

Follow the instructions below to print and play Ready 2 Help. If you would like printed cards mailed to you, please complete and submit the fulfillment order form available on [Ready.gov/game](https://www.ready.gov/game).



Load 13 sheets of card-stock in printer.

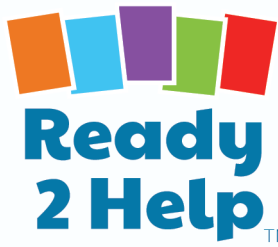


Print two-sided.



Cut out cards.

This page intentionally left blank.



Ready 2 Help™

How to Win!

Be the first player to collect five Emergency cards.

In this box, you have:

Emergency Cards
(Collect five of these to win.)

Skill Cards
(Collect Emergency cards by playing the required skills.)

Take Action Cards
(Use these to help you get the skills you need to respond to emergencies.)

1

3

On Your Turn

The dealer reads the Emergency card that is on the top of the face-up pile to each player. Starting with the dealer and continuing clockwise, players take turns. On each turn, the player should draw, play Skill cards or Take Action cards from their hand (if they can), then pass to the next player.

1) Draw

At the start of each turn, the player either adds one face-up card or two cards from the draw pile to their hand. If the player takes a face-up card, replace that card from the draw pile.

5



Cut inside the gray lines.

Play Skill Cards to Respond to an Emergency

If a player has all of the Skill cards required for the Emergency, the player can respond to the Emergency to earn the card.

The required Skill cards are shown on the bottom of the Emergency card. When a player has all of the Skill cards required to respond to the Emergency, they shout "Ready 2 Help!" The responding player places each Skill card (or Take Action card) on the table, then picks up the Emergency card and places it on their playmat.

7

Take Action Cards

Work Together. Player A places this card on the table and announces the cards that they need from another player to respond to the emergency. If one other player (Player B) can provide Player A with all of the cards they need to respond to the emergency, then they can give those cards to Player A. Player A responds to the emergency, and Player B receives the Work Together card and can place it on their playmat.

Take a Deep Breath. Place this card in the discard pile and draw two cards (face-up, face-down, or one of each). If a player draws this card on their turn, they can use it immediately to draw two more cards.

Use a Wild Card. A Wild card can be played in place of any Skill card when responding to an Emergency. To use this card, the players must discuss the question on the back of the Emergency card. The player using the Wild card should read the answers on the back when available.

9

SKILL



STAY SAFE

- Look for danger.
- If you are in danger, get to a safe place.

2) Play Skill Cards or Use Take Action Cards

If the player has the cards they need in their hand then they can play them to respond to the Emergency (see the picture below for an example). If they do not have the required Skill cards then they can try to use Take Action cards to get the Skill cards they need. There is no limit on how many cards a player can play on their turn.

Set Up the Game

Separate the Decks

Separate the Emergency deck (Emergency cards) from the Response deck (Skill cards and Take Action cards).

Deal Cards to Players

If players are using a playmat, give one mat to each player. The oldest player deals five cards from the Response deck to each player.

Set Up the Play Area

Place the **Emergency deck** face-up on the table. Place five cards from the **Response deck** face-up in a row in the center of the table. Place the **Response deck** face-down to create the **draw pile**.

6

4



Ages 8+

Visit Ready.gov/game for detailed game instructions.

2

3) Pass to the Next Player

If a player has responded to an Emergency, or has completed all of the actions that they can during their turn then they pass to the next player. **A player may only have a maximum of five cards in their hand when they end their turn.** If they have more than five cards, they must choose cards to play or place in the discard pile. If they have fewer than five cards, they do not need to take any action.

Using Take Action Cards

If a player cannot respond to an Emergency with the cards in their hand, they can use any Take Action cards they have in their hand. They can use these cards to work with another player to get the cards they need, draw additional cards, or use a Take Action card to replace a required Skill card. There is no limit to how many Take Action cards may be used during one turn.

©2018

10

8



SKILL



STAY SAFE

- Look for danger.
- If you are in danger, get to a safe place.

