

# Save Slick

**Build a role. Tell a story. Save Slick.**



## The best prevention idea wins the set.

Three numbered cards create Slick's role. The player who completes the set becomes Slick, invents a workplace accident and asks everyone else how they would prevent it.

### 90 CARDS / ONE SHARED SCENARIO

30 cards numbered 1, 30 numbered 2 and 30 numbered 3. Combine one of each to create the role.

# Get the table talking

## SET UP

Shuffle and deal three cards to each player. Put the rest face down. Leave a space in the middle for the shared scenario and space beside each player for won sets.

### 1 Start with any number.

The player to the dealer's left plays a 1, 2 or 3 into the middle.

### 2 Add a missing number.

Continue clockwise. Play a number that is not already there. If you cannot play, draw one card and let play continue.

### 3 Complete the set. Become Slick.

Once there is one 1, one 2 and one 3, read them in that order. Whoever added the final missing number is Slick.

### 4 Tell the accident story.

Slick imagines a workplace accident for that role and explains what happened to the group.

### 5 Pitch an idea. Choose the best.

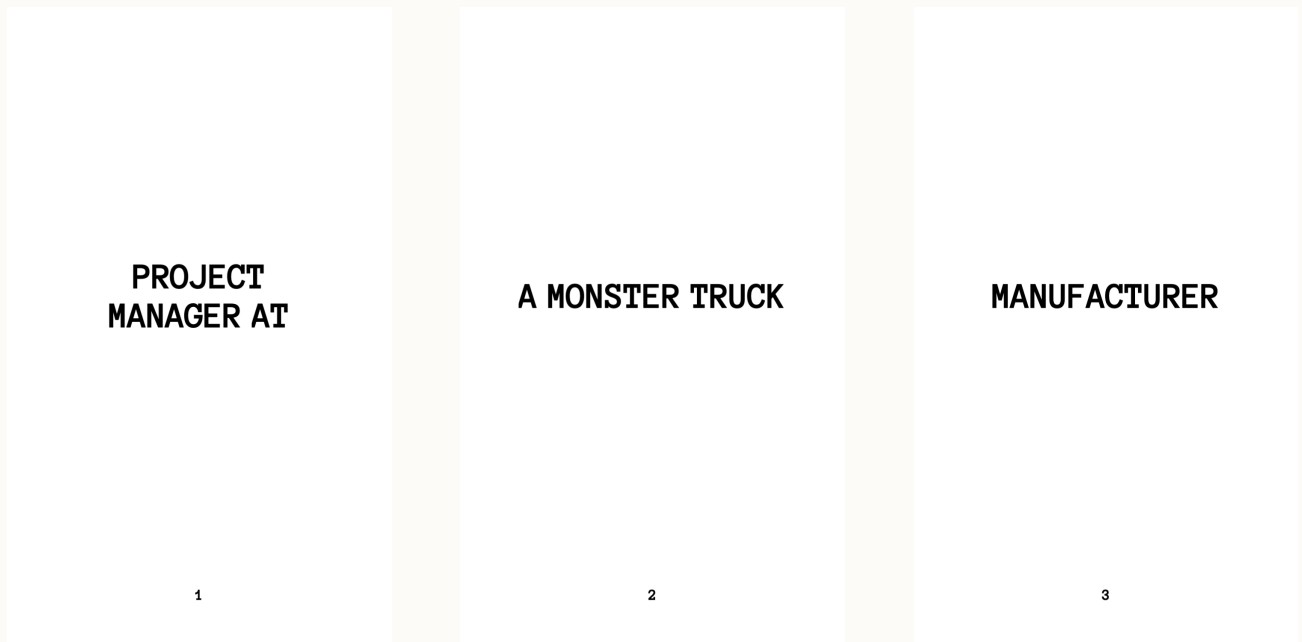
Every other player proposes how it could have been prevented. Slick chooses the best idea and awards that player all three cards.

### 6 Keep the set. Play on.

The winner keeps the three cards together as one won set. Build the next role. When the cards run out, the most sets wins.

# One round with Jordan

A project manager at a monster truck manufacturer.



## 1. Jordan plays the missing 2.

A 1 and a 3 are already on the table. Jordan adds “A monster truck” — the 2 — and becomes Slick. The last card can be any number.

## 2. Slick tells a story. Others pitch ideas.

Jordan invents an accident: carrying so many boxes that the route ahead is hidden, then tripping. Everyone else explains a prevention idea.

### 3. ONE WINNING IDEA = ONE WON SET

Jordan chooses Sam’s idea. Sam keeps all three cards as one set. Jordan does not award the set to themselves.

# Count your saves

Keep won sets together. Each three-card set is one win.

| PLAYER | SETS WON |
|--------|----------|
|        |          |
|        |          |
|        |          |
|        |          |
|        |          |
|        |          |
|        |          |

## At the end

When the cards run out, the player with the most won sets wins. For a shorter workshop, agree on a small number of scenarios at the start; this is an optional variation.

## Prefer a discussion without a winner?

Skip awarding the sets and compare everyone's ideas. Use fictional stories and share what you choose. Bring useful questions back to your team's own safety procedures.