

# Crossing Street

## HAZARD



### Locations

This hazard appears on Earth.

### Rules

On this card, play these mitigations:

**“Watch Out”** or **“Cross-walk”**

### Optional

Use the QR code for screen reader access.



# Food Allergies

## HAZARD



### Locations

This hazard appears on Earth.

### Rules

On this card, play these mitigations:

**“Medicine,” “Wash Hands,” or “First Aid”**

### Optional

Use the QR code for screen reader access.



# Fire

## HAZARD



### Locations

This hazard appears on Earth.

### Rules

On this card, play these mitigations:  
**“Smoke Detector”** or **“Practice Drill”**

### Optional

Use the QR code for screen reader access.



# Cold/Flu Germs

**HAZARD**



## Locations

This hazard appears on Earth.

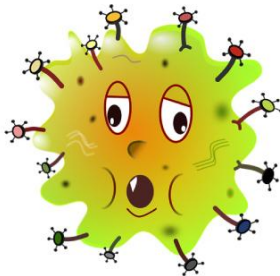
## Rules

On this card, play these mitigations:

**“Medicine,” “Wash Hands,” or “Vaccines”**

## Optional

Use the QR code for screen reader access.



# Tripping

## HAZARD



## Locations

This hazard appears on Earth.

## Rules

On this card, play these mitigations:

**“Tidy Up!,” “Watch Out!,” or “First Aid”**

## Optional

Use the QR code for screen reader access.



# Watch Out!

## SAFETY TIP

Card 1 of 2



### Locations

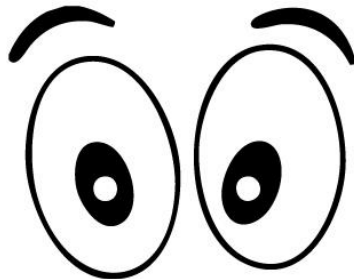
This safety tip appears on Earth.

### Rules

Play this card on any Hazard! - **WILD**

### Optional

Use the QR code for screen reader access.



Deck A

# Watch Out!

## SAFETY TIP



Card 2 of 2

### Locations

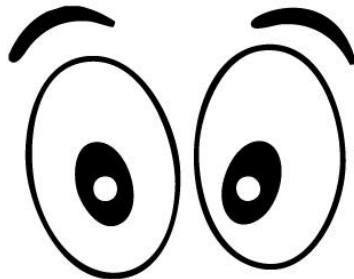
This safety tip appears on Earth.

### Rules

Play this card on any Hazard! - **WILD**

### Optional

Use the QR code for screen reader access.



Deck A

# Medicine

## SAFETY TIP



### Locations

This safety tip appears on Earth.

### Rules

Play this card on these hazards:

**“Cold/Flu Germs” or “Food Allergies”**

### Optional

Use the QR code for screen reader access.





# Wash Hands

## SAFETY TIP



### Locations

This safety tip appears on Earth.

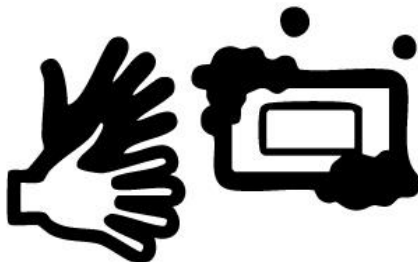
### Rules

Play this card on these hazards:

**“Cold/Flu Germs” or “Food Allergies”**

### Optional

Use the QR code for screen reader access.



# First Aid Kit

## SAFETY TIP



### Locations

This safety tip appears on Earth.

### Rules

Play this card on these hazards:

**“Tripping” or “Food Allergies”**

### Optional

Use the QR code for screen reader access.



# Smoke Detectors

## SAFETY TIP



### Locations

This safety tip appears on Earth.

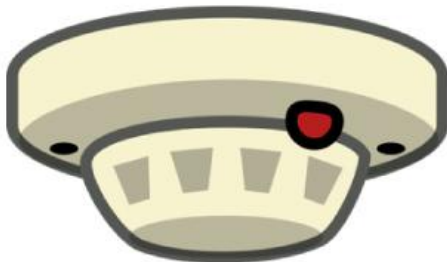
### Rules

Play this card on this hazard:

**“Fire”**

### Optional

Use the QR code for screen reader access.



Deck A

# Practice Drill

## SAFETY TIP



### Locations

This safety tip appears on Earth.

### Rules

Play this card on this hazard:

**“Fire”**

### Optional

Use the QR code for screen reader access.



# Tidey Up!

## SAFETY TIP



### Locations

This safety tip appears on Earth.

### Rules

Play this card on this hazard:

**“Tripping”**

### Optional

Use the QR code for screen reader access.



