CARDSGIVE

A CPR, AED & FIRST AID LEARNING CARD GAME

OFFICIAL RULES

2-4 Players • Ages 8+ • 20-40 Minutes • Version 1.0

I. Object of the Game

Be the first to collect all 5 Care Cards. Collect them **in order**, filling each limit before moving on.

#	Care Card	Type	Limit
1	**Scene Safety**	First Response	4
2	**Find the Problem**	First Response	3
3	**CPR & AED**	Emergency Care	2
4	**Medical Care**	Emergency Care	1
5	**Injury Care**	Emergency Care	1

II. Setup

1. Remove the Help cards from the deck.
2. Shuffle and deal **6 cards** to each player.
3. Place the rest face down as the draw pile.
4. Turn the top card face up beside it to start the discard pile.
5. Play starts with the player **to the dealer's left** and passes left.

The deal rotates one player to the left after each game.

III. On Your Turn

Draw one, then play one *or* discard one

1. **Draw one card** from the draw pile or take the face-up top card of the discard pile.
2. **Play one card** face up into your response area, or against another player — **or**, if you cannot play or choose not to, **discard one card**. Never both.

*One card leaves your hand each turn — never two, and never a play **and** a discard. Your play ends the turn. One card in, one out, then pass to the left.*

IV. Taking a Care Card

Before you may take any Care Card you need all three of these face up, and no Trouble on you:

Call 911	Certification	Basic Supplies / Rescue Equipment
always	Certified Instructor also counts	match the type

- **Basic Supplies** for First Response, **Rescue Equipment** for Emergency Care, **Full First Aid Kit** for either. Only one type out at a time.
- Fill each limit before advancing, and clear any Trouble first.

V. Trouble Cards *(red)*

Play one against another player to stop them. They must clear it before continuing.

Only **one** Trouble may sit on a player at a time. Targeted while you already have one? Say so and **refuse the play**: the card returns to their hand and they do something else.

Clearing a Trouble uses your one card for the turn. The cleared Trouble is then **out of the game**: set it aside, never to the discard pile, and it never returns in a reshuffle.

Trouble	Cleared by	Safe card
No Help Called	Call 911	*None*
Unsafe Scene	Scene Clear	*It's Safe*
What Now?	Action Plan	*Certified Instructor*
Equipment Failure	Basic Supplies or Rescue Equipment	*Full First Aid Kit*
Permission Denied	Certification	*Certified Instructor*

VI. Safe Cards *(blue)*

Play them any time, even before you need them. There is no restriction on when a Safe card may be played. One sitting face up blocks its Trouble outright.

> **"Narcan!"** Trouble played at you while the matching Safe card is *in your hand*? You **must** call it and play the Safe. Not optional, no hiding it. The Trouble turns back on the attacker and your Safe stays face up. If the attacker already has a Trouble, discard it instead.

The table above shows which Safe card covers which Trouble. **Full First Aid Kit** also counts as either Basic Supplies or Rescue Equipment. **Certified Instructor** also counts as your Certification.

VII. Overdose *(gold)*

- Take **any one Care Card** from **any** player, or the top discard if it is a Care Card. **You pick the player and you pick the card.**
- It ignores everything else: nothing need be face up, it works with a Trouble on you, and you may take one you do not need, even past its limit.
- Once used it goes straight to the discard pile. It may **never** be picked up from there, but it returns to play when the discard pile is reshuffled into a new draw pile.

VIII. Training Sessions & Victory

When the draw pile runs out, shuffle the whole discard pile, Overdose included, and turn it over as the new draw pile. A new training session begins.

The first player to complete all 5 Care Cards wins immediately.

Optional: the Reverse Rule

Agree before the deal. Overdose may be played as a **Reverse** instead of taking a Care Card: play changes direction until someone reverses again. For three or more players.

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PENDING

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Official Rules v1.0. Rules may be refined over time. The current version at cardsgive.com/rules is the one that counts.