

Geological Processes

(Every player starts here)

When you land on this spot draw one card

Mountain Builder #4

Weathering from ice and water causes rocks to crack.
Go back 2 spaces.

Mountain Builder #1

Uplift occurred
Add 2 units to mountain

Mountain Builder #3

Mountain Builder #2

Water, wind or rain erosion – remove 1 unit

Games Rules:

1. Each player adds or subtracts from their mountain as board or card directs.
2. Each player shakes the dice once and moves according to the number on the dice always moving in a forward (not backward) direction.
3. Winner is player with the greatest mountain.

Mountain Builder #3

Mountain Builder #2

Mountain Builder #3

Mountain Builder #2

Mountain Builder #3

Mountain Builder #2