# Vaccines

## SAFETY TIP



### Locations

This safety tip appears on Earth.

### Rules

Play this card on this hazard:

**“Cold/Flu Germs”**

### Optional

Use the QR code for screen reader access.



# Cross-walk

## SAFETY TIP



### Locations

This safety tip appears on Earth.

### Rules

Play this card on this hazard:

**“Crossing the Street”**

### Optional

Use the QR code for screen reader access.



# Volcano: Lava Flow

## HAZARD



### Locations

This hazard appears on Earth.

### Rules

On this card, play this mitigation:  
**"Get Out of There!"**

### Optional

Use the QR code for screen reader access plus background information and video.





# Flood

## HAZARD



## Locations

This hazard appears on Earth.

## Rules

On this card, play these mitigations:

**“Get Out of There!” “Sandbags,” “Manage Plants” or “Go Inside”**

## Optional

Use the QR code for screen reader access plus background information.



# Wildfire

## HAZARD



### Locations

This hazard appears on Earth.

### Rules

On this card, play these mitigations:

**“Put Out the Fire,” “Get Out of There!” or  
“Manage Plants”**

### Optional

Use the QR code for screen reader access plus background information.



# Sandbags

## MITIGATION



### Locations

This mitigation works on Earth.

### Rules

Play this card on this hazard:

**“Flood”**

### Optional

Use the QR code for screen reader access plus background information.



# Manage Plants

## MITIGATION



### Locations

This mitigation works on Earth.

### Rules

Play this card on these hazards:

**“Dust Storm,” “Wildfire,” “Flood,” or “Drought”**

### Optional

Use the QR code for screen reader access plus background information.



# Put Out the Fire

## MITIGATION



### Locations

This mitigation works on Earth.

### Rules

Play this card on this hazard:

**“Wildfire”**

### Optional

Use the QR code for screen reader access plus background information.



# Friendly Neighbor CHANCE



## Locations

This chance event happens on Earth.

## Rules

Bump fists, elbows, hips, feet, or share a wink with those in your group. Then choose and play a card from the discard pile.

## Optional

Use the QR code for screen reader access plus background information.



# Climate Change CHANCE



## Locations

This chance event happens on Earth.

## Rules

Act out or describe one of these hazards without saying: **“Dust Storm,” “Too Hot/Too Cold,” “Wildfire,” or “Flood”**

Can your team guess it? If not, bring all four of them back.

## Optional

Use the QR code for screen reader access plus background information and video.



# Drought

## HAZARD



### Locations

This hazard appears on Earth.

### Rules

On this card, play this mitigation:  
**“Manage Plants”**

### Optional

Use the QR code for screen reader access.





# Extreme Weather

## HAZARD



### Locations

This hazard appears on Earth.

### Rules

On this card, play these mitigations:

**“Get Out of There!”** or **“Go Inside!”**

### Optional

Use the QR code for screen reader access.



# Earthquake

## HAZARD



### Locations

This hazard appears on Earth.

### Rules

On this card, play this mitigation:

**“Get Out of There!”**

### Optional

Use the QR code for screen reader access.



# Dust Storm

## HAZARD



### Locations

This hazard appears on Earth and Mars.

### Rules

On this card, play these mitigations:

**“Space Suit,” “Filters,” “Go Inside,” “Get Out of There!,” or “Manage Plants”**

### Optional

Use the QR code for screen reader access plus background information and video.



# Too Hot/Too Cold

## HAZARD



## Locations

This hazard appears on Earth, Mars, the Moon, and asteroids.

## Rules

On this card, play these mitigations:

**“Space Suit,” “Go Inside,” or “Thick Clothes and Walls”**

## Optional

Use the QR code for screen reader access plus background information and video.



Deck D

# Meteoroid Impact

## HAZARD



## Locations

This hazard appears on Earth, Mars, the Moon, and asteroids.

## Rules

On this card, play this mitigation:

**“Get Out of There!”**

## Optional

Use the QR code for screen reader access plus background information.



Deck D

# Get Out of There!

## MITIGATION



### Locations

This mitigation works on Earth, Mars, the Moon, and asteroids.

### Rules

Play this card on these hazards:

**“Extreme Weather,” “Meteoroid Impact,”  
“Earthquake,” “Dust Storm,” “Poison Soil,”  
“Wildfire,” “Flood,” or “Volcano: Lava Flow”**

### Optional

Use the QR code for screen reader access plus background information.



# Thick Clothes and Walls MITIGATION



## Locations

This mitigation works on Earth, Mars, the Moon, and asteroids.

