The chain acts as a siren before the disaster arrives in First City, and can be pulled multiple times throughout the game. Pulling the chain during autonomous grants the team who pulled the siren a multiplier of points for that round. Subsequent pulls of the siren during the first 15 seconds grant the team the same, but not non-stacking, score multiplier. If the siren is pulled for all of the disasters, the team is given a ranking point.