

DRIVEN FOR SUCCESS

THE FUN DRIVING THEORY GAME!



D2S

OUR VISION AND AIM



“To help people learn that’s rewarding, enjoyable, and fun while at the same time supporting authorities helping new drivers in maintaining road code knowledge, reduce driving offences and, in the process, making New Zealand roads a safer place to drive reducing road death tolls by 2030”.

DRIVEN FOR SUCCESS

The Fun Driving Theory Game is....



- Ideal for helping those who find it hard to study for their driving test or to retain road code knowledge.
- “Driven For Success” is the road code gamified to make learning more fun!.
- “Driven For Success’ is a great motivational tool supporting New Zealanders in passing their theory tests, with learning, question, and image cards to test road code knowledge.

DRIVING NZ -THE STATISTICS 2020



There are 3.6 million driving licence holders in NZ

- 37% -learners licence holders (109,102)
- 32%- Restricted licence holders (98,838)
- Estimated 1.4 million New Zealanders are without licences
- 1 in 3 people fail their learner's theory test
- Since 2009 more than half the applicants were failing to get past the first stage.

STRUGGLES AND BARRIERS



An estimated 70,000 to 90,000 New Zealanders struggle to access the licensing system due to a number of barriers:

- Not having access to a car
- Not having an adult licensed driver to learn from
- Language or literacy difficulties
- The cost of driving lessons and fees
- Access to testing centres

IMPACT ON THE YOUNG



- Only 5% of young kiwis leave school with a full licence
- Road crashes are the leading cause of death in New Zealanders aged between 16 to 24 years.
- In Auckland between 2015 and 2019, road crashes resulted in the death or serious injury of 340 young drivers between the ages of 16 and 24.
- The most common crash factors were alcohol and speed.
- Young drivers are 6-8% more likely to crash than the safer group of drivers, as they are still developing both physically and mentally, and it takes time and practice to develop safe driving skills. Dangers on the road are often underestimated and it is therefore important that these drivers are supported with education and awareness training.

SUPPORTING EDUCATION IN SCHOOLS



- Partnering with community driving providers,
- Supporting those students who face barriers to learning the practical skills required to move through the system.

PROVIDING DRIVER EDUCATION IN SCHOOLS WILL INCREASE WITH THE YOUNG PEOPLES:

- Employment and apprenticeship opportunities,
- Ability to drive legally and stay out of the justice system,
- Skills to be safe, capable , confident drivers,

A SUPPORT TOOL



POLICE

Providing players with the knowledge to be consciously road worthy.

MINISTRY OF JUSTICE

To support people with driving convictions to use our game as a resource tool with the opportunity to successfully obtain their driving licence.

DEPARTMENT OF CORRECTIONS

As an interactive educational learning tool for persons in their care in the communities and prisons.

MINISTRY OF EDUCATION/MINISTRY OF SOCIAL DEVELOPMENT

Supporting students and people on benefits to gain experience by learning New Zealand Road laws prior to taking their theory and driving tests.

NZ TRANSPORT AGENCY/VTNZ /AA/DRIVING SCHOOLS

As a further learning support for theory and practical driving tests.

USE AS A LEARNING AID



HELPING New Zealanders in obtaining their driving licence.

REFRESH rules of the road for qualified drivers.

ENCOURAGE proactive learning in a fun, free space with family and friends!

SUPPORT those having difficulty studying for theory and driving testing in rural living, with no computer access, issues around literacy, dyslexia brain injuries, the English language, as well as the need for support with verbal education methods.

REWARDING learning that's enjoyable and fun!

SEVEN SHARP AIRING DRIVEN FOR SUCCESS



THE GAME



- 2-4 Players.
- Ages 14 years and up.

Contents

- Board.
- Instructions.
- Playing Dice.
- 4 Player Cars.
- 110 Learning Cards.
- 165 Question Cards.



GAME PLAY



- To begin the game each player in turn throws the numbered die.
- The player with the highest number begins and the game follows moves from the starter in a clockwise direction.
- Rolling a number six during any part of the game does not permit a second roll of the die.
- Players have the option at the start of the game to decide if they wish to play a fast game (2 numbered dice) or slow a game (1 die).

LEARNING CARDS



DRIVEN FOR SUCCESS

Learning
When traffic is merging,
remember the rule to
merge like a zip
(let one vehicle in then go)

Learning
If an intersection has a
stop sign you **must** always
stop.

