To setup this game you will need to:

- Print out the game board, rulebook and all the cards, then cut them out
    - Use the image of the board in this document as a template on where to write on the spaces
- Have 1 dice and 60+ game pieces for players to use as points (Minimum 10 pieces per player)
- Have a timer that counts down from 30 minutes
- A volcano in the middle of the game board (optional)

All the files for the above have been provided in separate folders.

The following images are an example of how the game should look once it has been set up.
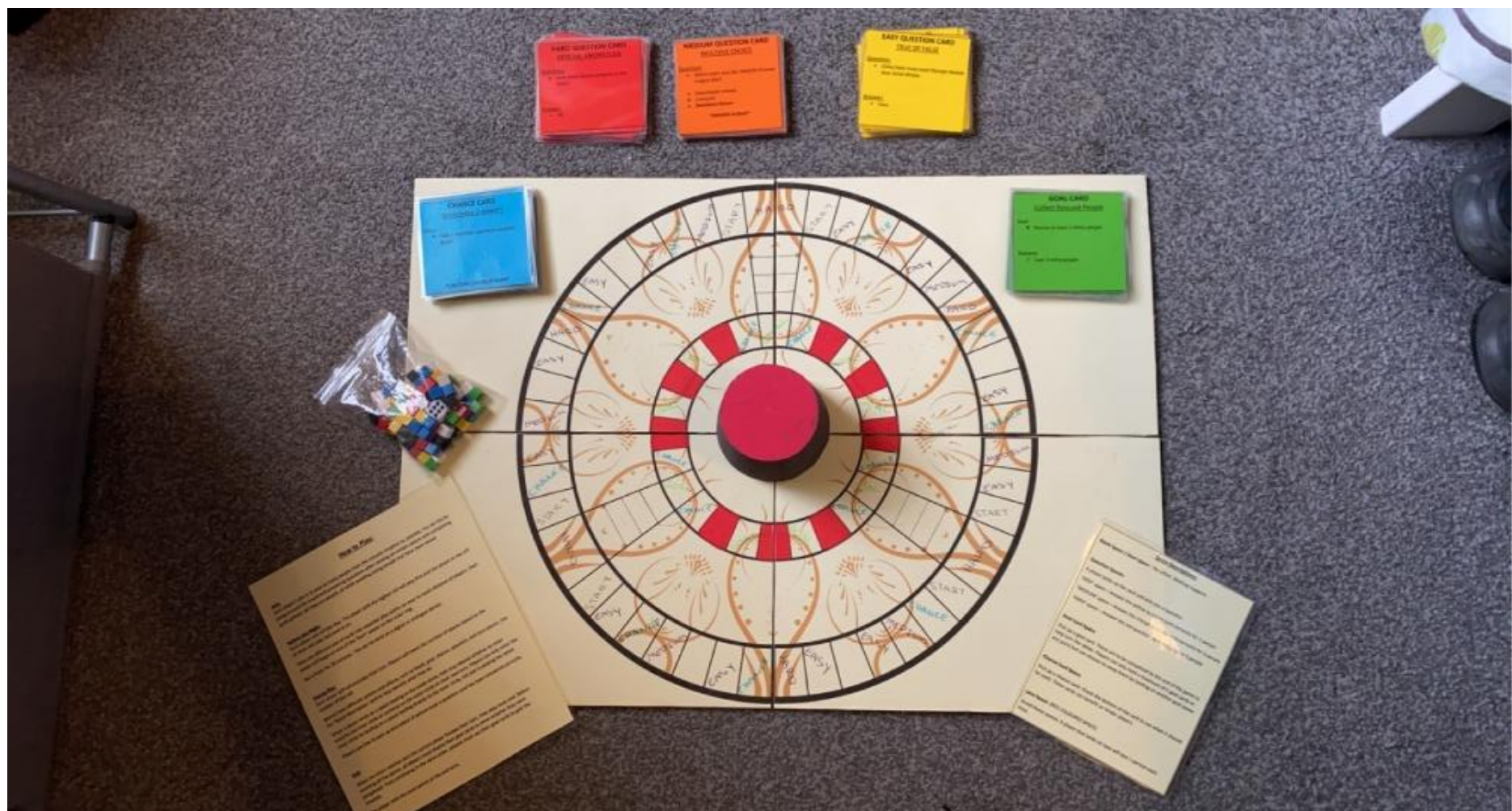
CHANCE CARD

Knowledge is power!

Effect:
❖ Take 1 question card from another player

USE CARD ON YOUR TURN

GOAL CARD

Collect Rescued People

Goal:
❖ Rescue at least 5 white people

Rewards:
✓ Gain 2 extra people

HARD QUESTION CARD

GENERAL KNOWLEDGE

Question:
• many teams compete in the

Answer:
• 30

MEDIUM QUESTION CARD

MULTIPLE CHOICE

Question:
• Which team won the 1994/95 Premier League title?

a. Manchester United
b. Liverpool
c. *Blackburn Rovers*

ANSWER IN BOLD

EASY QUESTION CARD

TRUE OF FALSE

Question:
• China have more total Olympic Medals than Great Britain.

Answer:
• False

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 and answering questions when landing on certain spaces and completing goals gained, earning you people, all while avoiding losing people that have been saved.

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.

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.

When a player lands on a space leading to the inside circle, they may choose whether to enter towards the inner circle or continue on the outer circle on their next turn. Players can only enter the inner circle by landing on a space leading directly to the inner circle, not just in passing the space.

Players are free to pick up any colour of person once a question card has been answered correctly.

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.

Space Descriptions:

Blank Space / Start space – No effect. Nothing happens.

Question Spaces:

A player picks up the card and asks you a question.

'EASY' space – Answer the yellow question card correctly for 1 person

'MEDIUM' space – Answer the orange question card correctly for 2 people

'HARD' space – Answer the red question card correctly for 3 people

Goal Card Space:

Pick up a goal card. These are to be completed by the end of the game to help turn the tables. Players can only hold a maximum of 2 goal cards at any point but can choose to swap them by landing on another goal space.

Chance Card Space:

Pick up a chance card. Check the bottom of the card to see when it should be used. These cards can benefit or hinder players.

Lava Space: (RED COLOURED SPACE)

Avoid these spaces. A player that lands on lava will lose 1 person each time.

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CHANGE

EASY

MEDIUM