

The Best 10 Basic Safety Rules Card Games



“Unsafe” Taboo

Game
1

HOW TO PLAY:

1. Minimum number of players: 4
2. Split the participants into two teams. Shuffle the cards and place them in a pile facedown.
3. One player from the first team will sit with the other team with the deck. The player takes the first card from the pile and helps his/her teammates guess which Basic rule is written on the card and the specific instruction it refers to. The player must describe the Basic rule and instruction without using any of the words on the card (with the exception of articles, adverbs, etc.). Meanwhile, the other team makes sure he/she does not use any of those words. If the player does, he/she must take the next card from the pile. When the team correctly guesses the Basic rule and instruction, the player must take another card from the pile and repeat the process. They

do not need to guess the instructions exactly as they are written on the card, but rather provide a generally correct and complete idea of the instructions. Whenever the player is stuck on an instruction or his/her teammates are not able to guess it, he/she can decide to pass and try the next card. Count the cards that have been guessed correctly after two minutes.

4. Do not place the used cards back in the card pile.
5. Repeat the same process with the other team.
6. Hold another 2-minute round following the same rules, but this time, the teams must guess the basic rule and instruction only through charades.
7. After these two 2-minute rounds, the team with the most correctly guessed cards wins.

The Safety Chain

Game
2

HOW TO PLAY:

1. Minimum number of players: 2
2. Form a circle around the deck with cards facedown. The first player takes a card and reads the instruction of the Basic rule out loud. The next player takes another card from the pile and must repeat the first player's instruction from memory, followed by his/her instruction. The third player must repeat the first two instructions from memory and then read the third.
3. Continue the process with successive players until one of them cannot remember the chain of instructions. Each

time a player cannot remember the chain, he/she will be eliminated from the game. The previous player will continue the game, starting the chain again and reading the card of the player who was eliminated.

4. The last player who can continue the chain wins. The next round will start with the person to left of whoever began the previous round.
5. *Alternatively, players have one “life” that they can use when they cannot remember one of the instructions they must repeat.*

Facing Safety

Game
3

HOW TO PLAY:

1. Minimum number of players: 2
2. Each player places a card in front of themselves so that they can only see the back, but the other players can see which card they have.

3. Players take turns asking the other players questions about their card. The questions can only be answered with “yes” or “no”. The first person to guess which Basic rule is on his/her card and the card's specific instruction wins.

Can't trick Safety

Game
4

HOW TO PLAY:

1. Minimum number of players: 3. Maximum number of players: 4
2. One player shuffles and then deals the cards to the players.
3. The person to the right of the dealer chooses one to four cards and puts them face down on the table saying, "Here is/are X" (the number of cards on the table) and says a Basic Safety Rule.

Example of 3-player game (first player): "Here are two Lifting Operations cards"

4. The person to his/her right has to guess if he/she is lying or telling the truth.

If he/she decides that is lying, then he/she looks at the cards on the table. If the first player was telling the truth, the second player takes the cards. If the first player was lying and they weren't the cards he/she said they were, the first player takes the cards.

Example: (Second player): "I don't believe you," picks up the cards and sees that one has Lifting Operations and the other has Falling Objects. The first player would have to

take the cards because he/she lied and was found out.

If the second player decides that the first player is telling the truth, he/she puts down one to four cards from his/her hand saying that he/she has X cards of the same Basic Rule as the previous player. The next player (the third) has to guess if the second player is telling the truth or not, like before.

Example: (Second player): "Here's another Lifting Operations card"

(Third player): "Another one"

(First player again): "I don't believe you," picks up the card the previous player put down and sees that it does indeed have Lifting Operations. This player has to take all the cards regardless of whether the second player was telling the truth or not since only the previous player counts.

5. The player to the right of the player who took the cards in the previous play starts the new round.
6. Any time a player has all four cards with the same Basic Safety Rule, he/she can discard those cards and they won't be used for the rest of the game.
7. The first person with no cards left in his/her hand wins.

Remember the 10 Basic Safety Rules

Game
5

HOW TO PLAY:

1. Minimum number of players: 2. Maximum number of players: 5.
2. Put all the cards face down and mixed up on the board.
3. One person starts by turning over two cards on the table. If the cards have the same Basic Rule, the player that turned them over collects the pair and turns another two cards over. This person continues playing until he/she turns over two cards that do not have the same Basic Rule. If the cards didn't have the same Basic Rule, the

player would put the cards back where they were and it would be the next player's turn.

4. The next player follows the same process, then the next player, and so on until the players have collected all the cards.
5. Each pair of Basic Rules is worth 1 point. If a player gets four cards with the same Basic Rule, they get three points instead of two.
6. Add up each player's points. The player with the most points wins.

Safety meeting

Game
6

HOW TO PLAY:

1. Minimum number of players: 2. Maximum number of players: 5
2. To start, one player shuffles the cards and deals four cards to each player.
3. The dealer places the remaining cards in a stack face down and one card face up next to it.
4. The player to the right of the dealer has to decide whether to pick up a card from the stack or the card that's face up. After he/she takes a card, the player

discards a card of his/her choice from the five in his/her hand face up on top of the other one that is face up or in its place if the player picked that one.

5. The next player repeats the process, deciding whether to pick up the card the other player discarded or to pick one from the stack, then discarding a card of his/her choice. The next players repeat.
6. The first player to get four cards with the same Basic Safety Rule wins.

HOW TO PLAY:

1. Number of players: 4 or 6.
2. This game is played in teams of two. Each team has to invent a secret nonverbal signal for each Basic Safety Rule. Try to make up a signal that's easy to identify with each Basic Rule and use the brochure for reference. All the players sit in a square or rectangle. Each person should sit directly across from his/her partner.
3. Each player is dealt four cards and another four are placed on the table face up. When all the players are ready, one player says, "1, 2, 3, go!" and the players quickly pick up the cards they want up from the table. The goal is to collect all four cards of the same Basic Safety Rule. Whenever you pick up a card, you have to discard another one, face up, so that each player always has four cards in his/her hand. The cards other players discard can be picked up off the table.
4. When no one wants any of the cards on the table, they are put aside in a pile, and another four cards from the first stack are put face up, repeating the process. If the stack of new cards runs out, the discarded cards are shuffled and put into a stack again.
5. The player that gets all four cards with the same Basic Safety Rule has to communicate the Basic Safety Rule to his/her partner using their nonverbal signal and the

partner has to say which Rule it is. If the partner is correct, they earn one point.

If the partner says the wrong Basic Rule, neither of the players gets a point.

If one of the partners from the other team sees the signal, he/she says "Accident" and if they actually do have four of the same cards, an "accident" will have occurred and the team who said "accident" will get the point. If they do not have four of the same cards, the player has to show two different cards to demonstrate that it isn't true and the game continues. If a team says, "accident" two times and it isn't true that the other team had four cards with the same Basic Safety Rule either time, the team that did not make the mistake gets the point.

6. The player who gets four of the same card is called "Operator" and the one who guesses their partner's Basic Rule is called "Supervisor." To win the game, besides having four points, each member of the team must have been "Operator" and "Supervisor" at least once, meaning that one person had four cards with the same Basic Rule and his/her partner guessed correctly in one round, and in another round his/her partner had four of the same cards and they guessed correctly.



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