

CREATING NEW PERSPECTIVES TO PROMOTE HEALTHY CHOICES



SIMULATE THE IMPACT OF ALCOHOL, MARIJUANA, DROWSINESS, OR DISTRACTION



Fatal Vision® Goggle packages provide a variety of activities that let your audience experience the simulated impact of alcohol, marijuana, drowsiness, or distraction on your driving.



Fall 2019
Innocorp, Ltd.

- Simulation Goggles
- Alcohol Prevention Tools
- Distracted Driving Prevention Tools
- Driving Simulations
- Banners and Posters
- Educational DVDs
- On-Site Training
- Order Form



DROWSY & DISTRACTED

FATAL VISION® Drowsy and Distracted Goggles



FATAL VISION® Drowsy and Distracted Goggles

Have you ever glanced down at your phone while driving, only to look back up and jerk the wheel because you were drifting off to the side of the road? Or, have you ever gotten behind the wheel of a car after a poor nights sleep and found it was hard to concentrate on the task at hand? Drowsy and distracted driving contributes to thousands of fatalities and serious injuries every year. Driving drowsy or distracted is driving impaired. The Fatal Vision® Drowsy and Distracted Goggles allow wearers to experience simulated impairment from drowsiness or distraction.

How they work

The Fatal Vision® Drowsy and Distracted Goggles are controlled and configured through Bluetooth using a mobile app on your phone.

You will choose one of three modes with the Drowsy and Distracted Goggles:

Mode A - Distracted Dial simulates what could happen if someone takes his eyes off the road “just long enough” to dial a phone. Every three seconds, the goggles black out for three seconds.

Mode B - Distracted Text simulates the distraction that occurs when someone reads or responds to a text. The goggles black out for 4.6 seconds to simulate the amount of time, on average, that a person’s eyes and attention are on a device, rather than on the road.

Mode C - Drowsy simulates momentary micro-sleeps that build in waves until the eyes and brain shut down. The goggles black out beginning with a short half-second closure, and continue to black out for longer periods of time, progressing to a 10-second blackout.

Need an effective way to educate others about the risks of driving drowsy or distracted?



Mobile app used to control and configure simulation goggles.



Program Kit



Drowsy and Distracted – Program Kit

Includes: Fatal Vision® Drowsy and Distracted Goggles with hard carrying case, stop/go paddle, arrow paddle, flex flyer steering wheel, course tape, timer, backpack, and in-app educational materials that include: six instructional videos, activity and user guides.

\$950.00 FV DD PROGRAM KIT

4
ACTIVITIES

Drowsy and Distracted – Event Kit

Includes everything in the Program Kit plus M.E.T.H.O.D.® Webcast Series, Distract-A-Match® and Fatal Reaction®

\$1,999.00 FV DD EVENT KIT

7
ACTIVITIES

Drowsy and Distracted – Campaign Kit

Includes everything in the Event Kit plus DIES® Distracted Driving Mat with carrying strap.

\$2,585.00 FV DD CAMPAIGN KIT

8
ACTIVITIES

The **M.E.T.H.O.D.® (Mind Eyes Two Hands On Driving) Webcast Series** will help your students create their own customized peer-to-peer campaign to promote distraction-free driving. The three-part web-based training series serves as a step-by-step guide.

Add additional Fatal Vision® Drowsy and Distracted Goggles to your kit for \$825.00 each.



\$2,850.00 OSTRAIN **ADD ON-SITE TRAINING TO ANY KIT!** (one-day on-site training – see page 30 for more information)



FATAL VISION® Concussion Simulation Goggles



VISUAL DISCONNECT

DISORIENTATION

DIZZINESS

HESITATION

CONFUSION

FATAL VISION® Concussion Simulation Goggles

With the Fatal Vision® Concussion Simulation Goggles, participants experience the effects of a traumatic brain injury (TBI) caused by a bump, blow or jolt to the head or body. The program encourages participants to report a possible concussion, take measures to prevent a concussion and follow a doctor's prescribed recovery protocol should they sustain a concussion.

How they work

Each kit includes a series of activities designed to test hand-eye coordination, visual acuity, balance and cognitive ability. Participants perform the activities in their normal state first, then put on the Fatal Vision® Concussion Simulation Goggles, a tool that simulates the effects of a concussion on the brain. While wearing the goggles, they experience the simulated TBI symptoms of dizziness, visual disconnect, disorientation, confusion and lack of confidence.

Fatal Vision® Concussion – Program Kit

Perfect for classroom demonstrations.
Includes: Two Fatal Vision® Concussion Simulation Goggles with cloth protective bag, user guide, classroom PowerPoint presentations for elementary or high school/college ages, one roll yellow and black "walk-the-line" tape, one triangle activity game, one foam ball, one Concussed activity game and accessories, 450 concussion action steps pocket guides, germicidal disposable wipes.

\$575.00 CG PROGRAM

5
ACTIVITIES

Fatal Vision® Concussion – Event Kit

Works well for larger training groups.
Includes everything in Program Kit plus Sport Activities: One additional Fatal Vision® Concussion Simulation Goggles, carrying case, four colored stress balls, 10' x 4' DIES Mat with carrying strap, timer, five activity cups.

\$1,250.00 CG EVENT

10
ACTIVITIES

A concussion is more than just a bump on the head – it is a potentially debilitating injury that could have long-lasting effects.



The "Face Trace" Study Activity models the problem of sustained attention.

"I use the concussion goggles to educate parents, coaches and student athletes. Its far more effective than lecturing with a PowerPoint, a Hands-on activity that makes it a great teaching tool."

- Trainer
Local High School



The "Five Tap Target" Sports Activity models difficulty with hand-eye coordination.



The "Grabber Swap" Study Activity models the loss of fine motor skills.

Fatal Vision® Concussion – Campaign Kit

Ideal for organizations that need concussion training in both large group and office settings. Includes everything in Event Kit plus Study Activities: Two additional Fatal Vision® Concussion Simulation Goggles, two color card stacks, grabber, 12 multi-colored golf balls, two erasable whiteboard cats, two erasable whiteboard dogs, two whiteboard erasers, box of black dry erase markers, 5' x 3' DIES Mat for small spaces with carrying strap.

\$1,995.00 CG CAMPAIGN

15
ACTIVITIES

Single Fatal Vision® Concussion Goggle

\$149.00 CG GOGGLE



ADD ON-SITE TRAINING TO ANY KIT!
\$2,850.00 OSTRAIN
(one-day on-site training – see page 30 for more information)

Already have the Concussion Goggles? Add the Sport and Study Activities to help you further demonstrate the effects of a concussion in an athletic and learning environment:

The **Sports Activities** are five unique activities designed to demonstrate the impact of a concussion on a person's athletic performance and physical abilities. (GOGGLES NOT INCLUDED)

\$625.00 CG SPORTS

5
ACTIVITIES

The five **Study Activities** show how concussion symptoms affect a person's performance in school and the workplace. (GOGGLES NOT INCLUDED)

\$750.00 CG STUDY

5
ACTIVITIES



FATAL VISION® PATENT NO.: US 10,366,630 B2 Marijuana Simulation Experience



Goggles are only effective with the activities in the kits. Therefore, they are not sold separately.

Innorp worked with a nationally recognized Drug Recognition Expert (DRE) to develop this program.

FATAL VISION® Marijuana Simulation Experience

Marijuana affects the brain differently than alcohol, and the Fatal Vision® Marijuana Simulation Goggle reflects that difference. Rather than distorting vision so the participant stumbles and loses coordination, the goggle impairs the participant's ability to accurately perceive color. This lack of perception means the participant does not have all the necessary information to successfully complete specially designed activities modeling the impaired perception caused by recreational marijuana.

How they work

When you are under the influence of marijuana, you do not lose your ability to perceive color. However, the marijuana goggle models some of recreational marijuana's impairing effects – they diminish your capacity to make quick, accurate decisions. That loss of reacting and decision making could lead to a crash.

Each kit comes with instructional materials and videos that will help you use specifically designed activities. The activities give participants an understanding of the potentially severe consequences that can result from recreational marijuana use.

Fatal Vision® Marijuana – Starter Kit

Includes: Fatal Vision® Marijuana Simulation Experience Goggles with cloth protective bag, six activity balls with three fabric boxes, 200 executive function mazes, 10 LED activity pens, and grid mat activity with numbers and activity lights.

\$650.00 MARI STARTER

Add up to two goggles for \$215.00 each



Fatal Vision® Marijuana – Program Kit

Includes: Fatal Vision® Marijuana Simulation Experience Goggles with cloth protective bag, 12 activity balls with three fabric boxes, 200 executive function mazes, 10 LED activity pens, USB with road scenes and user guide, wireless pointer, "Marijuana: Does Legal Mean Safe?" DVD, and grid mat activity with numbers and activity lights.