SKILL



STAY SAFE

- Look for danger.
- If you are in danger, get to a safe place.

SKILL



STAY SAFE

- Look for danger.
- If you are in danger, get to a safe place.

SKILL



STAY SAFE

- Look for danger.
- If you are in danger, get to a safe place.

SKILL



STAY SAFE

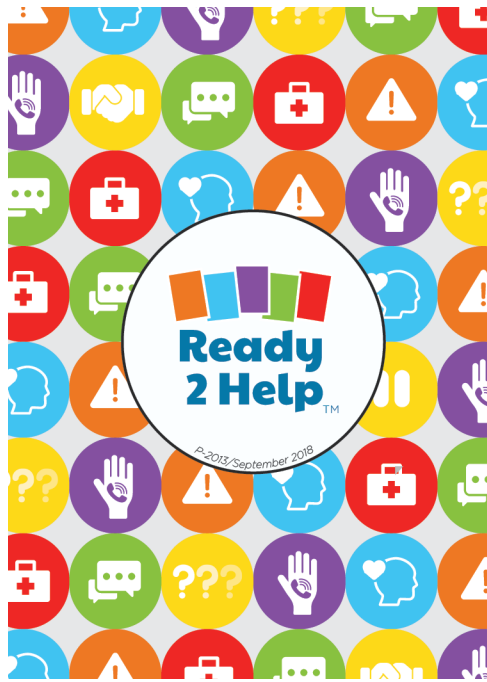
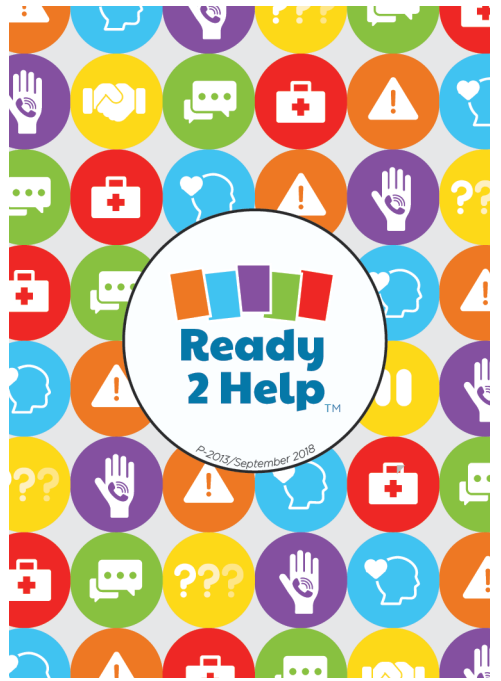
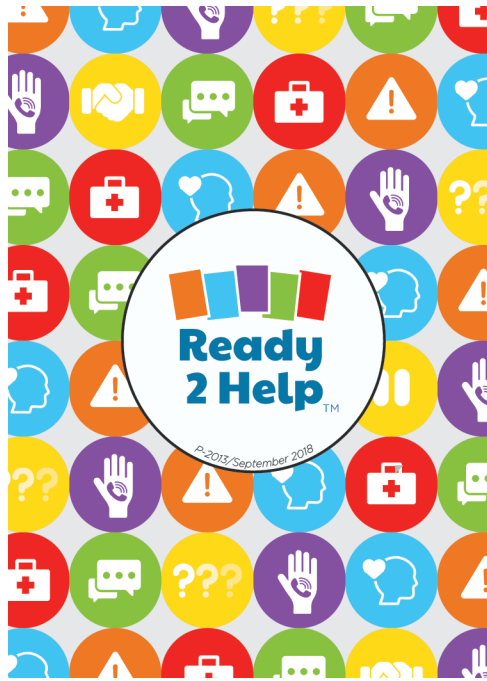
- Look for danger.
- If you are in danger, get to a safe place.

SKILL



STAY CALM

- Take a deep breath before reacting.
- Continue taking deep breaths throughout the emergency.



SKILL



STAY CALM

- Take a deep breath before reacting.
- Continue taking deep breaths throughout the emergency.

