

Save the Planet

It's Now or Never

The end of the world is near and it is up to you to save the planet. This is your chance to prevent the depletion of natural resources, pollution, and loss of species by taking personal, practical, and positive environmental actions to help the planet.

Setup

You need at least two players to begin the game. If there are more than three players, then you will need to create teams. The game can be played person vs. person, person vs. team, or team vs. team.

Player/Team: In the rules, “player” refers to one player or one team.

Shuffle each deck of cards (land, air, water, and recycle bin) and place them on their labeled corners of the board.

Place one green tree sticker on each side of the circular green game token.

Place the game token in the middle of the board, equidistant from all players.

Each player needs to select one game piece.

Each player needs to select which route to take (water, air, or land). There can be more than one player or team on a route.

Routes: The water route is the shortest, but has the toughest questions. The air route is the longest, however, it has easier questions and more “recycle bin” spaces.

Keep in mind that a “turn” is a single player’s chance to play, while a “round” is everyone around the table having a turn.

Starting The Game

Everyone playing the game should roll a six-sided die. The player with the highest roll starts the game. The turns then go in a clockwise order.

The player to the left of the player that had the highest roll pulls a card relating to that player’s route and reads it aloud to the player. For example, if the player with the highest roll is on the water route, the person to the left of her must pull a water card and read the question from the card to her.

As soon as the question has been read, flip the hourglass over. The player has to answer the question in 60-seconds or less.

Correct Answer

If the player answers the question correctly, she gets to roll the die and move her game piece as many spaces as the number on the die. (Each circle = 1 space).

Incorrect Answer

If the player answers incorrectly, she does not get to move her game piece.

The first player to grab the token from middle of the board has the opportunity to answer the question. If that player answers correctly, he gets to roll the die and move as many spaces as the number on the die. If that player has not yet taken his turn in the round, he still gets to take his turn. The player must set the token back in the middle of the board.

If the player that grabs the token answers incorrectly, he must set the token back on the board and the first player to grab the token has the opportunity to answer the question.

Continuing Play

Place the "used" card under the deck of cards it belongs in (i.e., if the player answered a water card, place that card at the bottom of the water card pile).

The next player in the clockwise order then takes his turn.

If the player pulls a card that says “Group Play,” everyone has the chance to answer the question. *See the additional instructions for more information.*

Once each player has taken a turn, the player that began the game gets to roll the die and start round 2.

The Second Round And Beyond

The play continues as before...If the player’s piece is on a regular space (no “R”), then she must answer another question relating to her route. If she answers correctly, she gets to roll the die and move her game piece. If she answers incorrectly, she does not get to move her game piece.

If the player’s piece is on a Recycle Bin space (denoted as “R”), then she must pull a card from the Recycle Bin card stack. *See additional instructions for recycle bin cards.*

The players continue to take turns in a clockwise manner and move their pieces around the board until someone wins the game.

Winning The Game

In order to win the game, you must travel from the starting space all the way around the board and into the Earth and collect 1 card from each of the 3 main areas.

Once you have entered the Earth, you will need to collect a land card, water card, and earth card to win. You can choose to start with any card. If you answer the question correctly, you get to keep the card. You must wait another turn to try to collect the next card. If you answer the question incorrectly, you must also wait another turn to try and answer a question from that same area. Once you have collected all 3 cards, you have won the game!

Additional Instructions

Landing on an Occupied Space

If you land on a space that is already occupied by another player, both you and the other player have the opportunity to answer the question. The first person* to answer correctly gets to roll the die and move their game piece as many spaces as the number on the die.

*The person that reads the card determines which player answered first.

If you are not the first to answer correctly or if you answer incorrectly, you lose your turn and have to wait until the next round to answer a question and move. If the other player has not yet had their turn in this round, they still get their turn to answer a question.

Group Play

If you pull a card that has says “Group Play” then everyone has the opportunity to answer the question EXCEPT YOU, since you will be reading the card with the answer on it. You will be the judge of which player answers correctly first.

You must read the question aloud to the entire group. The first player to answer the question correctly gets to roll the die and move as many spaces as the number on the die. If it was your turn before the group play, then you still get your turn (even if you win the group play).

Recycle Bin

The recycle bin cards consist of a variety of cards. Here are some additional instructions for some of the cards:

“Move up 3” Card

If you land on a “Move up 3” card, you have the chance to move 0, 1, 2, or 3 spaces. The card will ask you to list a number of things (i.e., list ways to reduce deforestation). If you list 1 way, you get to move your piece 1 space. If you list 2, you move 2 spaces, and if you list 3 or more, you move 3 spaces. If you do not list anything, you do not get to move.

Route Switch

If you pull a recycle bin card that says “route switch” that means everyone playing (all 3 individuals or teams) need to rotate routes. Here are the rotations:

Water route → air route
Air route → land route
Land route → water route

When switching routes, make sure to count how many spaces you have moved on your route and move that exact number on the route you switch to. For example, if you have moved 13 spaces on the land route, count 13 spaces (from the start) on the water route and place your game piece there.

The player whose turn is after the player that pulled the “route switch” card rolls the die and continues playing from their new route.

Credits

The following people made this game possible: Felicia Brown, Sun-ah Kwon, Torrey Trust.

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