASYISH' and 'NOT SO EASYISH'.

The choice of which set you choose is yours and dependent on ability and age.

Generally speaking, children's questions are for those aged 7 - 16.

Only one of the questions needs to be asked.

BLANK SQUARE

If you land on this square, you do not have to answer any question and play continues with the next player.

If a player lands on this square by throwing a 6, they can roll the dice again and move on.

FIRST AID SQUARE

If you land on this square, the player has the choice of answering a 'First Aid' question, or a question about the 'Human Body' - not both. There are 2 separate packs of cards on the playing board.

This allows for those who are not First Aid trained to answer a slightly different type of question about the human body.

Read out the complete question in either case.

Underneath the dotted line is the answer, or a multiple choice of answers.

If there is a multiple choice of answers, you must read out all of the choices to the player who must then select one of them.

The correct answer is always in red.

NB: Where there are a number of possible correct answers in red, then the player needs to correctly identify one of them only, but you must not read any of them out!

The card that is used is placed at the bottom of the appropriate stack.

If the question is answered correctly, the player has another throw of the dice and moves accordingly.

If the question is answered incorrectly, the player stays where they are until it is their turn again, but they do not have to answer another question in order to move on.

SHORT CUT SQUARE

If a player lands on this square, they have a choice of taking a short cut to their 'Home Base' by turning right through the centre of the board.

The pawn must travel to the end of the centre row where they can turn right again towards their 'Home Base'.

The pawn can only move forward according to the number thrown on the dice.

Although no question needs to be asked by landing on this specific square, they must answer any question should they land on a question square as they move forward.

Beware - it may not be an advantage to turn right to get home quicker!

CENTRE SQUARE

This is the ultimate square on the board!

If a player lands on this square, it allows them to take the pawn straight to their 'Home Base' and reveal their next Chain of Survival link card.

However, they must be asked a trivia question first (Adult or Children's).

If the question is answered correctly, the player can take the pawn straight to their 'Home Base'.

If the question is answered incorrectly, the player stays where they are until it is their turn again.

They do not have to answer another question in order to move on, but they must continue their journey through the centre of the board.

ENDING PLAY



Each pawn must land directly on the player's 'Home Base' square to be home.

i.e. If a player is 3 squares from their 'Home Base' and a 4 is thrown, they must stay where they are. However, if a 2 is thrown, they must move forward. If a 6 is thrown, they cannot throw again.

When a pawn is on the 'Home Base', they can reveal the next link card in the Chain of Survival and place the pawn on top.

The winner is the first player to reveal all 4 link cards in their Chain of Survival.

ALTERNATIVE WAYS OF PLAYING THE GAME

1. You could insist that a 6 be thrown on the dice in order to introduce each pawn to the game.
2. You could play the game with only one pawn for each player on the board. The player's next pawn can only be introduced when the pawn in play lands on their 'Home Base' as per rules.
3. You could introduce a practical element to the game in respect of landing on the First Aid square and assuming you have resources.

i.e.: Place someone in the recovery position

Perform correct chest compressions on a manikin. You could improvise by using a cushion!

Apply a dressing to an arm etc.

For a range of practical ideas, please visit www.chainofsurvival.co.uk

NB: YOU MUST NOT PERFORM CHEST COMPRESSIONS OR ANY OTHER TYPE OF PRACTICAL SKILL ON AN INDIVIDUAL THAT COULD CAUSE HARM TO THEM.

