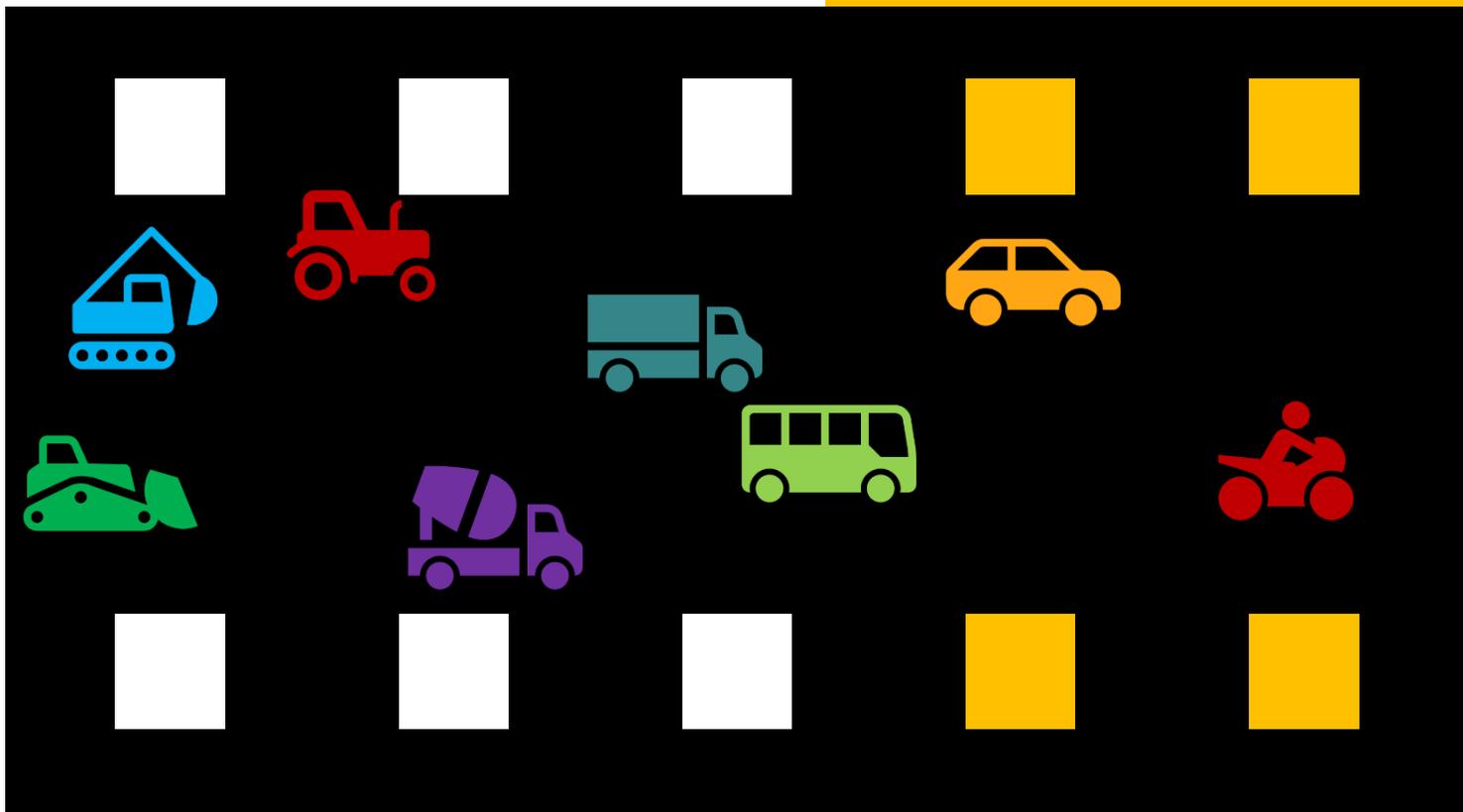


**Are you  
prepared to  
take the risks?**

# HazCars Rulebook



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# Introduction

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## Message

Driving a car has recognizable hazards, prevention and mitigation measures. Even though there is an inherent risk associated with this activity, this is accepted due to the transportation value and the safety systems in place.

