

Clean air at school! Play & learn



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RULES

Teams, players, and game objective

We form two teams with all players. The number of players per team is not limited. With many players on one team, you will need good collaboration to provide an answer. We recommend that each team consists of one to a maximum of ten players. More than ten players per team are possible but may negatively impact the gaming experience.

In each team, a captain is chosen responsible for rolling the dice, moving the pawn, and giving the answer to the question. The other players on the team stay close to the captain to find the correct answer and to read cards aloud for the other team.

The goal of the game is for each team to reduce air pollution in the classroom through the meter on the game board. At the same time, each team tries to collect the most victory points through cards to win the game.

Moving the pawn on the game board

Place the game board in the middle of the table and shuffle the three stacks of cards. Put the cards in the corresponding spaces on the board.

Place both pawns on the starting space on the board.

Place the blue disc on the central position of the pollution meter.

Each team has one die.

Keep the 30-second hourglass handy.

Both teams roll the die, and the team with the highest number gets to start the game.

The first team rolls the die again. The pawn is moved according to the number rolled with the die. The team may decide which direction to move, but moving backward is not allowed.

Depending on the square they land on, an action is performed. Once the action is completed, it's the other team's turn.

Various actions and cards in the game

Each square on the game board with the letters 'P,' 'M,' and 'L' contains a question.

When a team lands on one of these squares, the team that is not taking its turn will draw a card and read the question aloud. After reading the card, flip the hourglass, and the countdown begins. The team in play has 30 seconds to provide the correct answer. If time runs out, or if no decision has been made, or if they answer beyond the time limit, the team loses their turn, and it goes to the other team.

Depending on the type of card, correct and incorrect answers are resolved differently.

"P": Pollution Card

If a pollution card is answered correctly, the team wins the card and one victory point.

If an incorrect answer is given, the air pollution increases by one step to the right on the meter, and the question card is discarded.

"M": Pest Control Card

If a pest control card is answered correctly, the team wins the card and one victory point. Pollution decreases by one step to the left on the meter.

If an incorrect answer is given, the team loses its turn, and the card is discarded.

"L": Learning Card

If a learning card is answered correctly, the team wins the card and the victory point.

Once a team has collected three learning cards, the squares on the board with the prohibition symbol will allow the die to be rolled again instead of losing a turn.

If an incorrect answer is given, the question card is discarded.

Symbols on the game board



Roll the die again.



Free choice of a card.



Skip a turn.



Move to another spiral on the board and roll the die again.



Automatically increases pollution by one step to the right on the meter.



Automatically decreases pollution by one step to the left on the meter.

The pollution meter and points

If the maximum pollution value is reached (purple square on the meter "try again"), pollution is automatically reduced by four spaces, and both teams lose one victory point (discard one of the earned cards). Place the blue disc back at the starting position of the meter and then continue the game as usual.

The game ends when the pollution meter is all the way to the left "win," or when one of the teams has collected ten cards. At the end of the game, the team with the most victory points (earned cards) wins.



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