



FINGERPRINT

**A Red Cross Red Crescent Game
on Strengthening the Auxiliary Role through Law and Policy**

ABOUT THE GAME

Name and concept

FINGERPRINT. The role of a National Red Cross or Red Crescent Society as auxiliary to the public authorities in the humanitarian field is at the core of its identity. Like a fingerprint, it is a unique and defining feature, which distinguishes the National Society from all other organisations in its country.

Background

In 192 countries around the world, there is a National Red Cross or Red Crescent Society (**National Society**) established on the basis of a National Red Cross or Red Crescent Law (**RC/RC Law**). A country's RC/RC Law may not necessarily be called a 'law', but instead may be titled a decree, order, regulation, charter or bill. Equally, a country may have a series of RC/RC Laws, with later laws supplementing or replacing earlier ones. RC/RC Laws are to be distinguished from a National Society's statute or constitution, which are an internal legal document developed by a National Society to address matters such as its leadership, membership, and organisational structure.

The International Red Cross and Red Crescent Movement has long recognised the importance of strong and modern RC/RC Laws and National Society statutes.¹ Guidance on these documents is available in the form of the Red Cross Red Crescent Model Law and the [Guidance for National Society Statutes](#). A National Society's RC/RC Law and its statutes are, however, not the only critical legal documents necessary to support the auxiliary role. In 2021, IFRC Disaster Law published a [Guide to Strengthening the Auxiliary Role through Law and Policy \(Auxiliary Guide\)](#) to provide guidance on how domestic laws, policies, plans and agreements can enhance the auxiliary role.

The Auxiliary Guide has a strong focus on the role of sectoral laws in supporting the auxiliary role. It explains how sectoral laws — meaning laws that relate to a specific sector of activity such as a Public Health Act or Disaster Risk Management Act — can support National Societies' auxiliary role by clearly outlining their roles and responsibilities and providing for them to be included in relevant coordination and decision-making bodies. Equally, the Auxiliary Guide discusses legal facilities, meaning special legal rights and exemptions that enable National Societies to conduct their operations more efficiently and effectively.

The Auxiliary Guide is accompanied by a 30-minute online training course on the [IFRC Learning Platform](#).

¹ See Council of Delegates of the International Red Cross and Red Crescent Movement, [Resolution 4: Revision of National Society Statutes and Legal Base](#) (Geneva, 26 November 2011) paras 4-5; 31st International Conference of the Red Cross and Red Crescent, [Resolution 4: Furthering the Auxiliary Role: Partnership for Stronger National Societies and Volunteering Development](#) (Geneva, 28 November to 7 December 2011) paragraph 2.

Purpose

The Fingerprint board game is based on the content of the *Auxiliary Guide*. The purpose of the game is to serve as an interactive and fun activity to cement knowledge of the topics addressed in the Auxiliary Guide, including the nature of the auxiliary role, the Fundamental Principles of the International Red Cross and Red Crescent Movement, the key components of an RC/RC Law, the role of sectoral laws in supporting the auxiliary role, and the importance of legal facilities. The game may be run as part of a training to allow participants to test their understanding.

HOW TO PLAY

Participants

The game is designed for National Society staff and volunteers, who will be grouped into 2 to 4 teams. It is recommended to have 2 facilitators to run the game.

Timing

The game is designed to last approximately 60/90 minutes, but different timeframes can be achieved by changing the number of points awarded for correct answers to the questions (see below).

Equipment

While a printed version of the game can be used if preferred, Fingerprint is created to be played digitally, and therefore in a paper-free and environmentally friendly way.. It is also designed to be cost-free and open access. The game can be freely downloaded in a ready-to-play mode and the only necessary equipment is a laptop (with a functioning version of PowerPoint and Word), dice (virtual or physical), and a projector.

Gameplay

1. Each team chooses a piece to represent it. The available pieces are different colour fingerprints. All the pieces are placed on 'Start' at the beginning of the path on the gameboard. The path leads from Floodville to Dunantville.
2. To advance along the path on the gameboard, teams need to answer questions correctly. Questions are grouped into three levels of difficulty, each of which award different points:
 - **Easy** (simple 'find the intruder' multiple choice questions, where the team participant has to identify which of the four answers provided is not a correct answer to the question): 2 points
 - **Medium** (more complex multiple choice questions, for which the answer is less obvious): 4 points
 - **Hard** (open questions without multiple choice options, which the team representative must answer based on their knowledge): 6 points

Each step on the path corresponds to 1 point; there are 30 steps on the path, meaning that a team needs to collect 30 points to reach the end of the path. It is up to each team to decide which type of question (easy, medium or hard) to answer on each turn.

3. To start the game, each team nominates a representative who rolls the dice (a free mobile phone application can be used). The results determine the order of play (starting from the highest).
4. The team that starts first decides on the difficulty level for their first question (easy, medium or hard) and rolls the dice again. The facilitators identify the question to read in the related section of the 'Questions Book'. The facilitators project the slide with the corresponding question in the 'Questions Book' on the screen/wall and read it aloud.
5. Once the question is read aloud, the facilitators start a countdown. The time limit for answering questions will be set by the facilitators, and will be the same for all questions, unless the team has landed on the double time bonus or half time drawback (see step 8).
6. The team representative, after having discussed with the team, must answer within the time limit.
7. If the answer is not correct, the team's piece stays where it is on the board. If the answer is correct, the team's piece advances on the board by the number of points awarded for the question (pieces can land on the same step).
8. Some steps on the gameboard have 'bonuses' or 'drawbacks', introducing an element of strategy into the game. The bonuses and drawbacks are as follows:

Bonuses



Double points: double points are awarded for a correct answer



Extra time: the team representative has double the time to answer the question

Drawbacks



Earthquake: if the question is answered incorrectly, the team moves back by the number of points the question is worth



Half time: the team representative has half the time to answer the question

9. The first team that gets to Dunantville wins the game!

Tips for facilitators

1. To run the game smoothly, you will need to have two PPT windows open: (1) the gameboard; and (2) the 'Questions Book' (PPT file). You will need to alternate between these two windows throughout the game.
2. For each question in the Questions Book (Word file), there is a dedicated slide in the PPT file. The slide has an animation: when you click, the correct answer will be highlighted or displayed. You will need to make sure not to accidentally click before the team representative answers the question.
3. It is recommended to select the 'extended' mode in the display settings on your PC. The gameboard should be 'fixed' on the 'extended' desktop, while the window with the Questions Book will be moved (and thus projected over the gameboard) when necessary. This avoids allowing the participants to see the answers to the questions.
4. You will need to set the time limit for answering questions. Try to choose a time limit that is challenging but not impossible for the participants.
5. It is advisable to display the clock ticking down on the screen. Various digital timers are available for free online. Alternatively, you can use your phone or watch to keep time and give regular updates on how much time is left (e.g., '15 seconds to go').