SKILL



STAY CALM

- Take a deep breath before reacting.
- Continue taking deep breaths throughout the emergency.

SKILL



STAY CALM

- Take a deep breath before reacting.
- Continue taking deep breaths throughout the emergency.

SKILL



STAY CALM

- Take a deep breath before reacting.
- Continue taking deep breaths throughout the emergency.

SKILL



STAY CALM

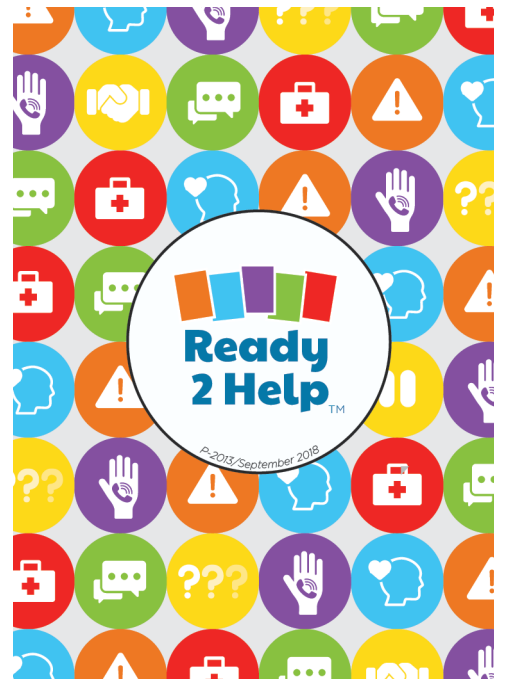
- Take a deep breath before reacting.
- Continue taking deep breaths throughout the emergency.

SKILL



GET HELP

- Call 9-1-1 and follow instructions.
- Ask someone you trust to help you.



SKILL



GET HELP

- Call 9-1-1 and follow instructions.
- Ask someone you trust to help you.

SKILL



GET HELP

- Call 9-1-1 and follow instructions.
- Ask someone you trust to help you.

SKILL



GET HELP

- Call 9-1-1 and follow instructions.
- Ask someone you trust to help you.

SKILL



GET HELP

- Call 9-1-1 and follow instructions.
- Ask someone you trust to help you.

SKILL



GET HELP

- Call 9-1-1 and follow instructions.
- Ask someone you trust to help you.

SKILL



GET HELP

- Call 9-1-1 and follow instructions.
- Ask someone you trust to help you.



SKILL



GET HELP

- Call 9-1-1 and follow instructions.
- Ask someone you trust to help you.

SKILL



GET HELP

- Call 9-1-1 and follow instructions.
- Ask someone you trust to help you.

SKILL



GET HELP

- Call 9-1-1 and follow instructions.
- Ask someone you trust to help you.

SKILL



GIVE INFO

- Describe the emergency.
- If you are at home, give the 9-1-1 operator your address.
- If you are not at home, give the address or a landmark.

SKILL



GIVE INFO

- Describe the emergency.
- If you are at home, give the 9-1-1 operator your address.
- If you are not at home, give the address or a landmark.

SKILL



GIVE INFO

- Describe the emergency.
- If you are at home, give the 9-1-1 operator your address.
- If you are not at home, give the address or a landmark.



SKILL



GIVE INFO

- Describe the emergency.
- If you are at home, give the 9-1-1 operator your address.
- If you are not at home, give the address or a landmark.

SKILL



GIVE INFO

- Describe the emergency.
- If you are at home, give the 9-1-1 operator your address.
- If you are not at home, give the address or a landmark.

SKILL



GIVE CARE

- Follow instructions from helpers or responders.
- Use comforting words and actions while you wait for help to arrive.

SKILL



GIVE CARE

- Follow instructions from trusted helpers or responders.
- Use comforting words and actions while you wait for help to arrive.

