

# Earth Quest

## Instructions for Players:

1. Each team has a token (e.g. pebble, coin) which is placed on the “Start Here” location. There are four decks of cards for four categories of environmental knowledge. Each deck is placed on the corner of the game board with a symbol. The cards should be marked on the back with their category or symbol.
2. Each team rolls a die and the team with the greatest number goes first. The team to go next will be to the left of the previous team.
3. The “team” whose turn it is to play is called the **Active Team**. The **Active Team** rolls the die and moves their token clockwise for the number of spaces indicated on the die. If the “Move Up” space is reached and the number of spaces allowed from the die roll has not yet been reached, then the token would move up to the next level and continue clockwise until the number of spaces allowed by the die roll has been reached. More than one token may occupy the same space on the board.
4. For each turn the *Team to the Left* of the **Active Team** will draw a card as follows:
  - If the **Active Team** lands on a space with a **heart, star, triangle, or disc/circle**, then a card from the top of the stack of cards with that label or on that symbol is drawn.
  - If the token is resting on the “?” **space**, then the **Active Team can choose** from any of the 4 stacks. However, the team to their left draws the card from the top of the chosen stack.
  - If the token is on a “**Move Up**” space then the team drawing the card can choose which of the 4 stacks is selected. The card from the top of that stack is drawn.
5. The “active” team then chooses to try to answer the “easy” question or the “hard” question on the drawn card. They are NOT allowed to know what these questions are before they choose which one to answer. Once they have decided, the team that drew the card reads the question and the possible answers. The “active” team then chooses one of these possible answers. (There is only one correct choice for each question. **The correct choice is marked with XXX.**)
  - If the **easy** question is answered correctly, then the active team advances **THREE spaces**.
  - If the **hard** question is answered correctly, then the active team advances **SIX spaces**.
  - If the question is answered incorrectly or no answer is given, then the “active” team remains on their current space until their next turn.
6. The used card is placed to the bottom of that card’s stack, and the next team takes their turn (back to Step 3 above).
7. When a token reaches the “Earth” space the “active” team must correctly answer a “hard” question. The team to the left of the “active” team chooses from any category, draws a card, and reads the “hard” question and the possible answers.
  - If the “active” team answers the question correctly, then they win the game.
  - If they answer incorrectly or choose not to answer, then they rest on “Earth” until their next turn (the die would not need to be used as this team is staying on “Earth” until some team wins the game).

## *Earth Quest – GAME PLAY*

The **Active Team** rolls a die and moves that number of spaces clockwise.

The *Team on the Left* of the **Active Team** draws a card from the top of the stack with symbol matching the space on which the **Active Team** landed.

The **Active Team** decides if they want an easy or hard question.

The *Team on the Left* reads the question and answers for the selected question and the **Active Team** chooses an answer.

If the **Active Team** answers an easy question correctly, they move 3 spaces. If they answer a hard question correctly, they move 6 spaces. If the answer is incorrect, the **Active Team** remains where they are until their next turn.

If the **Active Team** lands on a “?”, they can choose their question from any stack. If the **Active Team** lands on “move up”, the *Team on the Left* chooses their question from any stack.

Play moves to the *Team on the Left*, which becomes the **Active Team**.

To win, when a token reaches the Earth space, the **Active Team** must correctly answer a hard question from a card chosen by the *Team on the Left*, from any stack. If they answer incorrectly, they have to wait until their next turn to try again.