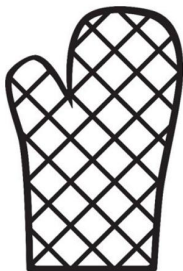
## Rules

Play this card on this hazard:

**“Too Hot/Too Cold”**

## Optional

Use the QR code for screen reader access plus background information and video.



Deck D

# Go Inside MITIGATION



## Locations

This mitigation works on Earth, Mars, the Moon, and asteroids.

## Rules

Play this card on these hazards:

**“Extreme Weather,” “Too Hot/Too Cold,”  
“Dust Storm,” “Space Radiation,” “Poison  
Soil,” “Wildfire,” or “Flood”**

## Optional

Use the QR code for screen reader access.





# Filters

## MITIGATION



## Locations

This mitigation works on Earth, Mars, the Moon, and asteroids.

## Rules

Play this card on these hazards:

**“Scratchy Soil,” “Poison Soil,” or “Dust Storm”**

## Optional

Use the QR code for screen reader access plus background information.



# Emergency Kit

## MITIGATION



## Locations

This mitigation works on Earth, Mars, the Moon, and asteroids.

## Rules

Play this card on ANY Hazard! - **WILD**

## Optional

Use the QR code for screen reader access plus background information.



Deck D

# Training MITIGATION



## Locations

This mitigation works on Earth, Mars, the Moon, and asteroids.

## Rules

Play this card on ANY Hazard! **WILD**

## Optional

Use the QR code for screen reader access.



# Engineering MITIGATION



## Locations

This mitigation works on Earth, Mars, the Moon, and asteroids.

## Rules

Play this card on ANY Hazard! **WILD**

## Optional

Use the QR code for screen reader access plus background information.



Deck D

# Research CHANCE



## Locations

This chance event happens on Earth, Mars, the Moon, and asteroids.

## Rules

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

## Optional

Use the QR code for screen reader access plus background information.



Deck D

# Lose Power

## CHANCE



## Locations

This chance event happens on Earth, Mars, the Moon, and asteroids.

## Rules

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.

## Optional

Use the QR code for screen reader access.



Deck D

# Teamwork

## CHANCE



### Locations

This chance event happens on Earth, Mars, the Moon, and asteroids.

### Rules

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

### Optional

Use the QR code for screen reader access.



# Not Prepared

## CHANCE



## Locations

This chance event happens on Earth, Mars, the Moon, and asteroids.

## Rules

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

## Optional

Use the QR code for screen reader access.





# Early Warning

## CHANCE



## Locations

This chance event happens on Earth, Mars, the Moon, and asteroids.

## Rules

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

**“Too Hot/Too Cold,” “Meteoroid Impact,”  
“Dust Storm,” “Poison Soil,” “Wildfire,”  
“Flood,” “Volcano: Lava Flow”**

## Optional

Use the QR code for screen reader access plus background information.



# Low Gravity

## HAZARD



### Locations

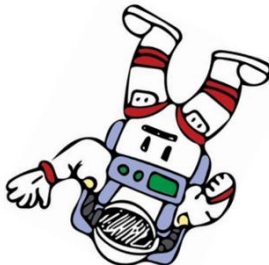
This hazard appears on Mars, the Moon, and asteroids.

### Rules

On this card, play these mitigations:  
**“Exercise”** or **“Vitamins”**

### Optional

Use the QR code for screen reader access plus background information and video.



# Space Radiation

## HAZARD



### Locations

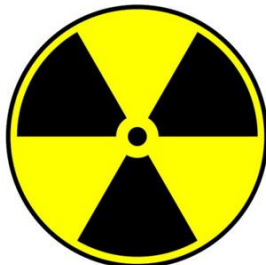
This hazard appears on Mars, the Moon, and asteroids.

### Rules

On this card, play these mitigations:  
**“Space Suit,” “Go Inside,” or “Shielding”**

### Optional

Use the QR code for screen reader access plus background information and video.



# Poison Soil

## HAZARD



## Locations

This hazard appears on Mars.

## Rules

On this card, play these mitigations:

**“Space Suit,” “Filters,” “Get Out of There!,”  
“Go Inside,” or “Use What is Around”**

## Optional

Use the QR code for screen reader access plus background information and video.



Deck E

# Space Suit MITIGATION



## Locations

This mitigation works on Mars, the Moon, and asteroids.

## Rules

Play this card on these hazards:

**“Too Hot/Too Cold,” “Dust Storm,” “Space Radiation,” “Scratchy Soil,” “Poison Soil,” or “No Food/Water/Air”**

## Optional

Use the QR code for screen reader access plus background information.



Deck E

# Exercise

## MITIGATION



### Locations

This mitigation works on Mars, the Moon, and asteroids.

### Rules

Play this card on this hazard:

**“Low Gravity”**

### Optional

Use the QR code for screen reader access plus background information.



