

Trivial pursuit about light pollution

“The knowledge doesn't occupies space”

In the white middle, will be written “Trivial pursuit about light pollution” and below goes have a photo of the world since the night of space.

Rules ->

1. To know how star, all the players should throw the dice, the player how gets more points is the one to start the game.
2. The game goes start in the middle
3. Each player can choose his one route according to the number of homes that can advance.
4. Each player can only roll the dice one time not is that falls on his house to throw again.
5. If a player lands three doubles one a time will have to get a round without playing.
6. Like trivial in each player will have a cheese but in this case vain to call “worlds”.
7. Each color will match a continent:
 - America match the color blue
 - Europe match the color yellow
 - Asia match the color brown
 - Africa match the color green
 - Oceania match the color pink
 - Antarctica match the color orange
8. To finish the game a player will have to have all the parts fitted to your world and get to the center of the game.
9. During the game players must answer a series of questions that may be of mime, drawing, of voice etc...
10. When a player lands on a house to win the continent will have to answer a question of the same, if not set will have to stay in that house for the following rounds, until set and then been able to move forward.
11. 2-6 people can play

Question carts ->

Size ->7 four 10,5

Cover -> with the design to say trivial pursuit



