Stretcher Hammer Med

Each player picks a different role, one plays the role of the medical specialist, one plays the role of the hazardous materials specialist and one plays the role of the search specialist.

They try to stay close to each other as the work through the building.

When a non-critical victim is found by the search specialist he moves that victim to a central location.

When rubble is found that may be covering a victim, he clears the rubble. If the victim is critical he calls the others to start giving care.

When the medical specialist finds a non-critical victim, he gives care on the spot.

If all of the rubble is cleared the hazardous materials specialist returns to become a second medical speciating and helps to give care to as many victims as possible before time runs out.

Med Med Med

The team decides to give care to the easy cases first.

Person1, Person2 and Person3 all chose the role of Medic and go to different parts of the building to give care to those victims that are not buried and who can be given care by a single caregiver (non-critical).

When they find a non-critical victim, they give care.

When they find a critical Victim, they mark the location with a marker block

When they find rubble, possibly containing a victim, they make the rubble.

At an auspicious moment, the three players return to change their roles.

One retains the role of a medical specialist.

One becomes a hazardous materials specialist

and the third becomes a search specialist.

The hazardous materials specialist searches for marked rubble and clears the victims.

The search specialist moves the cleared non-critical victims to a central location where the medical specialist give care to them.

When they find a critical victim, buried or not, they call for all three to meet to give care,

Otherwise, the medical specialist returns to the central care area to give care to victims as the search specialist brings them out.

They continue until time runs out.

Med Med Hammer

Two medical specialists give care to the victim that they find while the hazardous materials specialist removes rubble from those places where victims may be buried.

When either a medical specialist or the hazardous materials specialist find a critical victim, they mark the critical victim. When the hazardous materials specialist uncovers a non-critical victim, he marks the room or location.

At an auspicious moment the hazardous materials specialist changes role to become a search specialist. The search specialist runs around bringing critical victims to a central place while the two medical specialists head towards critical victims and call the search specialist to help when they find one.

Finally, the search specialist becomes a medical specialist and the three medical specialists give care to the non-critical victims brought to a central location.

Med Stretcher Stretcher

One player becomes a medical specialist while the other two become search specialists.

The two search specialists bring non-critical victims to a central location while the medical specialist give care to them. The search specialists are fast and they can bring new victims to the central area faster than the medical specialist can give care. When all of the reachable victims have been moved to the center, the two search specialists change roles and become hazardous materials specialists. They go about the building clearing victims and marking the rooms where non-critical and critical victims are uncovered. Whenever a critical victim is uncovered, the other two players are called to the location to begin care giving. The medical specialist returns to the central area where there are non-critical patients and give care as rapidly as possible, leaving from time to time to save a critical victim. If, at some point, all of the rubble that might be covering a victim has been cleared, the hazardous materials specialists change roles to become medical experts and give care to as many of the remaining victims until time runs out.

Stretcher Stretcher Stretcher

All three players become search specialists and divide up the building three ways in order to bring non-critical victims to the center of the building. They mark rubble where it may cover victims and they mark rooms where critical victims have been found.

At an auspicious moment, the two of the three search specialists become medical specialists and the third becomes a hazardous materials expert.

One of the medical specialists gives care to the centrally located victims that the search specialists had brought out. The other medical specialist goes with the hazardous materials specialist and as non-critical victims are found, they give care. When the come across a critical victim, covered by rubble or not, they call for help from the second medical specialist. Once the care begins, the medical specialist returns to the center to continue giving care of the central victims while the hazardous materials specialist moves on to fre more victims and the second medical specialist continues to care for the critical victim and then catches up with the hazardous materials specialist.

If all of the victims in the central location are saved, that medical specialist joins the other two players to save the remaining victims as they find them.

They continue like that until time runs out.

Stretcher Stretcher Hammer

The two search specialists work their way through different ends of the building to find non-critical victims that are reachable and bring them to a central area for later care. Meanwhile, the hazardous materials specialist works his way through the building clearing rubble where victims may be trapped. When his finds a victim in this way, he marks the room for later care.

At an auspicious moment, all three players change their roles to be medical specialists.

One works on giving care to the victims brought to the central location while the other two go through the building clearing non-critical victims that the hazardous materials specialist had previously uncovered and when they find a critical victim, everyone is called together to begin the care and then return to their prior activity of giving care.

This continues until time runs out.

Stretcher Hammer Hammer

This is the same as stretcher stretcher hammer except in the first phase there are two hammers instead of one.

Hammer Hammer Hammer

The three players each select the roles of hazardous materials specialist. They divide the building into three pieces and go through their part of the building clearing rubble where victims might be buried. Along the way, rooms containing non-critical victims are marked as such and the locations of critical victims are similarly marked as such.

At an auspicious moment the three players change their roles to medical specialists. They go from room to room giving care to non-critical victims and when a critical victim is found they call all three to initiate care and once started two of the three resume their care giving to non-critical victims.

This continues until the time runs out.

Alternate story:

The three players each select the roles of hazardous materials specialist. They divide the building into three pieces and go through their part of the building clearing rubble where victims might be buried. Along the way, rooms containing non-critical victims are marked as such and the locations of critical victims are similarly marked as such.

At an auspicious moment the three players change their roles. One becomes a search specialist and two become medical specialists. The search specialist brings non-critical victims to a central location while the two medical specialists search for the critical victims and call the third to join them when they arrive at the location marked as having a critical victim. Once the care giving begins one medical specialist returns to the central are while the search specialist resumes bring non-critical victims to the central area.another resumes searching for and giving care to non-critical victims.

This continues until time runs out.

Med Hammer Hammer

Med Med Stretcher

Hammer Med Med