SKILL



GIVE CARE

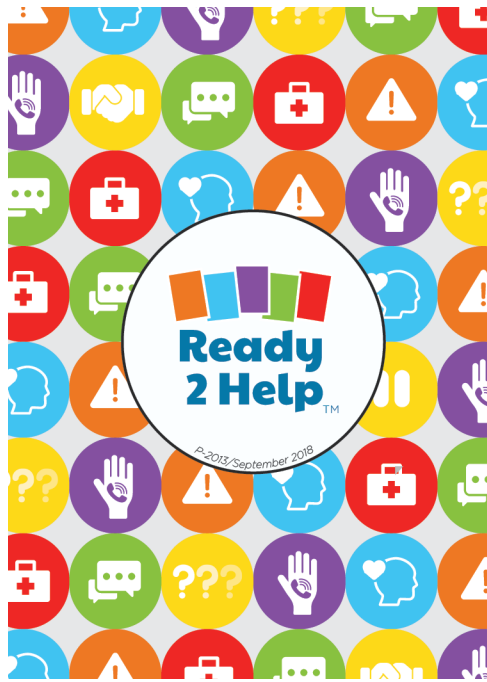
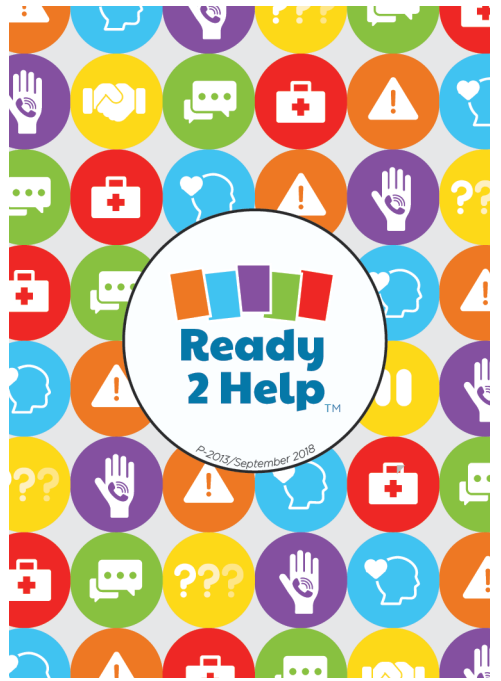
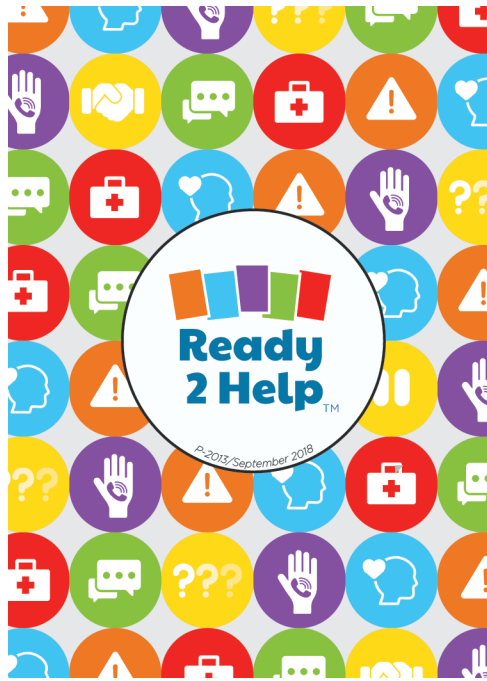
- Follow instructions from trusted helpers or responders.
- Use comforting words and actions while you wait for help to arrive.

SKILL



GIVE CARE

- Follow instructions from trusted helpers or responders.
- Use comforting words and actions while you wait for help to arrive.



SKILL



GIVE CARE

- Follow instructions from trusted helpers or responders.
- Use comforting words and actions while you wait for help to arrive.

TAKE ACTION



WORK TOGETHER

Work with another player to respond to the emergency!

Tell the other players what cards you need. The person who gives you their cards gets this card. They can use it as an emergency card.

TAKE ACTION



WORK TOGETHER

Work with another player to respond to the emergency!

Tell the other players what cards you need. The person who gives you their cards gets this card. They can use it as an emergency card.

TAKE ACTION



WORK TOGETHER

Work with another player to respond to the emergency!