Wait until the road is clear.

MISS A TURN

Learning
When coming to a
pedestrian crossing with
a raised traffic island in
the middle,
you only stop and give way
if a pedestrian is on your
half of the crossing.

There are no pedestrians
on your half of the
crossing. Continue on.
THROW AGAIN

LEARNING CARDS



- Throwing a yellow colour die means you pick up a learning card(L).
- The player will read the learning card out loud to all players and act upon any instructions given on that card. They will remain at that point until their next move.
- **These cards also have the following addition:**

THROW AGAIN –

Players can roll the die again on their current go-to progress.

NOTE:- MISS A TURN is no longer an element part of this game anymore since our recent review and restructure.

QUESTION CARDS



QUESTION CARDS



- Throwing a red colour on the die the player will answer the question (Q)card. To move forward the player must answer the question correctly. If they do so, they can throw again. Failure to do so will result in them remaining where they are until their next move.
- The Question card will be read by another player in the game. Where there are road signs, the reader will cover the answer when showing the picture.

QUESTION SQUARES



GAME BOARD QUESTION SQUARE



- Landing on this square will override the colour die thrown by the player on that turn and they must answer the question read to them instead.

NOTE- Expert option must act upon the colour die as well as answer the question card on the board.

- If the player answers the “Q” board question correctly they may roll the dice again to continue.
- If they fail to answer they will wait on that square until their next turn.

NOTE- Expert option will be required to answer two questions both of which need to be answered correctly to roll again.

THE WINNER!



- The winner is the first player to reach the home base at the end of the route.
- To reach home base, from their starting point, the potential winning player will roll the die to reach home base.
- Once the potential winning player has reached home base, they are required to answer a question card correctly. Failure to do so will result in them having to wait until their next turn to be asked another question to win.
- If they still fail to answer the question correctly, they must wait again until their turn to be asked another question and so on. This means multiple players could be at the home base together, where the first one to answer their question correctly would win.
- Once the potential winning player has answered their final question correctly, they have won the game.

SUPPORTING BUSINESSES



SUPPORTING SCHOOLS & COLLEGES



SUPPORTING SCHOOLS & COLLEGES



PRE-SALES TO DATE

TOTAL 375



SOLE CUSTOMERS	225
SCHOOLS AND COLLEGES	072
CORRECTIONS (8X PRISON)	26
HOWARD LEAGUE	20
TRANZIT	12
BUSINESSES	20

AREAS OF SALES



AUCKLAND		102
WELLINGTON		65
CANTERBURY/CHRISTCHURCH	56	
BAY OF PLENTY		27
WAIKATO		17
NORTHLAND WANGAUI	16	
HAWKES BAY		14
INVERCARGILL		13
DUNEDIN /OTAGO		12
PALMERSTON NTH		11
NELSON		09
TARANAKI		06
BLENHEIM		04
GISBOURNE		03
OHAUPO		02
NEW PLYMOUTH		01
WEST COAST		01

COMMUNITY CHARITY SUPPORT



PROMOTIONS CONTINUE



STUFF CO.NZ (Jan 2022 -80 Pre-orders).

SEVEN SHARP (Feb 2022 -100 Pre-orders).

PAPER PLUS (PALMERSTON NORTH (30) THEN -SELECTED STORES).

