

Transform plate boundary:

- Earthquakes are happening and you have to try to predict where the next one will be.
- Earthquake waves happen before earthquakes.

Continental drift:

- You are trying to figure out how the board was before continental drift.
- fossil evidence and guessing where pieces fit.

Divergent plate boundary:

- You are trying to race other players to the end while trying to guess where the boundaries are so that you don't encounter a mountain or volcano.
- Mountains and volcanoes are popping up in patterns.

Hot spot:

- You are trying to avoid hot spots so that you don't get covered in lava.
- You can find the heat signatures for areas by paying a small amount of tokens.

Earth's layers:

- You are an advanced human who has a special ship that can dig through earth's layers. You are racing other players and need to find out what upgrades you need to encounter the next layer through trial and error.
- you are getting evidence cards that tell you why you died when you die.

Direct/indirect evidence:

- You are trying to guess what things were like before continental drift (see above).
- You find small bits of evidence and you try to form direct or indirect evidence.

Sea floor spreading:

- You are on a game board getting slowly pushed away from the centre and you have to figure out how it's moving before you fall off.
- You find evidence cards on some tiles.

Subduction:

- You have to avoid volcanoes by finding out where they will occur next.
- You have to use clue cards that you get each round.

Oceanic crust:

- You are trying to find subduction zones by finding where the oceanic crust meets the continental crust.
- You walk around using a radar.

Continental crust:

- You try to find subduction zones by finding where the oceanic crust meets the oceanic crust
- You walk around using a radar.