

# HOW TO PLAY



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**TO WIN:** Be the team with the highest dollar total at the end of the game. The game ends once the time limit is reached or once all the properties and vehicles on the game board are owned.

- Trainees will be divided into two teams. Each team's token begins on the GO space.
- Whichever team rolls the highest number on the dice goes first, then play alternates between the two teams.
- A turn begins by rolling the dice and moving the team's token to the appropriate space.
- If the team lands on a property or vehicle space, the team chooses one of the questions to answer from the corresponding column for the property or vehicle's price. For example, if your team lands on the Drill Shed property, choose a question from the \$150 column.
  - A correct answer earns the team the property and the value of the property is added to the team's total. An incorrect answer ends the turn.
- If the team lands on one of The Toolbox or Hazard? spaces, the team draws a card from the corresponding deck. These cards may add or subtract from the team's total, force the team to move to a different space, or get out of MSHA.

- If a team lands on the SAFETY SHARE space, the team member who rolled the dice must give the class a brief Safety Share. Safety Share topics cannot be repeated.
- If a team lands on a property or vehicle that the other team already owns, the team can choose to roll again, **or** attempt to steal the property by answering a question correctly. If the team elects to answer a question, the other team chooses the question to answer. The question can be from the column corresponding to the property's price, or from the Extra Questions columns. If the team answers correctly, the team steals the property and its value is added to the team total. An incorrect answer ends the turn.
- If a team lands on a property or vehicle that it already owns, the team must answer a question correctly to keep it. The question must be of the same color group of the property or vehicle. If there are none left, the question may come from the Extra Questions columns. For a correct answer, the team keeps the property or vehicle and the turn ends. For an incorrect answer, the team must give the property or vehicle back to the bank and subtract its value from their total score.
- If a team lands on Just Visiting MSHA or the GO space, the turn ends.
- When a team passes the GO space, the person who rolled the dice must describe a "New to You" topic or fact that the trainee learned during the training, something that was "new to them." Once the player describes the topic or fact, the turn continues.
- If a team lands on the Go to MSHA space or draws a Go to MSHA card, the team token goes to the MSHA space and the turn ends. While in MSHA, a team cannot roll the dice and move around the board. Instead, the team must correctly answer a question from the Extra questions columns. Upon

correctly answering the question, the turn ends, and the team can roll the dice again to move around the board on the next turn.

- In the event of a tie at the end of the game, a Sudden Death round begins. Teams will alternate answering questions. The first team to answer incorrectly loses.