NEW ZEALAND LIBRARIES COMPETITION PROMOTION

DEPARTMENT OF CORRECTIONS COMMUNITY WORKSPACE

CHURCHES EDUCATION NZ

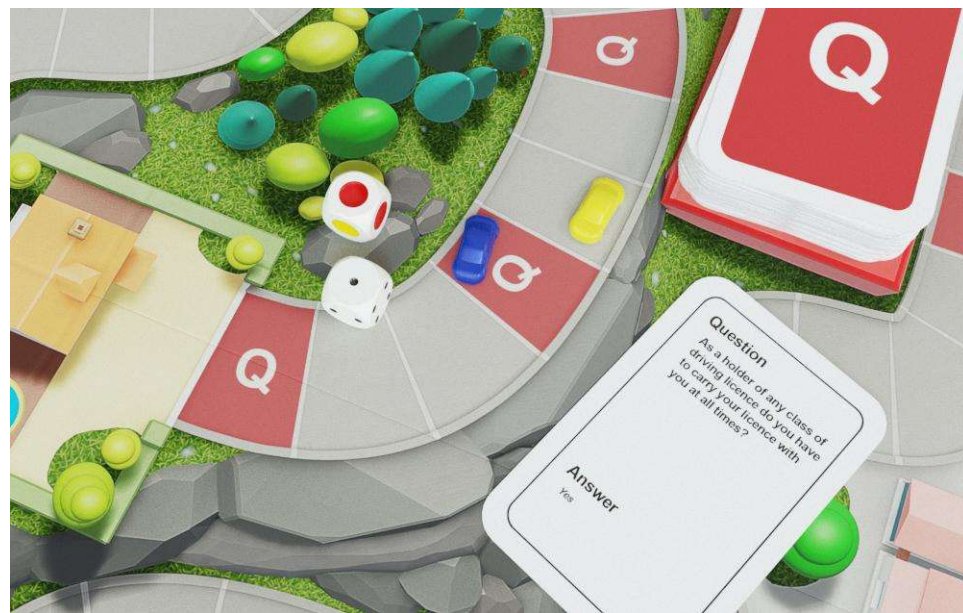
DRIVING EXCHANGE AUCKLAND

ARMAGEDDON AUCKLAND (OCTOBER 2022)

THE ROAD AHEAD



Retail	Paper plus online selected stores/retail
Sponsors	Funding & support for faster production
Manufacturing	-1 st Production (1000) arrival 24/8/22- 8/9/22 -2 nd Production (1000) arrival Mid Sept -3 rd Production (3000) Christmas 2022 ??
Road Show	-Armageddon Oct
Updates	-Progress on game/Law changes
Worldwide Market	-Modify for other countries
Mobile App Version	-Apple and Android devices
Other board games	- Ridden/Boating/Truckin'/ (All-in-one)



Facebook Driven For Success
contact@drivenforsuccess.shop
www.drivenforsuccess.shop

\$57.50 Incl gst

DRIVEN FOR SUCCESS

THE FUN DRIVING THEORY GAME!

QUESTIONS?



THE QUIZ

QUESTION 1

WHAT DOES GVM STAND FOR ?

QUESTION 2

**WHAT IS THE RECOMMENDED
DISTANCE YOU SHOULD ALLOW
WHEN DRIVING PAST A
CYCLIST?**

QUESTION 3

**WHAT IS THE CLOSEST
DISTANCE YOUR VEHICLE MAY
BE PARKED TO A VEHICLE
ENTRANCE?**

QUESTION 4

**IF YOU TOW ANOTHER VEHICLE
WHAT IS THE MAXIMUM
DISTANCE BETWEEN THE TWO
VEHICLES?**

QUESTION 5

**WHAT IS THE MINIMUM TREAD
DEPTH REQUIRED FOR CAR
TYRES?**

QUESTION 6

**WHEN CAN YOU PARK ON THE
RIGHT-HAND SIDE OF THE
ROAD?**

QUESTION 7

**HOW CLOSE CAN YOU PARK
YOUR VEHICLE TO THE
APPROACH SIDE OF A
PEDESTRIAN CROSSING WHERE
NO BROKEN YELLOW LINES
HAVE BEEN MARKED?**

QUESTION 8

TO TOW A TRAILER ON A FULL CAR LICENCE, THE WEIGHT OF YOUR VEHICLE PLUS THE WEIGHT OF THE TRAILER MUST NOT EXCEED WHAT WEIGHT?

QUESTION 9

5-PART ANSWERS -5 POINTS

WHEN YOU PURCHASE A
VEHICLE WHAT SHOULD YOU BE
AWARE OF?

QUESTION 10

HOW CLOSE CAN YOU PARK
YOUR VEHICLE TO AN
INTERSECTION WHERE NO
BROKEN YELLOW LINES HAVE
BEEN MARKED?

TIE BREAKER QUESTION 1

5 PART ANSWERS

THE FIRST TO COMPLETE AND
RAISE HANDS WINS. HOWEVER,
IF THE OPPONENT HAS MORE
ANSWERS THEY WIN

IF UNDECIDED TIE-BREAKER
QUESTION 2 WILL ACTIONED.

TIE BREAKER 1 QUESTION IS.....

**WHEN DON'T YOU NEED TO
WEAR A SAFETY BELT?**

TIE BREAKER QUESTION 2

9 PART ANSWERS

**WHAT IS THE DEFINITION OF A
ROAD?**