

### HOW TO PLAY GO FIX *(cont.)*

If the player gets all four cards of the same topic, then they put the cards face up in front of them. For example, if you already had cones, signs, plan and the traffic staff, you then place the set down in front of you.

You can play the DELAY card to make another player skip their next turn.

Go Fix is over when one player runs out of cards or there are no more cards in the draw pile. Whoever has the most sets at the end of the game is the winner! GO FIX!

40  
cards

5+  
age

2-4  
players

GO  
FIX

GO  
FIX

GO  
FIX

GO  
FIX

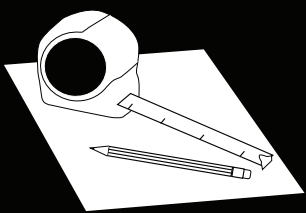
GO  
FIX

GO  
FIX

GO  
FIX

GO  
FIX

**Design**



Check the design  
Camera the pipe  
Test the ground  
Draw the plans

**Design**



Check the design  
Camera the pipe  
Test the ground  
Draw the plans


**HOW TO PLAY GO FIX**

Shuffle the cards and deal each player seven cards. Place the rest of the deck face down in the centre, this becomes the draw pile.

Each player gets a turn in clockwise order to ask another player if they have a particular card. For example, the player may ask Vicki if she has the cone of traffic. If Vicki has the cone card she must give it to the player. If Vicki doesn't have the cone card then she says "go fix".

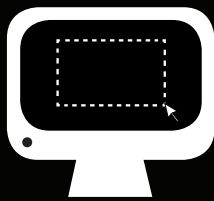
When you "go fix" you take a card from the draw pile. If the player gets the cards they asked for, either from the pile or from Vicki, then the player gets another turn.

**Design**



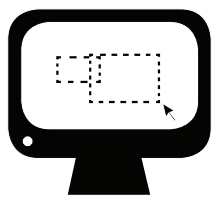
Check the design  
Camera the pipe  
Test the ground  
Draw the plans

**Design**



Check the design  
Camera the pipe  
Test the ground  
Draw the plans

**SKIP ONE TURN**



**DELAY:**  
Change the plans


**SKIP ONE TURN**

**Safety**



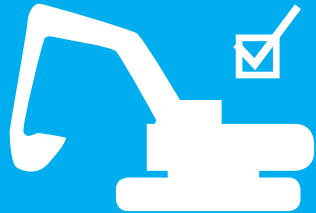
Protective clothing  
Safety person  
Check the machines  
Fences

**Safety**



Protective clothing  
Safety person  
Check the machines  
Fences

**Safety**



Protective clothing  
Safety person  
Check the machines  
Fences

GO  
FIX

GO  
FIX

GO  
FIX

GO  
FIX

GO  
FIX

GO  
FIX

GO  
FIX

GO  
FIX

GO  
FIX

**Safety**



Protective clothing  
Safety person  
Check the machines  
Fences

**SKIP ONE TURN**



**DELAY:**  
No safety clothing

**SKIP ONE TURN**

**Traffic**



Cones  
Traffic staff  
Signs  
Plan

**Traffic**



Cones  
Traffic staff  
Signs  
Plan

**Traffic**



Cones  
Traffic staff  
Signs  
Plan

**Traffic**



Cones  
Traffic staff  
Signs  
Plan


**SKIP ONE TURN**



**DELAY:**  
Busy road, work  
at night

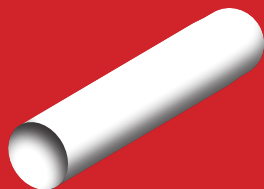
**SKIP ONE TURN**

**Construction**



Bridge  
Pipes  
Retaining walls  
Roads

**Construction**



Bridge  
Pipes  
Retaining walls  
Roads

GO  
FIX

GO  
FIX

GO  
FIX

GO  
FIX

GO  
FIX

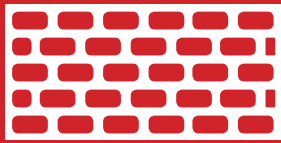
GO  
FIX

GO  
FIX

GO  
FIX


GO  
FIX

**Construction**



Bridge  
Pipes  
Retaining walls  
Roads

**Construction**



Bridge  
Pipes  
Retaining walls  
Roads


**SKIP ONE TURN**

**DANGER:  
KEEP OUT**

**DELAY:**  
No access

**SKIP ONE TURN**

**Planning**



Timing  
Money  
Contractors  
Tell the public

**Planning**



Timing  
Money  
Contractors  
Tell the public

**Planning**



Timing  
Money  
Contractors  
Tell the public

**Planning**



Timing  
Money  
Contractors  
Tell the public

**SKIP ONE TURN**



**DELAY:**  
No money

**SKIP ONE TURN**

**Environment**



Land  
Air  
Water  
History

GO  
FIX

GO  
FIX

GO  
FIX

GO  
FIX

GO  
FIX

GO  
FIX

GO  
FIX

GO  
FIX

GO  
FIX

**Environment**



Land  
Air  
Water  
History

**Environment**



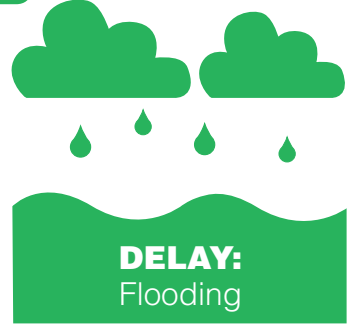
Land  
Air  
Water  
History

**Environment**



Land  
Air  
Water  
History

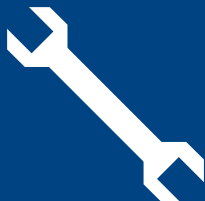
**SKIP ONE TURN**



**DELAY:**  
Flooding

**SKIP ONE TURN**

**Set up**



Tools  
Machines  
Materials  
Workers

**Set up**



Tools  
Machines  
Materials  
Workers

**Set up**



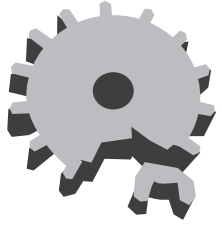
Tools  
Machines  
Materials  
Workers

**Set up**



Tools  
Machines  
Materials  
Workers

**SKIP ONE TURN**




**DELAY:**  
Broken machine

**SKIP ONE TURN**





**Fixed**



Clean  
Open the road  
Check the work  
Landscape

**Fixed**




Clean  
Open the road  
Check the work  
Landscape

**Fixed**




Clean  
Open the road  
Check the work  
Landscape

**Fixed**



Clean  
Open the road  
Check the work  
Landscape

**SKIP ONE TURN**



**DELAY:**  
Rain

**SKIP ONE TURN**