Tell the other players what cards you need. The person who gives you their cards gets this card. They can use it as an emergency card.

TAKE ACTION



WORK TOGETHER

Work with another player to respond to the emergency!

Tell the other players what cards you need. The person who gives you their cards gets this card. They can use it as an emergency card.

TAKE ACTION



TAKE A DEEP BREATH

You remember to take a deep breath to stay calm!

Draw two cards (face-up or face-down)



TAKE ACTION



TAKE A DEEP BREATH

You remember to take a deep breath to stay calm!

Draw two cards (face-up or face-down)

TAKE ACTION



TAKE A DEEP BREATH

You remember to take a deep breath to stay calm!

Draw two cards (face-up or face-down)

TAKE ACTION



USE A WILD CARD

Use this card to replace any skill card.

Put this card down with the other skill cards to respond. Then **discuss the questions** on the back of the Emergency card.

TAKE ACTION



USE A WILD CARD

Use this card to replace any skill card.

Put this card down with the other skill cards to respond. Then **discuss the questions** on the back of the Emergency card.

TAKE ACTION



USE A WILD CARD

Use this card to replace any skill card.

Put this card down with the other skill cards to respond. Then **discuss the questions** on the back of the Emergency card.

TAKE ACTION



USE A WILD CARD

Use this card to replace any skill card.

Put this card down with the other skill cards to respond. Then **discuss the questions** on the back of the Emergency card.



TAKE ACTION



USE A WILD CARD

Use this card to replace any skill card.

Put this card down with the other skill cards to respond. Then **discuss the questions** on the back of the Emergency card.

EMERGENCY



You are riding in the car with your friend. His grandmother quickly pulls over to the side of the road. She is leaning over to her left. When your friend asks what's wrong, she seems confused.



EMERGENCY



You are playing baseball with some friends. Your teammate gets hit in the head by a ball and falls down. He does not answer when you call his name.



EMERGENCY



While playing on the playground with your friend, a kid falls off the monkey bars. You run over to see if he is OK. He can talk, but he is holding his arm and crying.



EMERGENCY



You are at home sleeping. You hear the smoke alarm and smell smoke.



EMERGENCY



You are fishing in the lake with your friend. She falls in, but she does not know how to swim. Your parents are up the hill talking to each other.



- 1) Where could you find a phone to call 9-1-1?
- 2) What kind of information would you need to provide to 9-1-1 or a trusted helper?
- 3) How could you describe your location to a 9-1-1 operator?



- 1) How could you get help?
- 2) What kind of information do you need to provide to 9-1-1 or a trusted helper?
- 3) How could you describe your location to a 9-1-1 operator?



3) Look for signs with road names.



- 1) What would be the fastest way to get a trusted helper?
- 2) What could you do if you had an object that floats?



1) Yell!
2) Throw it to your friend. Don't jump in!

- 1) What is the most important thing to do?
- 2) Do you know anything else you could do in this situation?
- 3) What kind of information might you need to give?



1) Stay safe.

- 1) Where could you find a trusted helper?
- 2) What would be the fastest way to get a helper to you?
- 3) How could you provide care?



2) Yell!

— EMERGENCY —



You drop a glass on the floor and cut your leg. The cut is not big, but it is bleeding a lot.



— EMERGENCY —



You are home with your little sister. She puts a toy in her mouth and chokes. Her face turns blue.



— EMERGENCY —



You are hiking with your dad. He says it is hard to breathe and his chest hurts.



— EMERGENCY —



You are on a field trip to a museum in the city. It is very crowded. You stop to look at dinosaur bones. When you turn back around, you do not see your group.



— EMERGENCY —



You are playing soccer. Your friend runs into a teammate head-first and lands on the ground. She gets up but seems confused. The coach is there, but he did not see it happen.



— EMERGENCY —



You are staying at your grandma's house. Your grandma slips on a puddle of water and badly hurts her leg and hip. She can talk, but she cannot get up.



- 1) How would you describe your location to a 9-1-1 operator?
- 2) How else could you help?