Deck E

# Use a Robot Instead MITIGATION



## Locations

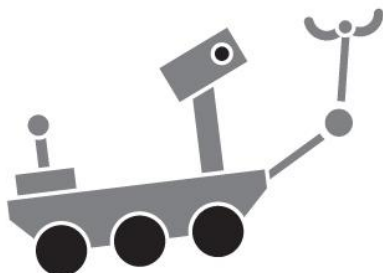
This mitigation works on Mars, the Moon, and asteroids.

## Rules

Play this card on ANY hazard: **WILD**

## Optional

Use the QR code for screen reader access plus background information and video.



Deck E

# Lose Communication CHANCE



## Locations

This chance event happens on Mars, the Moon, and asteroids.

## Rules

Remove two mitigation cards in play.  
Everyone must stick their tongue out and talk this way until your next turn.

## Optional

Use the QR code for screen reader access.



Deck E



# Broken Robot

## CHANCE



## Locations

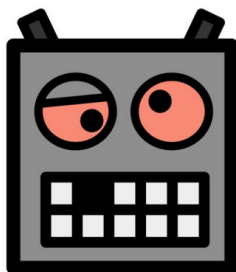
This chance event happens on Mars, the Moon, and asteroids.

## Rules

Act like a broken robot until your next turn.  
Remove two Mitigation cards in play.

## Optional

Use the QR code for screen reader access and video.



Deck E

# Resupply CHANCE



## Locations

This chance event happens on Mars, the Moon, and asteroids.

## Rules

Take a deep breath or sip of water. Play a Mitigate card and instantly solve the **“No Food/Water/Air”** hazard if in play.

## Optional

Use the QR code for screen reader access plus background information.



Deck E

# Better Crops

## CHANCE



## Locations

This chance event happens on Mars, the Moon, and asteroids.

## Rules

Act out or describe any food without saying the name. Can your team guess it? If so, you can instantly flip over the **“No Food/Water/Air”** hazard.

## Optional

Use the QR code for screen reader access plus background information.



# Bring It with You

## MITIGATION



### Locations

This mitigation works on Mars, the Moon, and asteroids.

### Rules

Play this card on this hazard:

**“No Food/Water/Air”**

### Optional

Use the QR code for screen reader access plus background information.



Deck E

# Shielding

## MITIGATION



### Locations

This mitigation works on Mars, the Moon, and asteroids.

### Rules

Play this card on these hazards:

**“Space Radiation” or “Micro-Impact”**

### Optional

Use the QR code for screen reader access plus background information.



# Fix What is Broken MITIGATION



## Locations

This mitigation works on the Moon and asteroids.

## Rules

Play this card on these hazards:

**“Sratchy Soil” or “Micro-Impact”**

## Optional

Use the QR code for screen reader access plus background information.



# Vitamins

## MITIGATION



### Locations

This mitigation works on Mars, the Moon, and asteroids.

### Rules

Play this card on these hazards:

**“No Food/Water/Air” or “Low Gravity”**

### Optional

Use the QR code for screen reader access plus background information.



Deck E

# Use What is Around MITIGATION



## Locations

This mitigation works on Mars, the Moon, and asteroids.

## Rules

Play this card on these hazards:

**“No Food/Water/Air” or “Poison Soil”**

## Optional

Use the QR code for screen reader access plus background information.





# Use It Again!

## MITIGATION



### Locations

This mitigation works on Mars, the Moon, and asteroids.

### Rules

Play this card on this hazard:

**“No Food/Water/Air”**

### Optional

Use the QR code for screen reader access plus background information.



# Grow Plants

## MITIGATION



### Locations

This mitigation works on Mars, the Moon, and asteroids.

### Rules

Play this card on this hazard:

**“No Food/Water/Air”**

### Optional

Use the QR code for screen reader access plus background information.



Deck E

# No Food/Water/Air HAZARD



## Locations

This hazard appears on Mars, the Moon, and asteroids.

## Rules

On this card, play these mitigations:  
“Bring It with You,” “Grow Plants,” “Space Suit,” “Use It Again!,” “Vitamins,” or “Use What is Around”

## Optional

Use the QR code for screen reader access plus background information.



# Micro-Impact

## HAZARD



### Locations

This hazard appears on the Moon and asteroids.

### Rules

On this card, play these mitigations:  
**“Shielding”** or **“Fix What is Broken”**

### Optional

Use the QR code for screen reader access plus background information.



# Scratchy Soil

## HAZARD



### Locations

This hazard appears on the Moon and asteroids.

### Rules

On this card, play these mitigations:

**“Space Suit,” “Filters,” or “Fix What is Broken”**

### Optional

Use the QR code for screen reader access plus background information.

