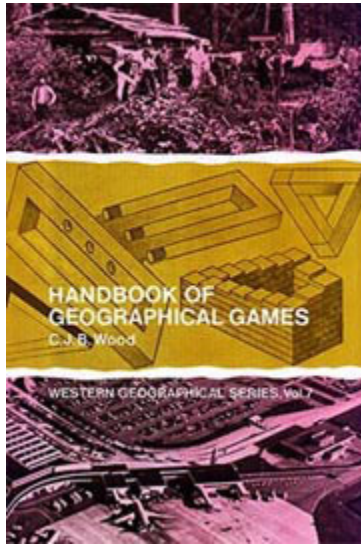


Volume 7 Handbook of Geographical Games



Colin J.B. Wood

Highly recommended for senior high schools and introductory university courses, this volume contains detailed descriptions of several geographical simulation games, invented by the author, designed to give participants a greater understanding of decision making and its impact on the landscape. Games presented allow players to take part in pioneer settlement, compete for land in an urban fringe area, design new towns, be involved in the transportation of oil and determine the location of an airport.

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