

ZuLaGis

Instructions

The following storage classes are included in the game and can be stored together as follows:

| | Points | 2A | 3 | 4.1B | 5.1A | 5.1B | 6.1A | 6.1B | 8A | 8B | 10 | 13 |
|------|--------|-------|--------|-------|-------|--------|--------|--------|--------|-------|--------|-------|
| 2A | 8 | Green | Red | Red | Red | Red | Red | Red | Red | Green | Red | Green |
| 3 | 3 | Red | Green | Red | Red | Yellow | Green | Red | Green | Green | Green | Green |
| 4.1B | 4 | Red | Red | Green | Red | Green | Red | Red | Green | Green | Green | Green |
| 5.1A | 8 | Red | Red | Red | Green | Green | Red | Red | Red | Red | Red | Green |
| 5.1B | 2 | Red | Yellow | Green | Green | Green | Yellow | Yellow | Yellow | Green | Yellow | Green |
| 6.1A | 3 | Red | Green | Green | Red | Yellow | Green | Green | Green | Green | Green | Green |
| 6.1B | 4 | Red | Red | Red | Red | Yellow | Green | Green | Green | Green | Green | Green |
| 8A | 2 | Red | Green | Green | Red | Yellow | Green | Green | Green | Green | Green | Green |
| 8B | 1 | Green | Green | Green | Red | Green | Green | Green | Green | Green | Green | Green |
| 10 | 2 | Red | Green | Green | Red | Yellow | Green | Green | Green | Green | Green | Green |
| 13 | 1 | Green | Green | Green | Green | Green | Green | Green | Green | Green | Green | Green |

Green: joint storage without restrictions allowed under game conditions

Yellow: joint storage up to a maximum of 1000 kg under game conditions

Red: joint storage prohibited

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The goal of the game is the correctly joint storage of substances with different storage classes according to the 'TRGS 510' (Technical Rule for Hazardous Substances).

All storage products are shown as a barrel, whether liquids, solids (storage class 4.1B) or gases (storage class 2A).

Each of the stored substances has a weight of 200 kg (a barrel of 200 kg or a pallet with sacks), for gases these are compressed gas tanks.

When emptying the warehouse (with the truck button) and at the end of the game, the points of the stored substances are added to the account of the game. **Careful!** If you place barrels in a wrong storage points are reduced and the storage is emptied automatically.

You will receive points for each barrel that has been correctly stored. The more barrels you store, the more points you get. Additionally, the barrels have different values depending on how difficult it is to combine them with other storage classes.

Warning! Even if substances can be stored together according to the rules of the game, further factors must be considered in the practice!

For more information, see detailed instructions in the game or at www.gischem.de → Info → Educational Games