“CARBGAME”: DIABETIC KETOACIDOSIS

GAME INSTRUCTIONS

1. Each team should consist of 6 players.
2. Players take turns to roll the dice. The dice should be thrown only once for every turn. Same player shall not roll the dice more than once in a row. To start the game, players should throw 1 on dice.

1. This CARBGAME game consists of 100 boxes; 75 boxes pose questions to the players on DIABETIC KETOACIDOSIS and the remaining 25 are extras which includes 1 winning card. Instructions will be provided on every extra box, players should adhere to the same as they proceed forward.

1. Among the 75 boxes, 50 questions are printed on the game board and the remaining 25 will be as cards.
2. A deck of 25 “SNOW MAN” cards will be shuffled and kept aside. When players land on boxes with a snow man, they shall draw a card from the deck kept faced down. Each card will have a number on the other side. Corresponding to the number that appears on the card that is drawn, the players will be given a pre—numbered case scenario. Players will have to provide the right answer to the case on the card. In case the players are unable to find the answer or provide incorrect answers, they go back by 5 moves. If they have answered all 25 cards, players can roll the dice and proceed further upon landing on these boxes again.
3. Players should answer the question printed on each block which they land on.

1. It is mandatory to provide complete answers to the questions given in order to start the next dice roll.

1. Team members are allowed to discuss the answer among them.

1. Certain blocks mandate the answer to be given only by the player who rolled the dice or has been nominated, upon such condition discussion with the team shall not be entertained.

1. Solo-Answer Blocks are represented with RED STAR. Upon landing on these blocks, the answer is to be given only by the player who rolled the dice or has been nominated.

1. The answers will be cross-checked by the Faculty in charge of the team with the key provided.
2. In case of any discrepancy or multiple correct answers, the same shall be brought to the notice of the chief organiser

1. The answer given in the first attempt will be considered final. Additional chances will not be provided. Hence it is important that the team members discuss before answering.

1. In case the Players are unable to find the answer to the question, the players shall go back by 5 moves and then continue the game. If the players are in the first 3 blocks of the game and don’t find the answer, they invariable go to the starting point.

1. In case the players land on the same block which they didn’t answer, in the next turn, they may try again to find the right answer, use a skipping star or continue going back by 3 moves.

1. Players shall not discuss with other team members or have reference material of any sort during the game.

1. The players will be provided rewards with to boost their energy during the game. If the players land on “Magic Snowflake” Boxes, the players can advance 5 steps ahead.
2. There are “IGLOO” boxes in the game that do not have any questions. Players landing on these blocks can roll the dice again and proceed further without answering any questions.

1. Strictly follow the instructions on the extra boxes that provide players with bonus moves, tasks and setbacks
2. The final step is the 100th block. Players are allowed to move as per the number on Dice only up to 99th block. It is mandatory to throw 1 on the dice to reach 100 and answer the question on 100th block in order to finish the game. To this regard, from 94th block only dice numbers 1-5 will be valid, similarly on 95: 1-4, 96: 1-3, 97: 1-2: 98: 1.

1. The team that first reaches the final step shall collect the winning card from the faculty in charge and provide the correct answer to the final 100th case-based question to be deemed the winner of “CARBGAME” – DIABETIC KETOACIDOSIS