



ISTITUTO NAZIONALE DI GEOFISICA E VULCANOLOGIA

CATCHING THE PLATE

DISCOVER THE PLATE SECRETS: THE EARTHQUAKE AND VOLCANOES BIRTH

R U L E S





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GOAL OF THE GAME

The goal of the game is to place the largest number of tectonic plates, earthquakes and volcanoes and therefore to obtain the highest score.

RULES

Catching the plate is a game as simple as it is addicting.

Children of 11/16 years will always be able to play perfectly under the guidance of a conductor.

Game participants must divide into teams made up of a minimum of two players.

The team with the youngest player will start. The team that starts, will roll the dice.

Each roll of the dice determines which card or token (plate) must be drawn and consequently the actions to be carried out combined with each, listed below:

EARTHQUAKE CARD

A card is delivered with the epicenter of an earthquake drawn.

The goal is to guess where to place the epicenter on the basis of the question shown on the card. By positioning correctly you win 3 points. If the team requires an extra clue to guess it gets 2 points (in case of exact answer). You can also give your hand to the opposing team which wins 1 point in the event of a correct answer.

VOLCANO CARD

A card is delivered with a volcano drawn. The goal is to guess where to place the volcano on the basis of the question shown on the card. By positioning correctly you win 3 points.

If the team requires an extra clue to guess it gets 2 points (in case of exact answer).

You can also give your hand to the opposing team which wins 1 point in the event of a correct answer.

PLATE CARD

A card is delivered with the plate drawn. The goal is to guess where to place the plate. If the team misses the plate, it is put back into play. Guessing the plaque immediately wins 3 points.