

How to Play

WHEEL OF HAZARDS

Wheel of Hazards is based on the party game *Categories*, which inspired the popular board game *Scattergories*.

Winning: Before play, determine the conditions for winning:

- The team with the most points after five rounds wins the game,
OR
- The team that wins three out of five rounds wins the game.

How to Play

1. Players are divided into two teams.
2. Choose a person to spin the wheel. The wheel will stop on one of the ten energies: motion, mechanical, chemical, gravity, sound, biological, radiation, electrical, temperature, or pressure.
3. Once the category is chosen, teams have **one minute** to brainstorm a list of as many sources of energy hazards fitting the given category that may exist on a mine site. **Note:** Focus on *sources* or *causes* of the energy-based hazard. For example, if the energy is Sound, your team's list would consist of objects, equipment, processes, or environmental features that could or would present a sound hazard.
4. The key is to *be specific*. Specific answers are more likely to be unique.
5. When the minute is up, the teams' lists of hazards are compared. Any hazards that were duplicated—in other words, both teams wrote the same hazard down—are crossed out.
6. Points are awarded to each team according to the number of *unique* hazards remaining on their list. The remaining answers in each team's list are counted and becomes the team's score for the round. The team with the highest number wins the round.
7. **Optional Rule:** If a spin of the wheel lands on a previously played hazard, the time for the round is **halved** to thirty seconds, and point values for unique responses are **doubled**. If a spin lands on the same hazard a third time, the player may spin the wheel again to get a different category.