1. Earthquake

The player is trying to research why earthquakes exist. You roll 2 dice to see how much you learn earthquakes and to see if you fall in. If you fall in, lose 10 knowledge points. You are trying to research about why there are earthquakes because the concept about the game is based on tectonic plates.

2. Tsunami

The player is trying to research why tsunamis exist. You roll 2 dice to see how much you learn tsunamis and to see if you get swept in. If you get swept away, lose 10 knowledge points. You are trying to research about why there are tsunamis because the concept about the game is based on tectonic plates.

3. Volcano

The player is trying to research why volcanoes exist. You roll 2 dice to see how much you learn about volcanoes and to see if you fall in. If you fall in, lose 10 knowledge points. You are trying to research about why there are volcanoes because the concept about the game is based on tectonic plates.

4. Tectonic plates

The players travel around the tectonic plates while researching about it. I made the players travel on tectonic plates because it was related to the topic we are researching.

5. Subduction

You have a chance of occurring subduction, if you do, you instantly gain 10 knowledge points because it is a rare occurrence.

6. Fossil records

If you find fossil records you instantly gain 20 knowledge points because this is evidence that the world was once together.

7. Similar coast lines

You instantly gain 5 knowledge points if you find this. You gain 5 knowledge points because this is evidence that the continents were once together.

8. Similar mountain ranges

Similar to coast lines, you instantly gain 5 knowledge points because this is evidence that the world was once together.

9. Fault

If you come across a fault line, roll a dice to see if you fall in. If you do, lose 10 knowledge points. This is because fault lines are the cracks caused by earthquakes.

10. Continental drift

If you roll a 2 or under, go back 1 tectonic plate, this is because the plates underneath the earth is always moving.

11. Sea floor spreading

Just like continental drifting, go back 1 tectonic plate. This is because of a divergent plate boundary. Divergent plate boundaries spread out causing more land to appear.