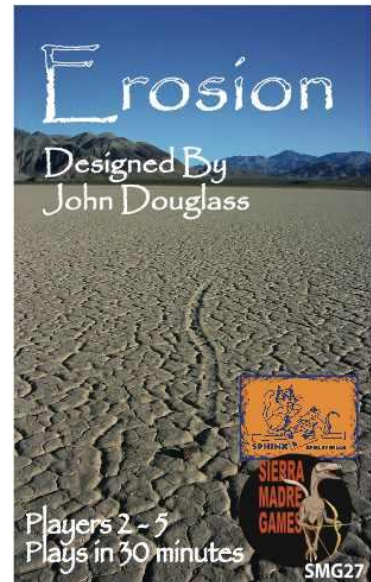


Erosion

Erosion is a geological card game that lasts but a half hour. Players struggle to keep their mountain uplifted while weathering and eroding the mountains of others. The deck is divided into sedimentary, igneous, and metamorphic rocks. The winner is the player who has the highest mountain and accumulates the most material in their delta, with a bonus for fossils.

The basic rules of *Erosion* introduce the four player actions: Weathering, Hillsloping, Fluvial (River), and Draw Cards. The advanced rules demonstrate how mountain-building and erosion control Earth's climate and atmosphere. The game started life as a teaching aid for a geology class at Arizona State University. Phil Eklund developed it into a competitive, entertaining and educational game—it's still used as a teaching aid in universities.



- Designed by John Douglass
- For 2-5 players
- Playing Time 30 minutes
- RRP £12.00 (inc VAT)
- Trade price £6.26 (ex-VAT)