## Goal

To convey the previous message using a board game. In this game, each one of the players will try to drive safely to his/her home. But they need to be careful because there are other drivers on the way and many hazards that can lead to an accident or a delay of the trip. But not all bad news, there are prevention and mitigation measures that will help to reduce the probability/chances to be involved in a car accident, or the severity of such event.

## Target audience

HazCars is recommended for students that are 10 years old or more, particularly preteenagers from 4th to 7th grade. This game can be played in groups of 2-5 players.

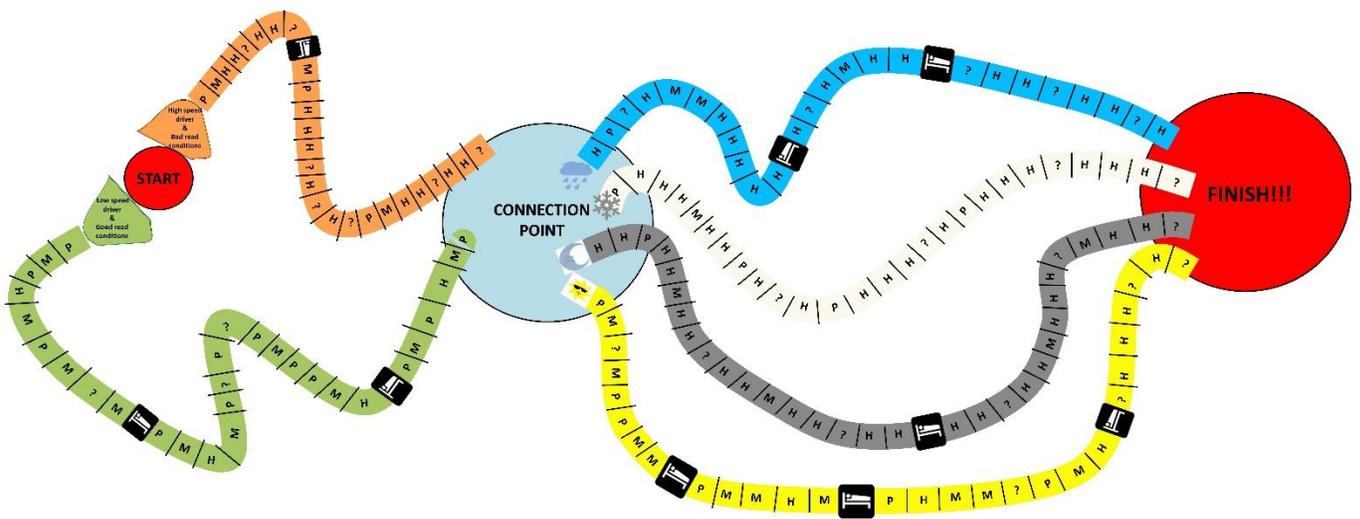
## What does HazCars look like?

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This is what HazCars looks like (see image below).

It has one board composed by hazard, prevention, mitigation, and action blocks. In addition to this board, it has cards that represent hazards associated to different conditions, prevention, mitigation and action cards.

Only one die is required for playing HazCars, and a number of tokens equal to the number of players.



## Board game: how to play?

1) Each player selects a small car (token) and chooses the route he/she prefers:

**Route A** (low speed driver & good road conditions) or **Route B** (high speed driver & bad road conditions). Each player needs to make a decision before tossing the die.

2) The youngest player starts the game tossing **one die** and moving his/her token around the board according to the throw of the die. The youngest player will be Player #1.

3) The token may land on a space that represents:

**H:** hazard on the road;

**P:** prevention measure;      **?:** action;

**M:** mitigation measure;      : rest area (no action required)

After landing on any of the previous blocks, the player will draw the corresponding card (H card, P card, M card, ? card) and will follow the instructions on it.

After completing the task indicated on the card, the turn of Player #1 ends. The Player #2 will be the student located to the right of Player #1. Now, Player #2 will roll the die and will follow the procedure already explained, the same for Player #3, Player #4 and Player #5.

4) After completing Route A or Route B, each player will make a second decision:

Driving during the **day**, during the **night**, with **heavy rain** or with **snow**.