\$999.00 MARI PROGRAM

Add up to four goggles for \$205.00 each



The Fatal Vision® Marijuana Simulation Experience provides a new and unique demonstration modeling the impairing effects of recreational marijuana use.

Danger In Every Step (DIES®) Marijuana Impairment Activity Mat



“Our goal with this program is to give students experiences on which to reflect. Innocorp has knocked it out of the park with the Fatal Vision® Marijuana Simulation Experience. It’s so much better than a lecture or a video; it’s hands-on, and that’s how students learn...it’s exactly what drug educators need.”

- Norma Sower
Project Save Our Children

Executive Function Dry Erase Maze Boards



Fatal Vision® Marijuana – Starter Kit



Fatal Vision® Marijuana – Event Kit

Includes everything in Program Kit plus: Additional 200 executive function mazes and DIES® Distracted Driving Mat with carrying strap.

\$1,699.00 MARI EVENT

Add up to five goggles for \$195.00 each

Fatal Vision® Marijuana – Campaign Kit

Includes everything in Event Kit plus: Executive function dry erase maze boards, carrying case, and DIES® Marijuana Impairment Activity Mat with carrying strap and dry erase scoreboard kit.

\$2,700.00 MARI CAMPAIGN

Add up to six goggles for \$195.00 each

Marijuana “Up In Smoke” banners and posters are an ideal add-on to your kits. (Learn more - page 27)

6
ACTIVITIES

7
ACTIVITIES

Danger In Every Step (DIES®) Marijuana Impairment Activity Mat

This 4' x 14' rubber-backed mat has graphics that demonstrate impairment of reaction time, motor skills, memory and decision-making abilities, and show potential consequences associated with driving or walking under the influence of recreational marijuana.

Includes: 4' x 14' DIES® Marijuana Impairment Activity Mat with carrying strap, dry erase scoreboard kit, steering wheel and a user guide. GOGGLES NOT INCLUDED.

\$999.00 DIES MARI MAT DDWHEEL

Executive Function Dry Erase Maze Boards

Test your short-term memory and perception of visual information with executive function dry erase maze boards. These 14" x 10" single-sided boards work with any of the Fatal Vision® Marijuana Simulation Experience kits, and quickly wipe clean for repeated use.

Includes: Two dry erase brain shape maze boards, two dry erase rectangle shape maze boards, 12 red dry erase pens, 12 black dry erase pens, two erasers, cleaner, and cloth. GOGGLES NOT INCLUDED.

\$299.00 MARI DRY ERASE MAZE

ADD ON-SITE TRAINING TO ANY KIT!
\$2,850.00 OSTRAIN
(one-day on-site training – see page 30 for more information)



FATAL VISION® Alcohol Impairment Simulation Goggles



Fatal Vision® Alcohol – Program Kit

FATAL VISION® Alcohol Impairment Simulation Goggles

When you are under the influence of alcohol, it can be difficult to gauge just how impaired you are. Enter the Fatal Vision® Alcohol Impairment Simulation Goggles, an eye-opening tool through which sober people can experience what it's like to navigate basic tasks after drinking.

How they work

Walking a line, standing on one leg, reaching out to grab a set of keys and tossing a ball become much more difficult under the influence of alcohol. The Fatal Vision® Goggles give participants a safe way to learn the important lesson that alcohol greatly impairs a person's balance, vision, reaction time and judgment.

Fatal Vision® is available in five levels that simulate the impairment associated with a particular blood alcohol concentration (BAC) – from less than .06 to .25+ BAC. Fatal Vision® is available with either a clear lens to simulate daytime or shaded lens to simulate nighttime conditions.

Fatal Vision® Alcohol – Program Kit

Includes: 6 Fatal Vision® Goggles, each simulating a different impairment level, cleaning bag, germicidal wipes, "walk-the-line" tape, TVL Pack Combo, and Fatal Vision® evidence-based program support materials.

\$1,060.00 FV PROG G6

6
GOGGLES

Fatal Vision® Alcohol – Event Kit

Includes everything in Program Kit plus: Smash Match® Impairment Challenge, DIES® Winding Sidewalk Mat with carrying strap, and DIES® Roadside Sobriety Test Mat.

\$1,800.00 FV EVENT G6

6
GOGGLES

3
ACTIVITIES

A tool that gives people with a sober mind an eye-opening experience of impairment.

Available in 5 different BAC levels

Simulation Goggles



WHITE LABEL

Estimated BAC < .06
Impairment Begins with The First Drink
\$149.00 each



BRONZE LABEL

Estimated BAC .07-.10+
Legal Limit – TVL narrows field of vision to 40 degrees.
\$149.00 each



RED LABEL

Estimated BAC .12-.15+
National Average of DUI Offenders – TVL narrows field of vision to 40 degrees.
\$149.00 each



SILVER LABEL

Estimated BAC .17-.20+
Original Fatal Vision® Goggle
TVL narrows field of vision to 30 degrees.
\$149.00 each



BLACK LABEL

Estimated BAC .25+
Binge Drinking
\$149.00 each

Tunnel Vision Lens



Fatal Vision® Alcohol - Campaign Kit

Includes everything in Event Kit plus: DIES® Balcony Danger Mat with carrying strap, Line Detector®, carrying case, and five additional Fatal Vision®, each simulating a different BAC level.
\$3,775.00 FV CAMP G11

11
GOOGLES
5
ACTIVITIES

Tunnel Vision Lens

The Tunnel Vision Lens (TVL®) is an overlay that clings onto the Fatal Vision® Goggles to simulate the effect of reduced peripheral vision that results from alcohol impairment. Available for the Bronze, Red and Silver Goggles.

TVL® Only - (Goggles Not Included)

TVL® Pack includes 12 sets of removable lenses, program binder, and user guide.

Bronze Label TVL® Lens Pack **\$95.00 each** TVL LP B
Red Label TVL® Lens Pack **\$95.00 each** TVL LP R
Silver Label TVL® Lens Pack **\$95.00 each** TVL LP S

TVL® Pack Combo

Includes: (36 lenses) 12 Bronze, 12 Red, and 12 Silver Lens Packs program binder, and user guide.
\$230.00 each TVL LP COMBO



BLUE LABEL

Creates extreme blurriness and double vision
\$86.00 each

ADD ON-SITE TRAINING TO ANY KIT!

\$2,850.00 OSTRAIN
(one-day on-site training – see page 30 for more information)

DANGER IN EVERY STEP® Alcohol Impairment Activity Mats



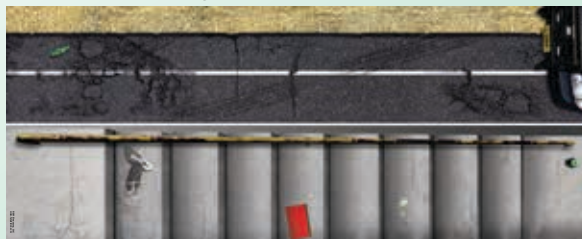
Balcony Danger Mat



Winding Sidewalk Mat



Roadside Sobriety Test and Stairs



Rubber-backed mats lay flat to provide a quick "roll-n-go" activity.

Danger In Every Step (DIES®) Alcohol Impairment Activity Mats

Can you imagine the dangers associated with being drunk on a balcony? How about trying to navigate a winding sidewalk? Or descending a flight of stairs? The Danger in Every Step (DIES®) Alcohol Impairment Activity Mats provide an additional dose of reality to your Fatal Vision® Goggles activities.

DIES® Balcony Danger Mat

The **DIES® Balcony Danger Mat** is designed to raise awareness about the dangers of alcohol impairment in a party scene. This mat provides the simulated challenge of walking through a room while doing simple tasks such as picking up a TV remote or piece of pizza, talking to another party goer, and avoiding tripping hazards that could result in falling from the balcony to the street below. This activity is ideal for those addressing potential dangers associated with house parties, block parties, holiday parties, family celebrations and other instances where alcohol may be present.

Includes: A 4' x 14' durable rubber-backed DIES® Balcony Danger Mat with carrying strap and user guide.

\$575.00 DIES BALCONY

DIES® Winding Sidewalk Mat

The **DIES® Winding Sidewalk Mat** simulates the dangers associated with alcohol impairment while strolling along a winding sidewalk. This activity demonstrates to your audience the potential dangers of walking home impaired, which include falling off a sidewalk into traffic.

Includes: A 4' x 10' durable rubber-backed DIES® Winding Sidewalk Mat with carrying strap and user guide.

