

Our game is called Disast attack. In Disast attack you try to make your way to the end of the board. But there's a catch there are natural disasters that come every 30 seconds. And you need to find safety in the safe houses that are laid out on the board. There are keys to the safe houses you have to find on an alternate path that the disasters can't get to. The safe houses only can be opened by the right key. There are certain safe houses for certain disaster and you need that specific safe house key to get in. For example the earthquake key can only be used for the earthquake safe house. If you get hit by any of the natural disasters you go back to the beginning and lose a life. You only have 3 lives. There a good squares, bad squares, and spinning wheels along the way. The square you land on will give you something good or bad depending on which colour you land on, Green or Red. The spinning wheels can either give you something really good or really bad. There are 5 disasters: Tsunami, Earthquake, Volcano, hurricane, and a tornado. There are 6 safe houses, one for each disaster, and one for any disaster. there are 6 specific keys to those safe houses. You can play with 3 to 8 players. There is always going to be a person moving the disasters.

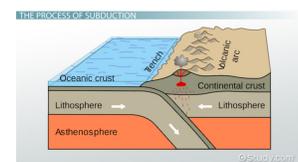
Earthquake - an earth quake has been created by two tectonic plates moving. Try to get in a safe house to survive the disaster. Make sure you get to a safe house that is the stablest and in a safe place far away from anything that could fall and make you go back to the start. Because that's the only one that can survive a earthquake.

Tsunami - if a tsunami hits then you have to get to a safe house that's high in the air and far away from the ocean and the ridges of the plates or you will go back to the start. You have to be a certain amount of distance from the water so you don't get hit.

Hot spot - a hot spot is a place in the earth where volcanic eruptions happen. so, for our game you on a hot spot a volcano will start coming.

Tectonic plates - Are involved in our game because when tectonic plates hit each other or even touch a natural disaster happen's for example a volcano, hurricane, tornado, tsunami, earthquake, you have to survive in the right safe house that is safe for the disaster that is coming.

Subduction - subduction zones is where the volcanos will happen on the board



Volcano - volcanos are erupted when you land near a volcano that the tectonic plate is chasing, and the plate is three spaces away, then it erupts.

Hurricane - A Hurricane is a windstorm with winds coming up to 120 Kms an hour it will be used as a natural disaster in our game that will happen when you step into hurricane territory there will be a safe house for the hurricane.

Tornado - if you get swirled up you will go back to the start. So you have to be in a safe house that is found underground, so you can outlast the tornado and let it pass through so you can safely get in the game again, and not have to restart.

Epicentre - the point on the earth's surface vertically above the focus of an earthquake. It will always be behind the earthquake safe house, and it will not move. If you land on it then go go back to the start.

THIS will be involved on the board when your trying to get to the other side and there will be an earthquake safe house nearby to survive.