Luck of the Draw - Rules

- Shuffle hazard cards and playing cards separately, then place them facedown on the table. 1st person on scribe’s left turns up 1 card from the deck of regular playing cards.

a. If a player draws a red number card (Ace – 10), the player had a near-miss and neither gains, nor loses, points. Player keeps the card but doesn’t count it when totaling points at the end. Play proceeds clock-wise to the next player.

b. If a player draws a red face card (Jack, Queen, King), the player has been injured and will loose 11 (J), 12 (Q), or 13(K) points. Player keeps the card and deducts these points from their total at the end.

c. If a player draws any black card, the player gets the points on the black card but only after the player draws a hazard card and describes an action they would take to address the described hazard. **Player should try to say the best response possible or other players may challenge for the points.**

d. Challenges – Moving clockwise around the group, each player then gets a chance to say whether they want to challenge the player’s response or not. Each challenger then describes what they think is a better response to the hazard. The group votes by show of hands who has the best solution. Winner gets the point card to add to their score at the end. (In case of a tie, the scribe’s vote counts for two votes.) The scribe writes the winning solution on back of the hazard card and keeps it until the end.

e. NUCLEAR OPTION – leave one or both jokers in deck. Anyone who draws a joker loses all points and is now dead. Everyone in the group has to say one nice thing about them as if they were at a funeral or memorial service, and then play continues without them. Player becomes an “Angel” and can participate in challenges, but can’t keep points if they win. Any angel who wins a challenge can be a “guardian angel” and give the points to another player of their choice; or they can be a “zombie angel” and “eat” the points which means that no one gets them.

- Play continues in a clockwise direction until time runs out or until no more hazard cards remain. Each player then shows all their playing cards to the group and the scribe calculates their total points. (Use a blank card to tally the scores.)

- Player with most point wins. They retired in the best health. Anyone with a positive score retired in good health. Anyone with negative points retired with a permanent injury. Anyone who drew a joker is dead.

- In case of a tie – each tied player draws a card. Highest black card wins. If all tied players draw a red card, they are out. Next runner-up wins.

- At the end of the game, return markers, playing cards, and hazard cards to the moderator. Hazard cards will be shared with management and the safety committee for analysis and possible future action.
**Luck of the Draw - Scoring**

0 points for red numbered cards (ace – 10)
-11 points for red Jacks
-12 pts for red Queens
-13 pts for red Kings

+1 – 10 points (ace – 10) for black numbered cards
+11 points for black Jacks
+12 pts for black Queens
+13 pts for black Kings