\$399.00 DIES SIDEWALK

DIES® Roadside Sobriety Test and Stairs Challenge Mat

The **DIES® Roadside Sobriety Test and Stairs Challenge Mat** presents the challenge of performing a roadside sobriety test or walking down a set of stairs. Both of these tasks become significantly more difficult, as your audience members will experience when they try it themselves.

Includes: A 4' x 10' durable rubber-backed DIES® Roadside Sobriety Test and Stairs Challenge Mat with carrying strap and user guide.

\$399.00 DIES ROADSIDE

These mats depict several common obstacles that can become hazards for a person under the influence of alcohol.



Line Detector



Alcohol
Prevention Tools

DIES® Alcohol Complete

Includes: DIES® Balcony Danger (4' x 14'), DIES® Winding Sidewalk (4' x 10'), DIES® Roadside Sobriety Test and Stairs Challenge (4' x 10') with three carrying straps and user guides.

\$1,250.00 DIES ALCOHOL COMBO

Remember to order your Fatal Vision® Alcohol Impairment Simulation Goggles – See page 9.

FEATURED DVD

Educational DVD - Binge Drinking: THE FACTS



The trend of binge drinking—the intentional consumption of excessive amounts of alcohol—shows no decline in schools and colleges across the country. This program

examines the dangers of alcohol poisoning and describes the correct life-saving procedures to follow in order to save someone. ©1998 | Grade Level: 7–College | Running Time: 24 Minutes

\$99.95 HRMBINGE

Line Detector®

For all those auditory learners in your audience, the Line Detector® provides audio cues that alcohol impairment leads to danger. This programmable speaker plays audio messages or sound effects whenever a participant “walking the line” with Fatal Vision® Goggles steps off the line. You can record your own message, such as “Buzzed driving is drunk driving!” Use this unit with the DIES® Activity Mats or the yellow and black “walk-the-line” tape. Use the Line Detector® with both the Fatal Vision® Alcohol Impairment Simulation Goggles and the Fatal Vision® Concussion Goggles. Includes: Speaker unit, 10' vinyl line, carrying case, and a roll of yellow and black “walk-the-line” tape.

\$675.00 LD



SMASH MATCH® Impairment Challenge



This hands-on activity clearly demonstrates the impact of impairment on your judgment and reaction time.

Smash Match®



Smash Match® Impairment Challenge

Alcohol impairs your ability to accomplish even the simplest of tasks – although it can be difficult to understand just how much it distorts your perception without seeing it firsthand. Smash Match® is a activity for Fatal Vision® Goggles demonstrations that involves matching and placing simple traffic related shapes on a mat, first without and then with the impairing effect of the Fatal Vision® Goggles. Printed messages on the mat promote positive driving behaviors that reduce the risk of traffic-related serious injuries and fatalities.

The Smash Match® user's guide helps the instructor lead participants in activities that will show them the dangers of driving impaired. Participants work with their instructor to develop strategies to prevent impaired driving and promote sober driving.

Smash Match®

Includes: Smash Match® Impairment Challenge Mat, shapes, digital timer, Smash Match® carrying bag, and user guide.

\$109.00 SMASHMATCH

Educational DVD - Confronting Drunk Driving



This memorable video features the true story of Mike Poveromo, a young man who killed his two best friends in a drunken driving car crash when he was a teenager. Mike tours the nation's high schools to share his story, and to warn students never to drink and drive. Viewers will also hear from law enforcement officers who explain the legal risks involved in drinking and driving, including harsh jail sentences for those convicted of driving under the influence (DUI). Confronting Drunk Driving offers important tips for how to avoid being a passenger in a car driven by an intoxicated driver. Grade Level: 7–College, Adults | Running Time: 26 Minutes



\$139.95 HRMCFDD



SUM-IT-CUP® Standard Drink Unit



Master Bartender®



Alcohol
Prevention Tools

SUM-IT-CUP®
with Master
Bartender®



SUM-IT-CUP® Standard Drink Unit

Not all drinks are created equal. Just because an alcoholic beverage is served in a single container doesn't mean that it's just "one drink." Specialty drinks that contain multiple shots of spirits or are served in large glassware may have an additional effect on impairment level. A person who only had "one drink" may overlook the amount of alcohol in that drink. That misunderstanding can lead to a higher blood alcohol concentration (BAC) than anticipated.

The SUM-IT-CUP® delivers a clear interactive lesson about standard drink sizes for alcoholic beverages. Participants begin the lesson by serving themselves a simulated drink. This "drink" is poured into the SUM-IT-CUP® measuring beaker to show how many servings of alcohol the person actually poured. This simple yet engaging activity provides information that participants will remember and use to help them make informed choices about the consumption of alcohol.

SUM-IT-CUP® Complete with Master Bartender®

Includes: SUM-IT-CUP® (both large and small), rocks glass, wine goblet, beer mug, shot glass, pitcher, user guide, carrying case, acrylic ice cubes, glass strainer, and the Master Bartender® Game.

\$280.00 SUMITCUP COMPLETE

SUM-IT-CUP®

Includes: Large volume measuring beaker, small volume measuring beaker and user guide.

\$24.95 SUMITCUP

Master Bartender®

Turn learning into a game with Master Bartender®, a unique opportunity to educate about standard drink units (SDU) of common alcoholic beverages and promote responsible alcohol consumption. Using the SUM-IT-CUP® measuring beakers, players are challenged to pour what they believe to be a SDU and then measure to see how accurate that pour is. The Master Bartender® is the person who can pour the most accurate drinks – without over- or under-pouring – throughout the game. For use with participants age 21 and over.

Includes: Directions and scoring sheets, 32 game play cards, 10 joke cards, 10 advice cards, 100 game coins for "tip money," SUM-IT-CUP® large beaker, and SUM-IT-CUP® small beaker.

\$39.99 MSTR BARTND



intoxiclock
Countdown to zero

INTOXICLOCK® PRO Real-Time BAC Estimator

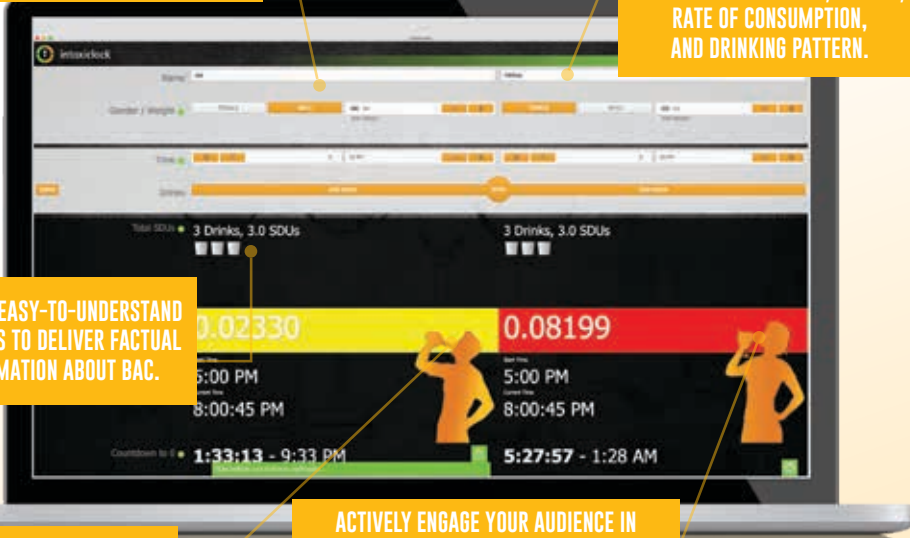
DEBUNK COMMON MYTHS ABOUT ALCOHOL IMPAIRMENT AND BAC.

PERSONALIZE YOUR LESSON ABOUT BAC BY USING YOUR PARTICIPANTS' GENDER, WEIGHT, RATE OF CONSUMPTION, AND DRINKING PATTERN.

DISPLAY EASY-TO-UNDERSTAND GRAPHICS TO DELIVER FACTUAL INFORMATION ABOUT BAC.

INCORPORATE FATAL VISION® GOGGLES IN SPECIFICALLY DESIGNED ACTIVITIES.

ACTIVELY ENGAGE YOUR AUDIENCE IN ADDRESSING IMPAIRED DRIVING, UNDERAGE DRINKING, ALCOHOL POISONING, DRINKING GAMES, BINGE DRINKING, AND MORE.



MALE 180 LBS
1 drink an hour over 3 hours

PEAK BAC = .02

Countdown to 0.0 BAC
1:24 hours

The dual scenario above is one of several display modes. This one shows the impact of alcohol on a 180-pound male and 125-pound female after several alcoholic beverages.

