

# HAZARD



Dust Storm



On this card, play these mitigations:



Ⓛ

# HAZARD



Too Hot / Too Cold

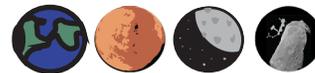


On this card, play these mitigations:



Ⓛ

# HAZARD



Meteoroid Impact



On this card, play this mitigation:



Ⓛ

# MITIGATION



Get Out of There!



Play this card on these hazards:



Ⓛ

# MITIGATION



Thick Clothes and Walls



Play this card on this hazard:



Ⓛ

# MITIGATION



Go Inside!



Play this card on these hazards:



Ⓛ

# MITIGATION



Filters



Play this card on these hazards:



Ⓛ

# MITIGATION



Emergency Kit



Play this card on ANY hazard!

**WILD**

Ⓛ

## MITIGATION



Training



Play this card on ANY hazard!

**WILD**

ⓓ

## MITIGATION



Engineering



Play this card on ANY hazard!

**WILD**

ⓓ

## MITIGATION



Engineering



Play this card on ANY hazard!

**WILD**

ⓓ

## CHANCE



Research



Flick a pretend light switch above your ear and say "ding!" Choose two cards from the discard pile and play 1.

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## CHANCE



Lose Power



Remove any **WILD** cards in play. Then act and sound out a robot losing power in the middle of making a movement and stay in that position until your next turn.

ⓓ

## CHANCE



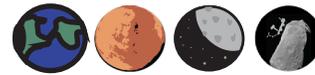
Teamwork



Do a group hug and/or team cheer. Then everyone plays one mitigation card immediately.

ⓓ

## CHANCE



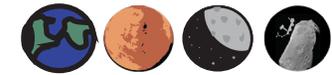
Not Prepared



Everyone discards their **WILD** cards while showing that they are sad (wah wah sound and/or gestures that show crying).

ⓓ

## CHANCE



Early Warning



Sound out or gesture your best siren impression and flip over one of these matching hazards:



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