To play The Green Zone, each player requires a small stone to use as a token, and a tally card. Players roll a die and move along the woodland path. With each move, players record their points on a personal tally card. Part of the game involves talking about the actions and consequences of each square.

**Play outside or go for a bike ride instead of watching TV.**

+1

**Leave the radio on when you go to school.**

-2

**Raise funds for a group dedicated to community greenspace.**

+1

**Talk your family into a natural tree for Christmas.**

+1

**Talk your friends out of joining a neighbourhood environment club.**

Go back 5 squares! -3

**Turn off the TV and lights when you’re finished with them.**

+1

**Play with all 5 cats at once.**

Canada signs an international emission control agreement. 10 points for everyone!

**Watch TV instead of helping volunteers plant trees at the park.**

Go back 5 squares! -3

**Throw pop cans into the trash, instead of the blue box.**

-2

**Remind parents about the benefits of tuning up the car.**

+1

**Do a class presentation on everyday ways to reduce global warming.**

+3

The player with the most points wins!
Local industry announces emission reduction. 10 points for everyone!

Put on a sweater instead of turning up the heat. +1

Help host environment day at your neighbourhood park. +3

Choose a fresh fruit snack instead of a processed, packaged treat. +1

Ask your neighbourhood store to stock items with less packaging. +3

Bring a litterless lunch to school. +1

Say no to an opportunity to help green your school playground. Go back 5 squares! -3

On International Walk to School Day, 75 per cent of your school participates. 10 points for everyone!

Community park is closed to make room for new building. Everyone loses 10 points!

A smog alert is announced in your community. Everyone loses 10 points!

Walk everywhere you go for an entire day. +1

Beg a drive to a friend’s house two blocks away. -2