INTOXICLOCK® PRO

According to conventional wisdom, your blood alcohol concentration (BAC) level will remain within the legal limit if you consume only one standard drink per hour. But it's difficult to gauge just how much a drink or two can affect a specific person's BAC – and people may greatly underestimate what their BAC is at any given point in time. Intoxiclock® Pro visually illustrates how a person's weight, gender, drink of choice and drinking rate all matter in how long it takes an individual to metabolize alcohol to zero BAC. Participants use this tool to build drinking scenarios and learn the real-time impact on their BAC.

Most people know that .08 BAC is the "legal limit" for impaired driving in the USA and that a person must be 21 to purchase and consume alcohol. However, many participants are surprised to see how changes in a drink's alcohol content and a person's weight, gender, and speed of consumption can make a dramatic difference in BAC levels between individuals. After building a drinking scenario and learning what their BAC would be at a given time, they can then try on the Fatal Vision® Goggles to experience what that level of impairment feels like.

Features of INTOXICLOCK® PRO

- Information displayed in English or Spanish – more languages available.
- Works on PC and Mac.
- Use with an optional touchscreen monitor.
- Graphically displays the number of drinks and servings of alcohol in those drinks as you build your drinking scenarios.
- Incorporates drink selector – you will see pictures of various drink types including beers, wines and cocktails. Select a drink by name and intoxiclock® Pro will use the drink's standard amount of alcohol (standard drink units - SDU) in the BAC calculations.
- The BAC graph shows a participant's calculated BAC and corresponding Fatal Vision® Goggles that will illustrate the level of impairment.
- Graph show time to zero BAC given an individual's drinking scenario.
- Emojis illustrate the effect a BAC level has on a person's emotions and physical abilities.

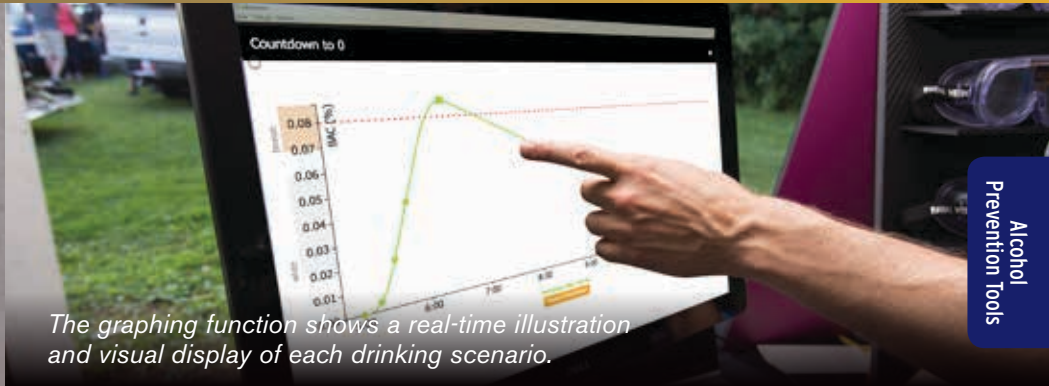
We are so confident you will like *intoxiclock*[®] Pro that we are offering a full-version 6-month FREE trial! Visit fatalvision.com to learn more.



FEMALE 125 LBS
1 drink an hour over 3 hours

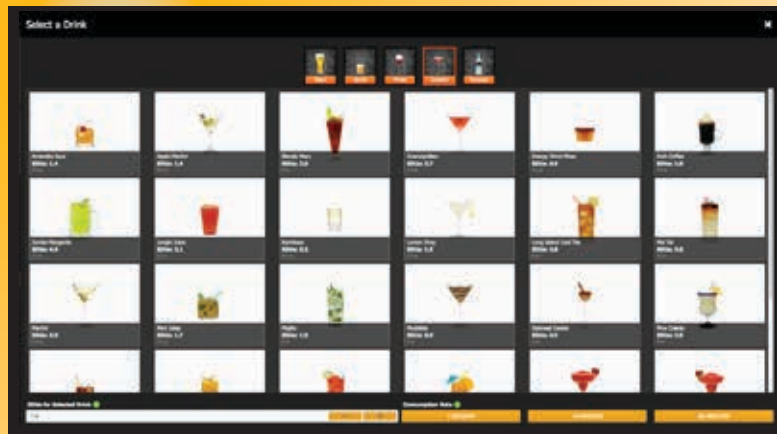
PEAK BAC = .08

Countdown to 0.0 BAC
5:28 hours



The graphing function shows a real-time illustration and visual display of each drinking scenario.

Alcohol
Prevention Tools



The *intoxiclock*[®] Pro integrates the “You Call the Shots” poster (See page 26) to make drink selection easier.



A “MUST HAVE” For Your Fatal Vision[®] Presentations:

- Show the number of drinks required for the BAC level simulated by Fatal Vision[®] Goggles.
- Reinforce the Fatal Vision[®] experience with confidence using Widmark formula calculations. You may be missing half the lesson if you are not using *intoxiclock*[®] with the Fatal Vision[®] Goggles.
- Demonstrate how impairment occurs at every BAC—and how just one drink can result in impairment.
- Debunk common myths and misunderstandings about BAC .
- Use *intoxiclock*[®] Pro to show how long it takes the body to metabolize alcohol. You can still be under the influence – even after sleep, a cold shower and a cup of coffee.

***intoxiclock*[®] Pro**

Includes: Single license of *intoxiclock*[®] Pro software with digital user guide and instructional materials.

\$699.00 INTOX PRO SOFTWARE

Add additional licenses for \$99.00 per license



Demonstrate how impairment occurs at every BAC—and how just one drink can lead to a dangerous situation or an arrest.



TURN 'N LEARN Classroom Challenge



Turn 'N Learn Classroom Challenge

Many students learn best when participating in engaging activities and games. Teach them about the dangers of underage drinking, impaired driving, and drowsy & distracted driving with the Turn 'N Learn Classroom Challenge.

Place participants into multiple teams, then take turns spinning the wheel to select a question category. Teams work together to answer questions and perform activities to earn points for their team.

Questions, role play, and activities with the Fatal Vision® Alcohol and Drowsy and Distracted Goggles help students identify strategies for making safe decisions, learn important facts, and dispel myths.

Turn 'N Learn can also be used to engage passersby in an exhibit or "walk-up" booth setting such as a safety fair, National Night Out, in a student commons area, or community festival.



Turn 'N Learn Classroom Challenge

Includes: 20.5 Game Wheel with Carrying Case, Game Wheel Inserts and Center Hub, Game Play Cards: Alcohol and Distracted Driving, Game Play Activities: Play Coins, 2-Decks of Playing Cards, Building Blocks, 50-Disposable Plastic Cups, 2-Acrylic Pitchers, Digital Timer, 3-Stress Balls, and Backpack.

\$2,100.00 TNL GDD





DISTRACT-A-MATCH® Multitask Challenge



Texting or talking while playing turns a simple task into a difficult activity.

NEWLY DESIGNED!
Experience distraction in its various forms including visual, manual and cognitive distractions.



Alcohol
Prevention Tools

Fatal Reaction® Program Accessory



Distracted Driving
Prevention Tools

Distract-A-Match® Multitask Challenge

Distract-A-Match® and Fatal Reaction® are the ideal tools to help you deliver a simple and effective lesson about the dangers of distracted driving.

Distract-A-Match® is a simple puzzle game that uses a timed multi-tasking activity to show how difficult it can be. The lesson begins when the participant races against the clock to place shapes. The activity is then repeated with a distraction such as typing a text message on a cell phone or wearing the Fatal Reaction® audio distraction unit. The activity ends when participants compare their first and second attempts playing the game. Typical results show that people will be slower and make more errors when distracted.

The Fatal Reaction® audio distraction unit is a tool that is used to simulate the effects of cognitive distraction. Alcohol impairment, cell phones, eating, and tuning a radio are common distractions that can take your mind off the task of driving. Delayed audio feedback provides a slight echo effect that causes the participant to lose focus while speaking. This distraction takes away from the participant's ability to complete the game and perform the multi-task activity in a timely and efficient manner.

Distract-A-Match® Game

Includes: Game mat, assorted shapes, digital timer, carrying bag, and user guide.

\$109.00 DAMATCH GAME

Distract-A-Match® with Fatal Reaction®

Includes: Distract-A-Match® Game, Fatal Reaction® audio distraction unit and remote, headset with microphone, user guide, and carrying case.

\$855.00 DAMATCH PROGRAM



DANGER IN EVERY STEP® Distracted Driving Activity Mat



Deliver an activity that engages your entire audience.



Danger In Every Step (DIES®) Distracted Driving Activity Mat

Distracted driving can be just as dangerous as driving under the influence – but your participants will need to experience it to believe it. The Danger in Every Step (DIES®) Distracted Driving Activity Mat is a 4' x 14' durable rubber-backed mat with graphics depicting a rural town setting with streets, crosswalks, railroad crossings and other common town locations and roadway features. The challenge is to drive through town using the DIES® Steering Wheel, which is attached to a car, to simulate a driving experience. Participants first travel around the simulated town making stops at various locations while observing safe driving habits such as obeying traffic signs, looking both ways before crossing the train tracks, watching for pedestrians, and keeping the car on the road.

