

A chemical weapon being developed during time of peace is tested on an island rich with biodiversity.

You lose one point.

Citizens rally to demand reparations be paid to rehabilitate environment damaged by military pesticides.

You gain one point.

You broker a treaty to stop the use of active sonar. The dolphins thank you for your effort.

Take a point from each player!

Your country was caught breaking international environmental law in the Geneva Convention.

Move backward four spaces.

Doctors begin noticing strange illnesses from war veterans returning home.

They blame nuclear radiation.

You lose two points.

You sue another country in the International Court of Justice for breaking the Geneva Convention on Protection of the Environment in Times of Conflict.

You gain two points.

The United Nations Environmental Programme gives your country an award for cleanup of a chemical accident.

You gain one point.

Hiroshima and Nagasaki cause at least 5 species of plants and animals to become extinct.

Each player loses one point.

Anthrax buried in the Aral Sea leaks out and causes major problems to health and environment.

The player closest to the finish loses one point.

Celebrate Earth Day by shutting down a nuclear weapons facility.

You gain one point.

Your country plays an important role in writing the U.N. Convention on Certain Conventional Weapons.
You gain one point.

Dolphins confused by sonar beach in your country.
You lose two points.

You develop a technology to remove landmines much faster.
You gain two points.

A factory producing weapons for your country's military explodes, polluting the nearby river and hurting workers.
You lose one point.

Landmines are all over your country from another war.
Take one point from the player with the most points.

After evacuating a military base, scientists search and discover major pollution of the groundwater.
You lose one point.

Your country pays reparations for damages to the natural environment in another country during war time.
You gain two points.

Your country increases military spending and reduces the budget for education.
You lose one point.

Ancient archaeological remains are destroyed during a war you waged.
You lose two points.

Historical buildings and civilians are destroyed in an air strike.
Go back five spaces.

Acid rain in your country is caused by pollution from burning oil rigs in the Persian Gulf.
You lose two points.

An endangered gorilla introduced back to the wild walks on a landmine and is killed.
You lose one point.

Your country's military agrees to conduct environmental impact assessments on its campaigns.
Jump ahead three spaces.

Refugees from a war in a neighboring land pour into your country and begin deforesting a national park.
You lose one point.

Your government spends billions looking for a place to secure nuclear waste.
Move back three spaces.

A survey finds that the military is using area very fertile for farming. Your government removes the military and puts in agriculture.
Jump ahead two spaces..

An international conference convenes to talk about the effects of militarism on war. Everyone takes part.
All players gain one point.

Your country increases military spending and reduces the budget for education.
You lose one point.

World leaders meet to sign a treaty banning the targeting of nuclear and chemical installations.
All players gain one point.