



Electric Safety

Board Game *First Edition (for ages 8 to adult)*

Before the Game Begins

- Place “Tip” and “Watt” cards on the corresponding locations on the board.
- Each player selects a game piece.
- Each player is given ten Watts to begin the game.
- Roll the die. The player who rolls the highest number goes first, followed by players to their left around the board.

About the Board and Game Instructions

Hospital Beware of the spaces that send you to the hospital because the only way out is to roll a three or a five. After you roll a three or a five, roll the die a second time. The total of the two rolls is the number of spaces you move from the hospital (i.e., if you roll a 5 to get out of the hospital and a 2 on the second roll, you move 7 spaces). If you land on a hospital space during the regular course of play rolling the die again is not necessary.

Start You must land directly on the Start space to earn these 5 Watts. You get nothing for just passing by.

Tips Land on a Tip space and you get to pick a card from the Tip pile on the board. Read the tip aloud to the group – so everyone can learn about electric safety! The number of Watts you get is shown on the Tip board space.

Watts Spots Watts can really add up – or they can disappear! When you land on a space that tells you to collect Watts, take a Watt card(s) equal to the amount shown on the space. If the Watt space shows a minus, return that amount to the pile(s). If all of your Watt cards have been returned, you’re out of the game. The other players continue until the first to collect 50 Watts is declared the winner.

Free Space Just as it says, this space is free! No action is required.

Winning The first player to collect 50 Watts wins. *Good Luck!*

From your friends at FirstEnergy and Mansfield Christian School, always remember:

Electric Safety - It's Watt You Know!