After participants complete their first trek through town they are asked to drive the route again – this time with added distractions. Distractions such as texting while driving will typically cause the driver to make driving such as missing turns, driving off the road, driving through stop signs, or hitting pedestrians. The resulting experience demonstrates how distractions take away from a person's ability to safely operate a motor vehicle.

Rubber-backed mats lay flat to provide a quick roll-n-go activity.

DIES® Distracted Driving Activity Mat

Includes: A 4' x 14' DIES® Distracted Driving Activity Mat with carrying strap, steering wheel, timer, "Pedestrian Pete," 16 stop signs, and a user guide.

\$725.00 DIES DD

Educational DVD - Danger Behind the Wheel: The Facts About Distracted Driving



This powerful program emphasizes the dangers of driving distractions—applying makeup, eating, and changing radio channels, but most of all, talking or texting via cell phone while driving. Viewers hear from ordinary people whose lives have been forever changed because of distracted driving. David Strayer, a leading researcher, explains that driving simulations in his lab have shown that talking on a cell phone—even with a hands-free device—is as dangerous as driving drunk. The program's unforgettable stories and statistics make it clear that no cell phone call is worth losing a life. Grade Level: 7–College | Running Time: 26 Minutes



\$139.95 HRMDWHEEL

CHANGE BLINDNESS AND DISTRACTED DRIVING

Interactive Media Presentation



Five Traffic-Related Driving Scenes



Distracted Driving
Prevention Tools

Change Blindness and Distracted Driving Interactive Media Presentation

You're driving along a busy highway when you look down briefly to hit "send" on a text. As you raise your eyes again, you suddenly realize that traffic has stopped – but it's too late for you to slow down in time, and you crash into the car in front of you.

This phenomenon is known as change blindness – when a driver does not notice a change in the driving environment has occurred. The Change Blindness and Distracted Driving Interactive Media Presentation is specifically designed to show drivers' susceptibility to these problems.

The program places your participants in a series of five driving scenarios to illustrate how distraction and change blindness can inhibit their ability to continuously scan their environment, evaluate potential threats, and execute well-timed driving maneuvers to avoid a crash. During the presentation, the instructor will introduce the S.E.E. strategy (Search, Evaluate, and Execute), an approach to help reinforce safe driving skills and reduce the risk of distracted driving.

This easy-to-use presentation is a must for any traffic safety program that addresses distracted driving. Upon completion of the presentation, your participants will understand the concept of change blindness and how it contributes to distracted driving. They will also develop strategies to reduce or eliminate exposure and risk while behind the wheel.

Change Blindness and Distracted Driving Interactive Media Presentation

Includes: A downloadable MP4 video file (Target audience: Ages 14+ Time: 14:35 minutes), PDF user guide, PDF activity worksheet.

\$129.00 CHANGE BLINDNESS

Educational DVD - Texting & Driving: The Deadliest Distraction



The shocking stats are a wake-up call for all teens—drivers and passengers alike: Driving while texting kills 3,000 teens each



year and injures 330,000 more. Half of all teen drivers admit to texting while driving—that's the equivalent of driving blind for five seconds at a time. Factor in the speed of a moving vehicle and inexperienced drivers, and you can begin to understand the scope of the problem and why it kills so many kids. This texting and driving prevention program clearly explains the dangers, presents the facts and stats, and teaches teens to put the brakes on texting and driving. Grade Level: 7–College | Running Time: 17 Minutes

\$149.95 HRMTEXTING



FATAL VISION® ROADSTER Pedal Kart



“ Wearing Fatal Vision® Marijuana goggles and driving the course really gave me a better idea on how marijuana use can affect driving skills, reaction times and thought processes. ”

- Evan
Student



Fatal Vision® Roadster Pedal Kart

Think you can safely operate a vehicle after having a few drinks? Or, think sending that text message while driving or driving after a poor night's sleep is no big deal? What about driving while under the influence of recreational marijuana?

The Fatal Vision® Roadster is exactly what you've been looking for to help you provide a program about the dangers of alcohol and marijuana impaired driving along with drowsy and distracted driving.

The Fatal Vision Roadster is an affordable vehicle that is easy to use and can be driven on all types of terrain, including off-road courses. Use it for demonstrations, classes, training courses or as part of a community event.

Each Roadster comes standard with assembly instructions (light assembly required) and one-year warranty on parts and

frame against material defects in workmanship. The Roadster also includes a user guide showing multiple test course layouts and activity ideas you can use in small or large groups.

You can purchase the Roadster with the alcohol, marijuana, and the distracted and drowsy driving courses giving you three unique impaired driving demonstration options.

ADD ON-SITE TRAINING TO ANY KIT!

\$2,850.00 OSTRAIN

**(one-day on-site training –
see page 30 for more information)**



FATAL VISION® ROADSTER Pedal Kart



Driving Simulations

Build Your Own Roadster Package

Fatal Vision® Roadster – Pedal Kart

FV ROADSTER

\$799.00

Order Multiple Karts and Save on Freight! *Includes: Fatal Vision® Roadster, assembly instructions, and user guide.*

Simulated Impairments

Marijuana Impaired Driving Course

FV ROADSTER MJ PROG **+\$1,600.00**



Marijuana affects the brain differently than alcohol, and the Marijuana Impaired Driving Course with the Fatal Vision® Marijuana Goggles, simulates that difference in a hands-on activity. Participants drive the Roadster through a course marked by cones, with LED lights indicating whether drivers should be turning, swerving, or stopping. When impaired by the Fatal Vision Marijuana Goggles, drivers will see how impaired perception and response, useful field of view, and reaction time affect their driving abilities. This course is the real “myth-buster.”

Includes: Fatal Vision® Marijuana Goggles, 16 – 28" course cones, light kit - some assembly required (lights with remotes, batteries, fasteners, and clamps), dry erase scoreboards with markers and eraser, course tape, measuring wheel, Roadster horn, backpack, germicidal disposable wipes, and educational materials (training video, course guide, and pdf poster).

Drowsy & Distracted Driving Course

FV ROADSTER DD PROG **+\$1,430.00**



Thousands of lives are lost and injuries suffered each year as a result of drowsy driving or a person's choice to drive distracted. This new driving course uses the technology of the Fatal Vision Drowsy and Distracted Goggles along with the Roadster to allow wearers to experience simulated impairment from drowsiness or distraction. This will leave a strong impression on all participants that responding to a text message while driving can wait and why attempting to drive after a poor night's sleep is not a wise choice. This is the course that your participants will talk about most.

Includes: Fatal Vision® Drowsy and Distracted Program Kit, two helmets with sanitary fabric caps, two safety glasses, marking pistol, four spray chalk, digital timer, mini measuring wheel, nine 12" rigid cones, and folding wood rule.

Alcohol Impaired Driving Course

FV ROADSTER ALC PROG **+\$700.00**



The Fatal Vision® Alcohol Impairment Goggles when used with the Roadster will allow drivers to experience how loss of balance, equilibrium, targeting skills, judgment, and reaction time can affect a person's ability to safely operate a vehicle. This activity is a popular choice for safety professionals due to its ease of set-up, delivery, and messaging.

Includes: Fatal Vision® Silver Label Clear Goggles, TVL® Lens Pack Silver, two helmets with sanitary fabric caps, two safety glasses, marking pistol, four spray chalk, digital timer, mini measuring wheel, nine rigid cones, and folding wood rule.

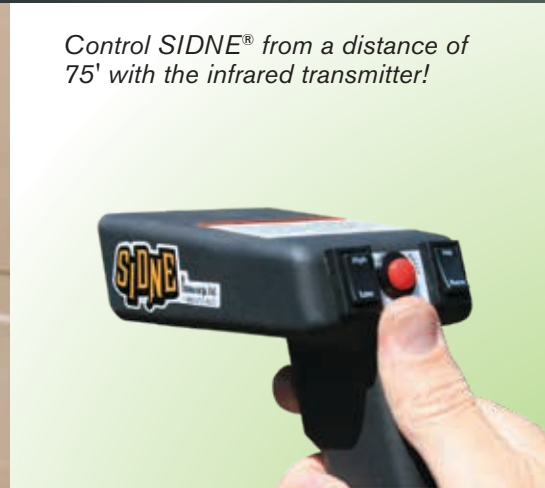
Prices do not include delivery call 800-272-5023 for a quote.



