WHEN THE EARTH QUAKES

RULES

Number of players: 1-4
What you need: four game pieces of the same colour for each player, a six-sided die

There is an earthquake, the waves that are created by it want to get to the Seismology Station. Each of them moves forward at different speeds and through various environments. You have one game piece representing the P-wave, one representing the S-wave, and two representing the surface waves. The objective is to be the first player to reach the finish, but how?

Throw the die. Once you have thrown the die, decide which wave you would like to move. The P-wave moves on the round spaces, and because it is the fastest, multiply the number on the die by two (for example, if you roll a five, you move ten spaces). The S-wave moves on the triangular spaces by the number thrown on the die. Both surface waves move on the squares, and as they are the slowest, even numbers are divided by two (for example, if you roll a three, you move three spaces, but if you throw a four, you divide it by two and move forward two spaces). Then the next player makes their move. You move only one wave in each round.

But beware of the mysterious disruptions in the time-space continuum, which can send you to space!

Good luck!

1. You are travelling through a mantle plume! The hot material Slovenia into the mantle. You bounce off it. Go back two spaces. This applies only to the P-wave, and not the S-wave. If you land on the red space, you have a race. You must wait until InSight’s seismometer detects you, sends a message to Earth, and you need to throw two sixes in a row, until then, you do not move any of your waves.

2. You run into a section of the oceanic crust that is falling into the mantle. The plates here diverge, creating a new seafloor. Go back four spaces.

3. You dissipate at the boundary. Here, the P-wave lands on the red space, then move to the red space, or you can return to the start at any time. If you land on the red space, you have a race. You must wait until InSight’s seismometer detects you, sends a message to Earth, and you need to throw two sixes in a row, until then, you do not move any of your waves.

4. Microquakes caused by storms and winds on the ocean ruffle your hair. What a pleasant run! Before you know it, you find yourself on the purple space at the opposite corner of the world. You run into your cousin from overseas! You find yourself daydreaming, and you lose a turn.

5. You are going through a low-velocity zone. Oh no! You find yourself on Jupiter’s moon, Europa, whose surface is made of broken-up ice. Strangely, you have reached the plate boundary. Here, you feel volcanic activity and earthquakes frequently occur – and the shaking stars you feel are generated at the boundary. You must wait until InSight’s seismometer detects you, sends a message to Earth, and you need to throw two sixes in a row, until then, you do not move any of your waves.

6. Look! This is the same type of fault as the one where you originated! You find yourself at the plate boundary. Here, you feel volcanic activity and earthquakes frequently occur – and the shaking stars you feel are generated at the boundary. You must wait until InSight’s seismometer detects you, sends a message to Earth, and you need to throw two sixes in a row, until then, you do not move any of your waves.

7. You are crossing a mid-ocean ridge. The plates here diverge, creating a new seafloor. Go back four spaces.

8. You are going through a low-velocity zone. Oh no! You find yourself on Jupiter’s moon, Europa, whose surface is made of broken-up ice. Strangely, you have reached the plate boundary. Here, you feel volcanic activity and earthquakes frequently occur – and the shaking stars you feel are generated at the boundary. You must wait until InSight’s seismometer detects you, sends a message to Earth, and you need to throw two sixes in a row, until then, you do not move any of your waves.

9. You are going through a low-velocity zone. Oh no! You find yourself on Jupiter’s moon, Europa, whose surface is made of broken-up ice. Strangely, you have reached the plate boundary. Here, you feel volcanic activity and earthquakes frequently occur – and the shaking stars you feel are generated at the boundary. You must wait until InSight’s seismometer detects you, sends a message to Earth, and you need to throw two sixes in a row, until then, you do not move any of your waves.

10. You are going through a low-velocity zone. Oh no! You find yourself on Jupiter’s moon, Europa, whose surface is made of broken-up ice. Strangely, you have reached the plate boundary. Here, you feel volcanic activity and earthquakes frequently occur – and the shaking stars you feel are generated at the boundary. You must wait until InSight’s seismometer detects you, sends a message to Earth, and you need to throw two sixes in a row, until then, you do not move any of your waves.