

## **How to Play:**

### **Aim:**

Each player's aim is to save as many people from the volcanic eruption as possible. You do this by going around the board in a clockwise direction and answering questions to gain people, before the timer runs out. Players can also collect a maximum of 2 goal cards that they can complete throughout the game. The rewards from these cards can only be claimed if the goal is met once the timer has expired.

### **Before you begin:**

Each player will roll the dice. The player with the highest roll will play first and the player to the left of them will play next and so on.

Place the different sets of cards into separate piles within an easy to reach distance of players. Each player will begin on one of the 'Start' spaces on the outer ring.

Set a timer for 30 minutes. This can be done on a digital or analogue device.

All cards no longer in use during play, must be added to the bottom of the appropriate pile (this includes question cards that are answered incorrectly).

### **During Play:**

Each player will roll and play their turn. Players will move the number of spaces based on the number of the roll.

Spaces have different actions and effects, such as blank, goal, chance, question, and lava spaces. Use the 'Space Description' card to help identify what they do.

Once a player has answered a question correctly, use the 'Space Description' card to check their rewards and hand the player the question card to keep.

### **End:**

When the timer reaches zero the current player finishes their turn, then play must end. Before counting all the points, all players must display their goal cards to show whether they were completed. Then continuing in the same order, players must use their goal cards to gain the rewards.

The player with the most points at the end wins.