SIDNE[®] 7.0 Simulated Impaired Driving Experience Vehicle



Control SIDNE[®] from a distance of 75' with the infrared transmitter!



SIDNE[®] Version 7.0

If you're looking for the preeminent impaired driving simulator, SIDNE[®] (Simulated Impaired Driving Experience) is just the ticket. SIDNE[®] is a custom-built electric cart that allows drivers and passengers to experience what can happen when they operate a vehicle under the influence alcohol or marijuana as well as the ramifications of driving while drowsy or distracted.



When driving SIDNE[®], electronics in the vehicle allow participants to experience loss of control, impaired judgment, erratic acceleration and braking, delayed response, missed turns, and lane shifts into "oncoming traffic." These effects mimic impairments that are common with motorists under the **influence of alcohol**.

SIDNE[®] also has specially designed add-on courses that provide the ability to simulate driving while under the influence of marijuana or being drowsy or distracted.



The **Marijuana-impaired** Driving Course, along with the Fatal Vision[®] Marijuana Goggles, let drivers experience how impaired perception and response, useful field of view, and diminished reaction time can be detrimental to a person's driving ability. Drivers are asked to proceed through a course marked by cones with LED lights which

indicate whether they should be turning, swerving, or stopping. When impaired by the Fatal Vision[®] Marijuana Goggles, drivers will have difficulty making quick, accurate, and "safe" driving decisions.



The new **Drowsy and Distracted Driving** Course uses the technology of the Fatal Vision[®] Drowsy and Distracted Goggles along with the SIDNE[®] to allow participants to experience simulated impairment from drowsiness or distraction behind the wheel. When using the Fatal Vision[®] Drowsy & Distracted Goggles, drivers will lose the ability to focus on the road, react appropriately to driving challenges, and navigate the course without incident.

You can run SIDNE[®] indoors or outdoors and adjust the pedals and steering wheel to accommodate the height of the participant. SIDNE[®] can run at 4 or 8 miles per hour, and the instructor can control the vehicle's speed and modes with the flip of a remote switch from up to 75 feet. SIDNE[®] also includes a remote braking feature to stop a moving vehicle immediately.

Each SIDNE[®] comes standard with Innocorp's onsite training session to teach your staff the safe and appropriate use of the vehicle.

Involve your audience in a safe and effective experience demonstrating their susceptibility to the effects of impairment and distraction while driving.

SIDNE® experience vehicle can be used indoors and outdoors and is adjustable to accommodate a wide height range.

SIDNE® On-Site Training



Driving
Simulations

SIDNE® 7.0 Features

Versatility

- Use SIDNE® to address the dangers of distracted and impaired driving.
- SIDNE® can run in both outdoor and indoor settings.
- Pedals and steering wheel are easily adjustable to accommodate all participants.

Capability

- You can set SIDNE's speed and drive mode with the flip of a remote switch.
- Set the speed mode to low or high to limit SIDNE's speed to 4 or 8 mph.
- Drive mode can be set to either Normal or Impaired to affect vehicle response.

Safety

- SIDNE® has a low center of gravity for added stability.
- The instructor controls the cart by using an infrared transmitter that functions from up to 75 feet.
- SIDNE® includes 3-point retractable seat belts for both driver and passenger.
- The remote braking feature allows the instructor to stop a moving SIDNE® immediately.

Reliability

- SIDNE® has more than a decade of proven ability in the field, demonstrating the dangers of distracted and impaired driving.
- Each SIDNE® comes standard with our onsite training session to help ensure the safe and appropriate use of SIDNE.
- SIDNE® packages include a comprehensive user guide and course materials.

SIDNE® Specs:

Weight:	330 pounds (including batteries)
Age Range:	15 to adult
Weight Limit:	350 pounds
Maximum Occupants:	One driver & one passenger
Reverse:	Yes
Frame Color:	Powder Coat Black
Graphics & Trim:	SIDNE® themed license plate, roll-bar banner, and side rail covers
Dimensions:	Width-48", Length-76", Height-30"
Top Speed:	High-Speed Mode = 8 mph and Low-Speed Mode = 4 mph
Power:	Requires two 12-volt batteries for operation
Warranty:	6-months or 150 hours



SIDNE[®] 7.0 Pricing & Accessories



We offer upgrade options for current SIDNE[®] customers

- Available for SIDNE[®] versions 3.0, 4.0 and 6.0
- Software upgrades
- Updated safety features
- Improved functionality

Includes standard warranty

Upgrade packages start at **\$3,740.00**

Call 800-272-5023 for a Quote today!

Package Options

SIDNE[®] Ultimate Package

This SIDNE[®] package option has it all and will give the audience a comprehensive experience on the dangers of impaired and distracted driving. We've included the necessary driving course options to help you demonstrate alcohol-impaired driving, marijuana-impaired driving, drowsy driving, and distracted driving. Additional accessories such as course figures, traffic signs, spare batteries, and other must-haves ensure that you have the right mix of program tools and resources to effectively deliver the SIDNE[®] experience. Including up to 2-days of onsite training.

\$23,950.00

See package grid for details.

Want more flexibility in the types of lessons you can deliver with the Simulated Impaired Driving Experience (SIDNE[®])?

Simply "Build Your Own" by adding a Driving Course or Program Extra to the Basic Package to address the traffic safety initiatives that are important to your school or community while helping you stay within your grant or budgeted price point.

The "Build Your Own" Package includes all the items in the SIDNE[®] basic package with your selected add-ons.

Starting at \$14,890.00 (Determine package price by selecting from options) See package grid for details.

SIDNE[®] Basic Package

The Simulated Impaired Driving Experience (SIDNE[®]) basic package is an ideal option for organizations looking to purchase just a SIDNE[®] kart to use within their traffic safety program to address alcohol-impaired driving. This kit meets the needs of customers who are looking to upgrade from a pedal kart to an actual driving experience or want a safer alternative to golf carts.




SIDNE[®] comes standard with the alcohol-impaired driving mode programmed into the kart's system and includes onsite training at your location. The "Train the Trainer" session will be delivered by a certified Innocorp Instructor who will teach your staff how to effectively use SIDNE[®] to provide a safe, engaging, and memorable traffic safety lesson. Innocorp covers each SIDNE[®] with a 6-month/150-hours of run-time manufacturer's warranty with extended options available.

The SIDNE[®] basic package includes the essentials necessary to conduct a 4-6-hour alcohol-impaired driving demonstration. For longer events, customers should consider adding a 2nd set of rechargeable batteries with an external charging adapter.

\$14,890.00

See package grid for details.

SIDNE® 7.0

Products	Ultimate Package	Basic Package
	\$23,950.00	\$14,890.00
 SIDNE 7.0 Vehicle ALCOHOL IMPAIRED DRIVING	1	1
Onsite Training Session	2 Days	1 Day
Standard Warranty (6 months or 150 hours of run time)	1	1
Transmitters with Carrying Case	2	2
12-Volt Batteries	4	2
Battery Charger	1	1
Program Guides with Course Cards	4	4
SIDNE User Guide	1	1
Training Video	1	1
Trainer High Visibility Safety Vest	3	3
Helmets	4	2
Safety Glasses	4	2
SIDNE Tool Kit	1	1
Lithium Grease	1	1
Sanitary Fabric Caps (100/pack)	4	1
Germicidal Wipes (50/pack)	6	1
SIDNE Baseball Cap	1	1
6-inch Course Cones	60	30
DRIVING COURSE ACCESSORY PACKAGE: Includes 1 marking pistol, 4 cans of marking chalk, 20 28-inch cones, 20 cone clips, 4 traffic signs, 18 checkered string pennants, 1 mini measuring wheel, cone stick, 3 course figures, SIDNE protective cover, and charging adapter.	1	+\$3,495.00
 MARIJUANA IMPAIRED DRIVING COURSE PACKAGE: Includes 1 Fatal Vision Marijuana Simulation Goggle, 16 28-inch cones, 1 LED Light Kit, 2 dry erase scoreboards with markers, 1 mini measuring wheel, 1 backpack, 1 germicidal wipes (50/pack), and educational materials (training video, course guide, and .pdf poster).	1	+\$1,600.00
 DROWSY & DISTRACTED DRIVING COURSE PACKAGE: Includes 1 Fatal Vision Drowsy & Distracted Goggle with carrying case, 1 stop/go paddle, 1 arrow paddle, 1 flex flyer steering wheel, course tape, 1 timer, 1 backpack, and in-app educational materials.	1	+\$950.00
PROGRAM EXTRAS		
SIDNE SPARE BATTERY SET OF 2: Includes two 12 volt AGM batteries, each battery in its own rugged plastic case, and “plug and go” connections.		+ \$999.00
SIDNE Trailer		+ \$3,495.00
Extended Warranty (additional 12 months or 300 hours of run time added to standard warranty)		+ \$1,600.00
Additional Day of On-site Training (may be required based on products selected)		+ \$1,500.00

Driving
Simulations

**ADD TO
YOUR SIDNE
BASIC
PACKAGE BY
SELECTING A
COURSE OR
PROGRAM
EXTRA.**

BANNERS AND POSTERS



Alcohol

Alcohol “You Call the Shots” Banners and Posters See how much alcohol is in the drinks you are consuming with “You Call The Shots”

These banners and posters include a calorie count for 52 popular drinks and highlight how much alcohol is typically contained in each serving. This information will help people understand the amount of alcohol they are really consuming in any particular drink.

