

SECOURISTE

LE JEU DE SOCIÉTÉ

SUR LES GESTES QUI SAUVENT

RULES

"An accident happens so fast... and not only at your neighbour's. The rescuer is the first link in the chain of rescue. To stop a haemorrhage, bandage a wound, water a burn, start a heart massage... all these actions to save a life. Making a choice without panicking is necessary to rescue the maximum number of victims."

Contents : 74 cards

- 4 Game Boards
- 48 « **Help** » cards representing 6 groups :
 - Faintness (8 cards) ●
 - Trauma (8 cards) ●
 - Loss of consciousness (8 cards) ●
 - Burns (8 cards) ●
 - Wounds (8 cards) ●
 - Cardiac arrest (8 cards) ●
- 12 « **Glove** » cards ●
- 4 « **Evident vital emergency** » cards representing two emergencies :
 - Total choking (2 cards) ●
 - Haemorrhage (2 cards) ●
- 8 « **Immediate action** » cards representing four rescue actions :
 - Total choking (4 cards) ●
 - Haemorrhage (2 cards) ●
- 2 « **Point scoring** » cards.

Set up :

Place the 4 boards between the players (they represent 6 possible rescues; the space for a Stock « **Immediate action** » and the « **Bin** »)

The « **Help** », « **Evident vital emergency** » and « **Glove** » cards are shuffled. Each player receives 8 cards, face hidden that he will keep in his hands. The remaining cards are placed, face hidden, next to the board and will be the Pile.

The « **Immediate action** » cards are shuffled and placed, face hidden on the board at the indicated position.

Have a pencil and paper ready to write the results.



Player 1



Player 2



Principle of the game : (Chose your game).

One rule for two types of games where the strategy is different.

Classical game : In real life to take care of a victim entails the responsibility of the rescuer. This is the reason why your points per rescue are scored as soon as you place your first card. Depending on your strategy and of the strategy of your opponent your points will be increased or decreased.

After three rounds the player having the most points has won.

Quick game / Junior : A game with a different strategy more accessible to young players and which encourages and rewards future rescuers to put down a maximum of « **Assistance** » cards.

This game has only one round.

How to play : I play and then I pick a card.

1

2

The player must first play a card. Choose amongst the following :

- Add a card to a rescue
- Get rid of one card
- Play an « **Evident vital emergency** » card

Then the player must draw a card.
His/her turn is then finished and it is the turn of the next player.

1) Add a card to a rescue :

Each player plays on his side of the board (except « **Evident vital emergency** » cf. point 3).

When his/her turn comes and to start a rescue each player places a card from his hand, face up, under the victim box, outside the board, At his next turn the player may either start a new rescue or continue a rescue already started. In this case the player will place his card on top of the previous one, taking care to leave the points of all the cards visible to both players.

Attention : the value of this new « **Assistance** » card must always be higher than the last card placed in this rescue.

The chronology of Actions to take must be followed but it is allowed to skip steps.



This means that a player may place a card Value 3 and at the next turn a card Value 7 but will not be able to place a Value 6 card for this particular rescue during this round.

▲ As soon as you start a rescue, you are securing points for the end of the set.

« **Glove** » cards may be played on any rescue. But these cards may be placed only at the beginning of a rescue. Each rescue may only have one « **Glove** » card. When the first Assistance card is placed on a rescue you are no longer allowed to place a « **Glove** » card.

▲ A "Glove" card may bring you points but may also make you lose points. It is a card that cuts both ways and can be very useful to win a round.

2) Get rid of a card :

To get rid of an « **Assistance** » card that the player cannot play or does not want to play, the player must place it face up on the corresponding box in the middle of the board. Each player does this in turns. This card will cover any card already placed by one of the two players.

To get rid of a « **Glove** » card and in some cases of an « **Evident vital emergency** » card the player, when it is his/her turn to play, must place it face down in the « **Bin** ».

3) Evident Vital Emergency :

These cards may be placed face up in front of the other player at any moment of the round. Its aim is to slow down your opponent. The player who receives this card cannot proceed with any rescue as long as the « **Immediate Action** » card corresponding to the indicated emergency has not been drawn.



At his/her turn and when the card drawn is not the necessary emergency card the player places it under the same pile.

A player can only cope with one single « **Evident vital emergency** » at a time. (Choking or haemorrhage)

A player can cope with only one « **Vital emergency** » per round.

If a player has placed a « **Vital emergency** » card corresponding to an emergency and draws another card of the same emergency he/she can get rid of it by placing it face down on the « **Bin** ». In this manner the opponent does not know if it is a « **Glove** » card or a « **Vital emergency** » card.

▲ If this "Vital emergency" card is placed at the last step of the round the opponent is allowed to draw an "immediate action" card for the last time thus enabling to save the victim or not...



To draw a card :

After having played, a player draws a card (« **Assistance** », « **Glove** » or « **Evident vital emergency** ») in order to hold 8 cards in hand at all times.

To draw, he or she may take a face hidden card from the pile (1) or take a face up card that one of the players has placed in the middle of the board (only the top card) during the previous turn (2).

A player may not take back the card he has just put down. But he/she may take a card he himself put down during the previous round.

THE GAME ENDS AS SOON AS A PLAYER DRAWS THE LAST CARD OF THE PILE.

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