

Militarism and Environment:

Rules of the Game

- Number of Players:** 2 to 5
- Materials:** Game board, chance cards, 5 pawns,
1 dice, 80 chips (points)
- Objective of the Game:** To reach the end with the most environmental points remaining.
- Game play:**
1. Each player begins with 10 environmental points.
 2. Each player throws the dice once. The one with the highest number starts, followed by the player on his left.
 3. The player throws the dice and moves his pawn along the board.
 4. Landing on a red square causes players to lose points; landing on a blue square causes players to gain points. The number of points is indicated on each square.
 5. If the player lands on a ? (Chance) square, he should pick up a card from the pile and follow the instructions.
 6. Upon reaching the square entitled "STOP: Choose Direction", a player should either choose Nuclear Weapons (up) or Chemical Weapons (down) and follow only that path.
 7. Players can arrive at the end (Geneva Convention) with any roll of the dice.
 8. The player with the most points remaining at the end is the winner. One loses if he runs out of points.