“You Call the Shots” Floor Banner

This retractable banner is 32” wide x 84” high and comes standard with a protective carrying bag. **\$499.00**
SHOTSBANNERV2

“You Call the Shots” Table Top Banner

This retractable tabletop banner is 32” wide x 40” high and comes standard with a protective carrying bag. **\$475.00**
SHOTSBANNERTTV2

“You Call the Shots” Poster

This poster measures 20” wide x 28” high. **\$24.95**
SHOTSPOSTERV2

“You Call the Shots” 3 Poster Pack

Includes: Three 12 wide x 18” high posters, “What’s Brewing”, “Craft Cocktails” and “Party Punches”. **\$30.00**
SHOTSPOSTERPACK

Marijuana

Marijuana “Up In Smoke” Banners and Posters Designed to get people thinking about the effects of Recreational Marijuana. These eye-catching banners and posters provide statistics about the potential consequences that recreational marijuana has on driving, education and addiction.

Marijuana “Up In Smoke” Floor Banner

This retractable banner is 32” wide x 84” high and comes standard with a protective carrying bag.

\$499.00 MARIBANNER

Marijuana “Up In Smoke” 3 Poster Pack

Includes: Three 12” wide x 18” high posters.

\$30.00 MARI POSTER PACK



Drowsy and Distracted Driving

“How Focused Are You?”

Drowsy & Distracted Driving

“Drivers talking on phones, handheld or hands-free, MISS SEEING UP TO 50% OF WHAT IS AROUND THEM, including other drivers, pedestrians and bicyclists.” Increase awareness and educate others with these eye-opening statistics about drowsy and distracted driving.

“How Focused Are You?” Drowsy & Distracted Driving Floor Banner

This retractable banner is 32” wide x 84”high and comes standard with a protective carry bag.

\$499.00 DDBANNER

“How Focused Are You?” Drowsy & Distracted Driving 3 Poster Pack

Includes: Three 12” wide x 18” high posters

\$30.00 DD POSTER PACK



EDUCATIONAL DVDs

See a complete listing of DVD titles and view video trailers at fatalvision.com

Alcohol and Drinking

All You Need To Know About Alcohol in 17 Minutes



All types of alcohol-related health problems are reviewed, including addiction, damage to the teen brain, and details about fetal alcohol syndrome. ©2011 | Target audience: grades: 5-9. | Time: 17 minutes. **\$139.95** HRMAL17

FEATURED DVD

Binge Drinking: THE FACTS



The trend of binge drinking--the intentional consumption of excessive amounts of alcohol--shows no decline in schools and colleges across the country. This program examines the dangers of alcohol poisoning and describes the correct life-saving procedures to follow in order to save someone. ©1998 | Grade Level: 7-College | Running Time: 24 Minutes **\$99.95** HRMBINGE

Brain Scans: Alcohol And The Teenage Brain



This video takes teenagers on a tour of several labs across the country, including one at the University of California at San Diego, where doctors are researching the effects of alcohol use in teenage brains. The groundbreaking studies highlighted in the video dramatically connect long-term brain damage to teenage drinking. ©2002 | Grade Level: 7-12 | Running Time: 22 Minutes **\$139.95** HRMBRAIN

Confronting Drunk Driving



This memorable video features the true story of Mike Poveromo, a young man who killed his two best friends in a drunken driving car crash when he was a teenager.

Mike tours the nation's high schools to share his story, and to warn students never to drink and drive. Viewers will also hear from law enforcement officers who explain the legal risks involved in drinking and driving, including harsh jail sentences for those convicted of driving under the influence (DUI). Confronting Drunk Driving offers important tips for how to avoid being a passenger in a car driven by an intoxicated driver. Grade Level: 7-College, Adults | Running Time: 26 Minutes **\$139.95** HRMCFDD



DUI: The Hard Truth



Hosted by a career EMT, this video reveals the hard truth and horrifying ordeals resulting from driving under the influence of alcohol—a young woman tells the story of having to identify her little sister's body at a morgue after she was killed by an intoxicated teen driver; an ER doctor talks about "breaking the news" to parents whose son was killed in a drunk driving crash; and a young man shares the details of his living nightmare when he killed his two best friends while he was driving under the influence. ©2008 | Grade Level: 7-College | Running Time: 29 Minutes **\$139.95** HRMDUIHT

How Could This Happen? A True Story about Binge Drinking and Death



This program gives students a close-up look at the story of Molly Amman, a vivacious 19-year-old, straight-A student who died of acute alcohol poisoning in 2011. Students are made aware of the all-too-real dangers of alcohol poisoning and learn what actions to take if they suspect that someone is at risk of being poisoned. ©2013 | Grade Level: 7-College | Running Time: 18 Minutes **\$149.95** HRMHCTH

FEATURED DVD

This Is Your Brain On Alcohol



New studies show that the complex brain builds its basic capacities and potential for the future during the adolescent years. The message to middle school students in this peer education program is clear: alcohol use is not healthy or cool, most kids do not use alcohol, and those who drink risk irreversible damage to their developing brains. ©2006 | Grade Level: 5-9 | Running Time: 17 Minutes **\$99.95** HRMBRACL

Underage Drinking: Is It Worth It?



Underage drinking is a national epidemic. The risks are sky-high for teens and for our communities. This gripping docudrama video program lays out the many risks of underage drinking. Students are asked: Is it worth it? Is it worth getting caught with a fake ID and risking a permanent police record? Is it worth riding in a car with a drunk driver? Is it worth risking your brain's health? Is it worth causing serious injury to someone else? Is it worth dying for? ©2013 | Grade Level: 7-College | Running Time: 27 Minutes **\$149.95** HRMUNADRK2

Driver Safety

Asleep At The Wheel



Each year, drowsy driving causes more than 100,000 car crashes and 1,500 deaths. More than 50 percent of the drivers involved in these crashes are teenagers and young adults in their early 20s. Real-life accident victims reiterate chilling stories of the repercussions of drowsy driving. This DVD raises viewer awareness of warning signs and risk factors of drowsy driving and gives information to ensure alertness and responsible, safe driving. ©2006 | Grade Level: 7-12 | Running Time: 15 Minutes **\$139.95** HRMASLEEP

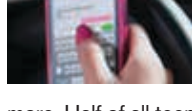
Danger Behind the Wheel: The Facts About Distracted Driving



This powerful program emphasizes the dangers of driving distractions—applying makeup, eating, and changing radio channels, but most of all, talking or texting via cell phone while driving. Viewers hear from ordinary people whose lives have been forever changed because of distracted driving. David Strayer, a leading researcher, explains that driving simulations in his lab have shown that talking on a cell phone—even with a hands-free device—is as dangerous as driving drunk. The program's unforgettable stories and statistics make it clear that no cell phone call is worth losing a life. Grade Level: 7-College | Running Time: 26 Minutes **\$139.95** HRMDWHEEL



Texting & Driving: The Deadliest Distraction



The shocking stats are a wake-up call for all teens—drivers and passengers alike: Driving while texting kills 3,000 teens each year and injures 330,000 more. Half of all teen drivers admit to texting while driving—that's the equivalent of driving blind for five seconds at a time. Factor in the speed of a moving vehicle and inexperienced drivers, and you can begin to understand the scope of the problem and why it kills so many kids. This texting and driving prevention program clearly explains the dangers, presents the facts and stats, and teaches teens to put the brakes on texting and driving. Grade Level: 7-College | Running Time: 17 Minutes **\$149.95** HRMTEXTING



Drug Abuse

Drugged Driving: The Road To Disaster



Intoxicated teen drivers are responsible for 18 percent of motor vehicle deaths each year. Alcohol abuse is a major factor, but teen drivers' abuse of over-the-counter drugs, prescription drugs, and marijuana is rising at an alarming rate. Viewers get a comprehensive view of the devastating effects of drugged driving on teens, their families, and their communities. ©2009 | Target audience: grades 9–college | Time: 25 minutes. **\$139.95** HRMDRUGDRI

Everything You Need to Know About Drugs and the Teen Brain in 22 Minutes



Using the latest research, this fast-paced program explains why the teen years are a critical time for brain development—and why drug use of any kind can derail the brain's full potential when it comes to critical skills like thinking, remembering, learning and decision-making. Viewers learn the anatomy of the brain and visit a state-of-the-art research lab to see clinical proof of the damage that drugs and alcohol cause. Students also learn the basic functions of the brain, the role of dopamine in the brain's reward pathway, and how drugs impact that pathway, leading to addiction. ©2012 | Grade Level: 7–College | Running Time: 22 Minutes **\$139.95** HRMDTB22



Edible Marijuana: Is It Safe?



