



Rules of Play

OBJECT

You're trying to make a sandwich in your foodservice facility. Slap the sandwiches that pass food safety rules. If any time during the process a food safety issue comes up, stop that card by slamming the top of the deck! The first player to collect all the cards wins the game.

CONTENTS

92 Cards: (See last pages of manual to identify cards)

44 Food cards

16 Cross-contamination cards

16 Allergen cards

16 Danger zone cards

SET-UP

Before playing, look through the different types of cards in the deck so that you can recognize the difference between food cards, danger zone cards, allergen cards, and cross-contamination cards.

There are three rounds. Each round, you will be presented with a different food safety challenge. Round 1 deals with cross contamination, round 2 deals with allergens, and round 3 deals with the danger zone. For each round you will need to include in the deck the 44 food cards, as well as, the 16 cards that correspond with each round. For example, for the cross contamination round, you will include the 44 food cards + the 16 cross contamination cards. When you get to the second round, you will remove the 16 cross contamination cards and include the 16 allergen cards. You will do the same for the third round, but including the danger zone cards.

After preparing the deck for each round, decide which player will be the dealer. The dealer shuffles the cards equally to each player. Play any extra cards face up in a pile in the center of the table. Then stack your cards and hold them in a pile face down. No looking at your cards beforehand!

The dealer should read the instructions for each round out loud to the other team members before beginning play. (Specific instructions for each individual round are found after the "GAME PLAY" section).

GAME PLAY

The player to the left of the dealer will go first. Continuing in a circle to the left, each player will take turns flipping their top card face up and placing it on top of the pile in the center of the table. (Be sure not to look at your card as you flip it over—the game is only fair if every player sees the card at the same time).

Slap the center pile when you spot one of the following things:

Slamwich

Two of the same food cards separated by one that is different makes a Slamwich. For example, a lettuce card, a tomato card, and another lettuce card turned over in a row would be a Slamwich.

Double Decker

Two of the same food cards in a row make a Double Decker. Two jelly cards, for example, would make a double decker.

Slamtamination! (For Round 1 Only)

Whenever a contamination situation occurs, slap the pile and yell, "SLAMTAMINATION!" Tell the group how contamination occurred. (See Round 1 directions for more details about this round).

Allergen! (For Round 2 Only)

Whenever an allergen is placed on top of the pile, slap the pile and yell, "ALLERGEN!" Tell the group what the allergen was. (See Round 2 directions for more details about this round).

Danger Zone! (For Round 3 Only)

Whenever a temperature card comes up that is within the danger zone (41°F-135°F), slap the pile and yell, "DANGER ZONE!" For example, if the card were, "110°F," you would slap the pile. If the card were, "145°F you would NOT slap the pile because that is a temperature outside of the danger zone. (See Round 3 directions for more details about this round).

The first player to slap one of the situations mentioned above gets to keep all the cards in the center pile. When you win the pile, add those cards—unshuffled and face down—to the bottom of your own pile. Then start a new round by quickly flipping the top card from your pile into the center. Play will continue clockwise.

ROUND RULES

Round 1: Cross Contamination

Your job involves foods from all over the kitchen, but be careful not to mix certain foods or to touch food after certain activities or contamination will take over. Raw meats contain bacteria that will die at high temperatures, but if those raw meats touch foods that will not be cooked to a temperature that will kill the bacteria, then the bacteria will contaminate the food (and the customer!)

- Raw meats and eggs should never touch food that will not be cooked.
 Whenever they do, SLAM them to collect the deck.
- Your hands must be washed after going to the restroom, touching your hair, or handling chemicals. SLAM any cards that represent these contaminants.
- Nail polish and hair are things that can fall into food and are also considered contaminants. SLAM them if you see them!

Round 2: Allergens

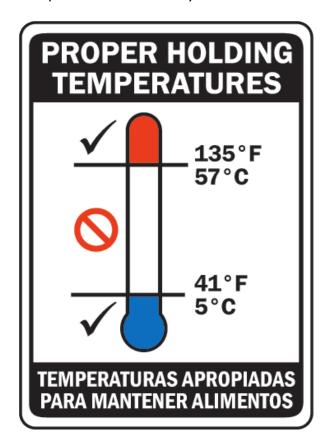
The 8 most common food allergens are wheat, soy, egg, fish, crustacean shellfish, dairy, tree nuts, and peanuts. These foods are responsible for 90% of food allergic reactions and they can be found separately or as an ingredient in other foods. You'd be surprised how many foods/dishes include these allergens! As a foodservice employee, it is essential that you are aware of these allergens and the foods that contain them. Review the list of foods where these allergens are commonly found (not all of these will be depicted in the deck). When an allergen appears, SLAM the deck and name the allergen to collect the deck.

Wheat	Soy	Peanuts	Tree Nuts
Bread	Soy milk	Peanut butter	Almonds
Crackers	Soy sauce	Thai sauces	Granola bars
Granola	Tofu	Granola/energy bars	Nut oils
Pasta	Imitation meat products	Candy	Crackers
Salad dressing	Energy bars	Chili (may be thickened with	Almond milk
Beer	Breads made with soy	peanut butter)	Other alternative dairy products
Gravy		Cookies	
Soy sauce		Fried foods	
		Pastries	
		Cakes	
Eggs	Fish	Crustacean Shellfish	Dairy
Baked goods	Tuna	Shrimp	Milk
Custard	Salmon	Crab	Butter
Mayonnaise	Anchovies	Oyster	Cheese
Egg noodles	Asian sauces	Lobster	Ice cream
Marshmallows	Soups	Octopus	Salad dressing
Meringue		Squid	Chocolate
		Scallops	Creamy soups

(See box for cheat sheets with the list of allergens.)

Round 3: The Danger Zone

Add the "Danger Zone" cards to the deck. The danger zone refers to the most dangerous temperatures for foods, between 41°F and 135°F. This range is dangerous because it's below the temperature at which heat destroys bacteria, yet above the cooling range at which the growth of bacteria is slowed. Harmful bacteria are one of the main sources of food poisoning in the United States. Prevent food poisoning from occurring at your foodservice facility by keeping hot foods hot and cold foods cold! When a danger zone card appears (cards with temperatures above 41°F and below 135°F) SLAM the deck and yell "DANGER ZONE!" Collect the pile and add them to your cards.



MIS-SLAPS

If you make a mistake and you slap the pile when one of the situations mentioned above actually had not occurred, you have mis-slapped. As a penalty for mis-slapping, you must take the top card from your pile and place it face-up on the bottom of the center pile. Then the player to your left continues play.

ENDING THE GAME

When a player is out of cards, that player is out of the game. Play continues until there is only one player left. The first player to collect all the cards is the winner. Some games may run longer than others, so you can play with a time limit if you want to. At the end of a designated time, all of the players count their cards. Whoever has the most cards wins.

A WORD FROM THE CREATORS

Slamtamination makes learning about food safety fun! There can be a lot of things to remember in the kitchen, but as employees play this game, they will learn to quickly recognize food safety issues, which will help them to remember when it really counts!

ROUND CARDS

Cross-Contamination



Allergens



Danger Zone

*Danger zone cards will simply have temperatures on them. They will all look similar to the card below, with different temperatures.

110°F