

Introduction

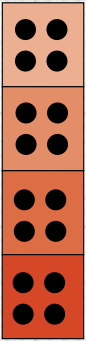
This a project for an educational boardgame. It is about energy efficiency as a social issue. The objective was to explore the use of game play, interactivity, chance, and information in a graphically designed environment.

Rules

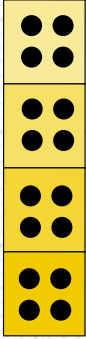
The purpose of the game is to be the player to have the most pegs when you get to the finish line. You play the game by rolling the dice to find out how many spaces to move forward. If you land on a peg space than an opposing player draws a peg card and asks you a trivia question. If you answer the question correct you keep the peg. If you land on a hazard space than you draw a hazard card. The hazard card gives a fact and will signal whether you stay or move backwards.



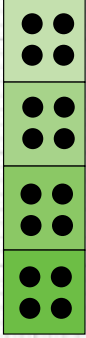
PLAYER 1



PLAYER 2



PLAYER 3



OBJECTIVE:
BE THE FIRST
PLAYER TO REACH
THE FINISH LINE
WITH ALL OF THEIR
PEG HOLES FILLED.

DIRECTIONS:
BEGIN BY ROLLING
THE DIE TO FIND
OUT HOW MANY
SPACES TO MOVE
FORWARD. IF YOU
LAND ON A PEG
HOLE, AN OPPOSING
PLAYER MUST DRAW
A PEG TRIVIA CARD
FOR YOU. IF YOU
ANSWER CORRECTLY,
YOU KEEP THE PEG.
IF YOU LAND ON A
HAZARD SPACE YOU
MUST DRAW A
HAZARD CARD.
THE HAZARD CARD
WILL DIRECT YOU
IN WHAT TO DO.

KEY
● PEG SYMBOL
▲ HAZARD SYMBOL