- 1) How could you get help as quickly as possible?
- 2) Do you know anything else you could do in this situation?
- 3) What kind of information could you provide to a 9-1-1 operator?



- 1) What do you need to look for to stay safe?
- 2) When would you need to call 9-1-1?



2) If the bleeding doesn't stop.

- 1) What do you need to be careful of to stay safe?
- 2) How could you find out the address?
- 3) How could you give care?



1) Ask your grandma.

- 1) What do you need to tell the coach?
- 2) What kind of care could you provide?



- 1) Where could you find a trusted helper?
- 2) How can you stay safe around strangers?
- 3) What kind of information do you need to provide?



2) Do not go anywhere with a stranger and be sure to follow your family's rules about personal safety.

— EMERGENCY —



You are watching your younger brother. He is making hot chocolate and pours hot water on his hand. It must hurt a lot. He will not stop crying.



— EMERGENCY —



Your cousin fell off her bike and landed in the street. She is holding her ankle and crying. While you talk to her, it looks like her ankle is starting to swell.



— EMERGENCY —



Your teacher choked on a piece of apple. He is coughing a lot.



— EMERGENCY —



Your dad falls off a ladder and cuts himself. There is bright red blood on the ground next to him. There is no one else home with you.



— EMERGENCY —



You come home from school. You see that your front door and window are broken.



— EMERGENCY —



You are walking home from school. You see a car crash into a tree. A woman opens the car door and falls to the ground. When you ask if she's ok, she does not answer.



- 1) Where could you find a trusted helper?
- 2) What could be different about this situation that would make you call 9-1-1?



2) You would call 9-1-1 if he couldn't breathe.

- 1) Why don't you need to call 9-1-1?
- 2) What should you look out for to stay safe?
- 3) How could you provide care?



- 1) What might make it hard to stay calm?
- 2) What kind of information could you provide to 9-1-1 or a helper?



- 1) Besides traffic, what is a common hazard you should look for in this emergency?
- 2) How would you describe your location to a 9-1-1 operator?



1) Fluid leaking from the car.
2) Describe landmarks or give street names if you do not have the address.

- 1) Where could you go to stay safe?
- 2) Why do you need to go somewhere safe?
- 3) What information would you need to give to a trusted helper or a 9-1-1 operator?



- 1) Why might it be hard to stay calm?
- 2) Do you know anything else you could do in this situation?



— EMERGENCY —



You are in the science lab after school. There is a small explosion. A pile of paper towels catches fire and it is spreading fast!



— EMERGENCY —



Your cousin is at your house and eats a slice of cake. She is allergic to eggs. Her face starts to swell and has red bumps. She scratches her face and throat.



— EMERGENCY —



You are sledding with your friends. A snowy tree branch falls and hits a power line. The branch and power line fall to the ground near your friend, hitting her leg. She can get up, but it is hard for her to walk.



— EMERGENCY —



You are watching your little sister. You look in the kitchen and see her chewing on a detergent pod. You are not sure how long she has had it or how much she ate.



— EMERGENCY —



You are watching cartoons with your brother. He falls down and starts to shake.



— EMERGENCY —



Your uncle is driving you to the store. He crashes the car and his arm is bleeding a lot.



- 1) What kind of danger do you need to look for to stay safe?
- 2) What kind of information do you need to provide to a 9-1-1 operator or a trusted helper?



2) Tell them that a power line is down and describe the location.

- 1) What kind of information would you need to provide to 9-1-1 or a trusted helper?
- 2) How could you give care?



- 1) What is the most important thing to do?
- 2) Where should you go?
- 3) How could you find a helper?



- 1) What kind of danger do you need to look out for to stay safe?
- 2) How could you find a trusted helper?
- 3) How could you find a phone to call 9-1-1?



- 1) What kind of information do you need to provide to a 9-1-1 operator?
- 2) What would be the fastest way to get a helper?



2) Yell!

- 1) Why do you need to get help?
- 2) What kind of information do you need to give to 9-1-1 or a trusted helper?