While many teens may think that eating marijuana is an okay way to get high, it is, in fact, dangerous, risky and still illegal for teens in every state, even those where marijuana use is legal. This program helps teens understand the science of why the THC in edible marijuana causes unpredictable and dangerous highs. As edibles become more and more easily available, teens need to understand the risks and dangers, including DUI. ©2015 | Grade Level: 7–College | Running Time: 18 Minutes **\$149.95** HRMEDIBLE

FEATURED DVD

Everything You Need to Know About Prescription & OTC Drugs In 17 Minutes



Teenagers often don't realize that the chemicals in Rx and over-the-counter drugs are just as potent and addictive as illicit drugs like cocaine and heroin. Even younger viewers will understand why medicine must only be used by the person for whom it was prescribed, and will be ready to heed the warning against the dangers of polypharmacy—mixing several medicines together in a way that causes a magnified and sometimes deadly reaction. ©2011 | Grade Level: 5-9 | Running Time: 17 Minutes **\$139.95** HRMPOTC17

Marijuana and the Teenage Brain



This program informs students about the latest research on the effects of marijuana on the brain. Animated graphics clearly show how THC, the active ingredient in marijuana, hijacks the brain's endocannabinoid system and harms the functioning of different parts of the brain associated with coordination, cognition and intelligence, and mental illness. Recovering marijuana addicts provide a human face to the effects of marijuana as they describe why they started using and how use led to dependency and addiction. ©2013 | Grade Level: 7–College | Running Time: 23 Minutes **\$149.95** HRMMTB

Marijuana: Does Legal Mean Safe?



Many teens think that pot is harmless because some states have legalized marijuana for medical and/or recreational purposes. This fact-based program emphasizes that legality is not the same thing as safety, and details the risks of marijuana on mental and physical health. Clinicians talk about how the vast majority of their patients have been addicted to marijuana, and recovering addicts themselves vividly describe their struggles with addiction. Their stories illustrate how marijuana has affected their school and family lives, their ability to drive a car, and their mental health. ©2013 | Grade Level: 7–College | Running Time: 20 Minutes **\$149.95** HRMDLMS

New Marijuana: Higher Potency, Greater Dangers



The potency of THC, the mind-altering chemical in marijuana, has more than doubled in the last 20 years, creating a greater risk for impairment and a far higher risk of addiction. This video presents viewers with up-to-date information on THC potency and looks at how THC affects the brain; how you become addicted; and how marijuana impacts brain chemistry, cognitive function, and mental and physical health. ©2010 | Target audience: grades 7–college. Time: 15 minutes. **\$139.95** HRMHPGD

FEATURED DVD

Overdose Epidemic: What Can Be Done To Stop It?



The spike in drug overdoses is alarming and dangerous—it has become an epidemic in many communities across the country. Why is this happening? The program includes vital information on how to recognize drug overdose in others and how to get immediate help. ©2015 | Grade Level: 7–College | Running Time: 20 Minutes **\$149.95** HRMVERDOSE

FEATURED DVD

OPIOIDS: Addiction, Overdose and Death



This program, designed for middle and high school students, clearly describes the dangers of prescription-based opioids abuse. Opioid abuse is epidemic with thousands of overdoses and many deaths. The NIH reports that among youth aged 12 to 17, 3.0% reported past-month non-medical use of prescription medications. Four young users talk about how they first started on drugs like Oxycodone or Percocet, and then spiraled down into using heroin, morphine, fentanyl and others. ©2018 | Grade Level: 7–College | Running Time: 18 Minutes **\$149.95** HRMOAOD

FEATURED DVD

OPIOIDS EPIDEMIC: How I Became A Heroin Addict



The CDC reports 28,000+ overdose deaths this year from opioids overdose. It is very clear that America is in the grip of a serious opioids epidemic. The young users talk about the devastating personal toll of their addiction and its impact on their families and their communities. They also talk about hope—hope to not use again, hope to get through the pain of detox, and the hope of a better, sober life ahead. ©2016 | Grade Level: 7–College | Running Time: 22 Minutes **\$149.95** HRMOPIOIDS

ON-SITE TRAINING

“The training was exceptional, and we are so excited to put this new kit to work when “On the Move” goes to our schools this fall.”

- Debbie Trusty, *Operation UNITE*



On-Site Training

Innocorp’s certified trainers work with your instructors, outreach staff, and prevention specialists teaching them how to use Innocorp products, incorporating them into your awareness and prevention programs.

An on-site training session will help you fine-tune your prevention lesson and prepare your staff to deliver a successful program. The on-site training is ideal for new instructors or those who need a refresher to improve their program delivery techniques and methods for effectively using Innocorp products. The content and length of the class can be customized to meet your organization’s training needs and goals.

On-site Training Objectives

- Learn and apply safe demonstration techniques using Innocorp products to engage your audience.
- Identify how to integrate Innocorp products into your existing program for maximum impact.
- Improve your instructor’s program delivery through role play and activity demonstrations.

Training Fee Includes

- On-site training session at your location (4-6 hours), accommodating up to 10 attendees
- One Innocorp Trainer
- All travel expenses

Frequently Asked Questions about our training services

How quickly can I schedule my training session?

- Innocorp requires up to 6 weeks to schedule your training session.

What products can I be trained on?

- Innocorp can provide on-site training for all of our products including: Fatal Vision® packages (Alcohol, Concussion, Drowsy & Distracted, and Marijuana), SIDNE®, and intoxiclock®. The number of training days required will be determined by your particular product training needs.

Why do I need an on-site training session?

- An Innocorp on-site training session is an ideal way to help ensure a confident, safe, and uniform demonstration is delivered by everyone in your organization. These sessions are popular with police department, community coalitions, schools and colleges, and the military.

How will an on-site training session impact my program?

- On-site training will help ensure that your staff will be better equipped to use your investment in Innocorp products while helping to deliver a clear safety message and promote healthy choice.

\$2,850.00 OStrain – one-day training to continental USA (AK, HI, and international must call for price quote).

Add \$1,500.00 OStrain Addl Day – additional consecutive training day (AK, HI, and international must call for price quote).

ORDER FORM

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BRONZE LABEL Est. BAC .07-.10+	
WHITE LABEL Est. BAC <.06	
BLUE LABEL Double Vision	

All orders are subject to acceptance by Innocorp, Ltd. Special offers are not valid with previous orders or other Innocorp, Ltd. discounts or promotions.

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Warranty
 Innocorp, Ltd. products, except for electronic products, are warranted for one year. If you encounter a problem, call at 1-800-272-5023 or 1-608-845-5558.

Electronics Warranty
 Innocorp, Ltd. warrants that the electronic product you have purchased from Innocorp, Ltd. or from an Innocorp, Ltd. authorized reseller is free from defects in materials or workmanship under normal use for a period of ninety (90) days from the date of purchase. If we find that the product was defective in materials or workmanship, we will repair or replace it without charge. This warranty does not cover accidental damage, misuse, improper care or alternation and excludes claims for incidental or consequential loss. Warranty void if product has been tampered with or disassembled.

Innocorp, Ltd./Fatal Vision® Product Return Policy
 To return or exchange product, you must have a Return Authorization Number provided by Innocorp, Ltd., which you may obtain by calling 1-800-272-5023. For a full credit, you must return the product within 30 days of invoice date and the product must be in condition; otherwise, a restocking fee may apply. Shipping costs for original shipment or for a return are not reimbursed or credited.

Ship authorized returns with tracking to:
Innocorp, Ltd.
500 S. Nine Mound Road
Verona, WI 53593-0064

Innocorp, Ltd. DVD Return Policy
 DVDs and software are not available for preview. All DVDs and software sales are final. DVDs and software cannot be exchanged and are non-returnable and non-refundable.

Your feedback helps us continue to provide you with great features and innovation. Please contact us at 800-272-5023 or fatalvision.com.

On-Site Training
Order Form



NEW - Turn 'N Learn Classroom Challenge



Many students learn best when participating in engaging activities and games. Teach them about the dangers of underage drinking, impaired driving, and drowsy & distracted driving with the Turn 'N Learn Classroom Challenge.

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