Animal Survival

- 1 Activity Supervisor per 15 participants (max 30 participants)
- Reapply sunblock on fine days
- Expect mud at this activity and wear appropriate clothing
- To be played in the designated area
- Station leaders at appropriate points in the area
- Must have covered sturdy shoes – crocs do not count
- Take care when moving around the area
- Look out for others
- Return to supervisor at end of game when the hooter sounds
- Do not go past boundary tape, over fences or climb up over hills/banks
- Take Care when moving around in Animal Survival area, looking out for uneven, slippery, or muddy surfaces, and be careful of tree roots.
- Stealth Game; you do not need to run
- Players to be sent into area in intervals
- CYC Hosts/Instructors can close activity if weather makes using this course too dangerous (e.g. potential of flash floods through course)
- Reapply sunblock on fine days

All damage and injuries must be reported to CYC Staff as soon as practicable

Failure to follow these instructions could result in injury.
CYC reserve the right to close this activity if these instructions are not followed.
To contact CYC Staff go to the office

Reviewed January 2025

Christian Youth Camps

Game Rules

Aim: Find all 8 food stations and return to supervisor

- Each person has a different spot on the food chain
- You can only take a life (by tagging another player) off someone lower than you in the food chain if you are a carnivore. Man can point (saying name of animal) to remove a life.
- Find the hidden food stations on your travels (look to the trees).
- You are safe at a food station
- All herbivores get sent out together first. Followed by the bottom layer of carnivores. Then followed by Wild Dog. Lastly, Man and the Elements are sent out.
- If you lose all your lives head back to the Supervisor/Instructor
- Have a time limit, switch spots in subsequent rounds.

Note: No goose-guarding or multiple tagging of the same person (Must tag a different person after tagging someone)

24 player game
(Alter Herbivore and
Carnivore to suit numbers)
14 Herbivore (6 green lives to start with)
6 Carnivore (4 green lives to start with)
1 Fire
1 Flood
1 Disease
1 Man

FOODCHAIN

ELEMENTS

Fire

Flood

Disease

Christian Youth Camps