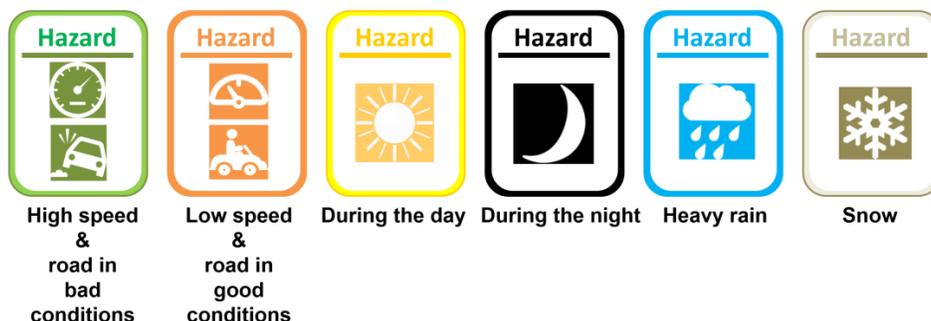
(Please remember to make the decision before tossing the die)

5) The first player that arrives safely to the finish line will win the game.

**Remember:** your decisions affect the type of hazards you will face on the road and the consequences of possible accidents.

## Hazard blocks & cards

When your token lands on a hazard block, **draw a hazard card corresponding to the color you have landed on** and follow the instructions on it.



Each card represents a potential scenario that may cause damage to you or to your car.

**Example of hazards cards:**



**During the day**



**During the night**

**Examples:**

- Heavy traffic: slow down and be cautious,
- Pedestrians crossing the street: slow down and be cautious.
- Distracted driver at intersection crashed into your car: don't toss the die for two rounds.
- Car needs to be towed due to mechanical failure: don't toss the die for one round.

**Examples:**

- Drunk driver near-by: be cautious and don't toss the die for one round.
- Headlights go out suddenly: don't toss the die for one round.
- Fell asleep and crashed: don't toss the die for two rounds.
- Car needs to be towed due to mechanical failure: don't toss the die for two rounds.



**Heavy rain**



**Snow**

**Examples:**

- Slippery road conditions: don't toss the die for one round.
- Flooding alert: look for shelter and don't toss the die for two rounds.
- Reduced visibility: don't toss the die for one round.
- While stopping at a red light, you crashed into the car ahead of you because of slippery road: don't toss the die for two rounds.

**Examples:**

- Slippery road conditions: don't toss the die for one round.
- Got stuck in the snow: don't toss the die for two rounds.
- Reduced visibility: don't toss the die for one round.
- Surface ice is making driving difficult: drive a little slower than usual. No further action required.

## Prevention blocks & cards

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When your token lands on a prevention block, **draw one prevention card** and **keep it with you**.

You can use your prevention cards to avoid situations that lead you to not tossing the die.

Each prevention card blocks one or more hazard cards.



### Examples:

- **Maintenance:** you can use this prevention card to block a hazard card related to headlights failure, oil leak or mechanical failures.
- **Training:** you can use this prevention card to block a hazard card related to accidents due to drunk drivers or distracted drivers.
- **Floodwalls:** you can use this prevention card to block a hazard card related to flooding alerts.
- **Tires for all weathers:** you can use this prevention card to block a hazard card related to slippery floor conditions in any type of weather.

After using a prevention card to block a hazard card, you must put it back on the deck.

## Mitigation blocks & cards

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When your token lands on a mitigation block, **draw a mitigation card** and **keep it with you**.

You can use your mitigation cards to reduce the amount of rounds you cannot toss the die.

Each mitigation card reduces the severity of an accident.



### Examples:

- Air bags
- Seat belt
- Impact barrier
- Prompt emergency response personnel

- **Emergency response for flooding:** reduces the consequences of a flooding. Instead of not tossing the die for two rounds, don't do it for one round.

} Reduce the amount of cannot toss the die. Do die only for one round.

After using a mitigation card, you must put it back on the deck.

## Action blocks & cards

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When your token lands on an action block, **draw an action card** and **read it loudly**.

You must follow the instructions on it.

Each action card may be good or bad for your game.



### Examples:

- **Change your route** and move your token to an equivalent position but in the opposite color, for example: if you are in Route A, go to Route B; if you drive during a sunny day, go to the night route.
- **Move your token to the following prevention block** and take a prevention card.
- **Choose one of the players.** This player will not toss the die for one round.