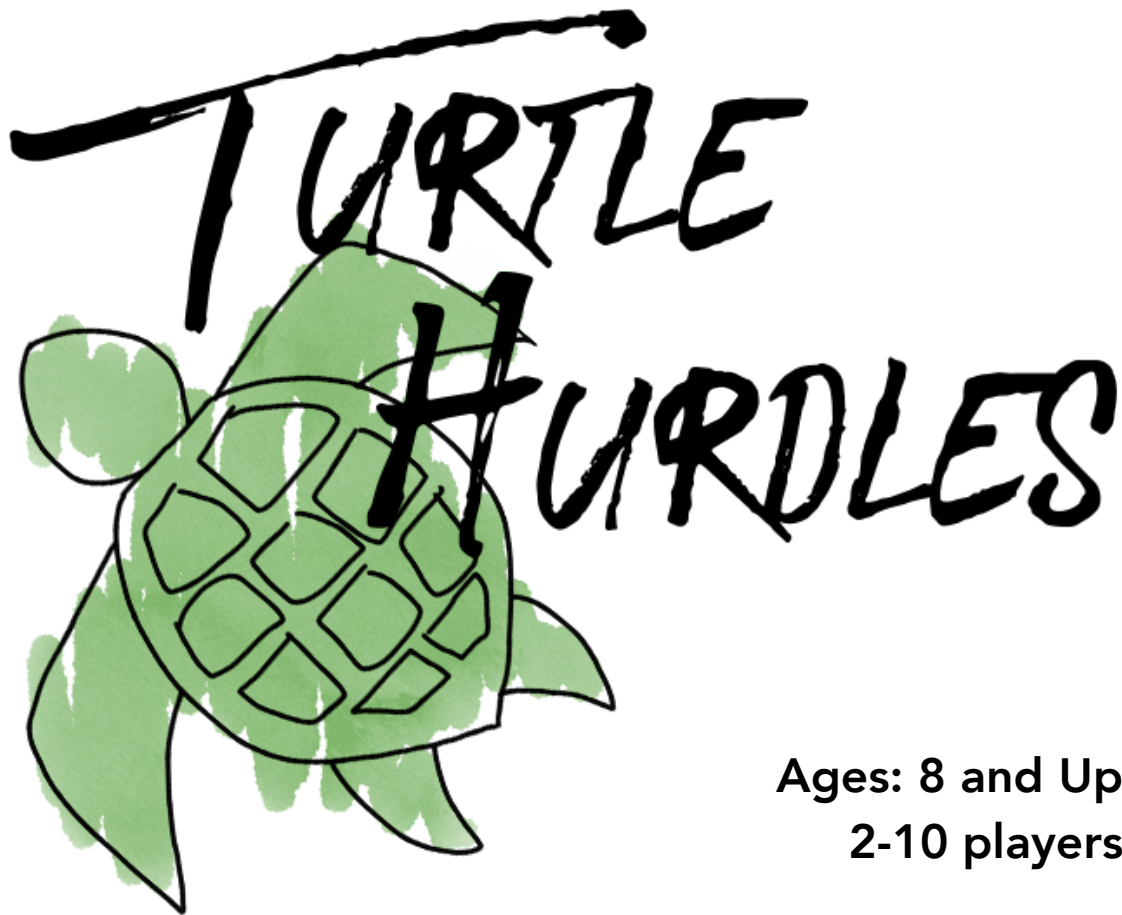


TURTLE HURDLES



Ages: 8 and Up
2-10 players

Your turtle is on its way to the beach to make a nest and lay eggs, to start the next generation of sea turtles. But can you get there safely? Navigate the treacherous ocean, avoid getting caught in fishing nets, and escape predators. To gather strength, you can eat along the way. But it's a risk you're taking, because what you think is food might just turn out to be plastic. As you play, the game reveals the way human pollution impacts the survival of sea turtles. Turtle Hurdles is a print-at-home game for the whole family, ages 8 and up.

Printing:

You will not need to print this document.

When printing the "Game Materials" ensure you are printing 'Actual Size' and double sided.

If you need to conserve ink, you can print 'Odd Pages Only', and single sided.

Cut out the pieces and cards out along grey lines

LEARN MORE / REFERENCES:

Sea Turtles:

<https://www.nwf.org/Educational-Resources/Wildlife-Guide/Reptiles/Sea-Turtles>

<https://www.nytimes.com/2018/09/13/science/sea-turtles-plastic.html>

<https://seaworld.org/animals/all-about/sea-turtles/adaptations/>

<https://conserveturtles.org/about-stc-organizational-background/>

<https://www.turtlehospital.org>

Dead Zones:

<https://www.scientificamerican.com/article/ocean-dead-zones/>

<https://www.nationalgeographic.org/encyclopedia/dead-zone/>

The Game:

In this game you will be playing as a sea turtle.

Your goal is to make it safely to the beach to lay your eggs within **10 rounds**.

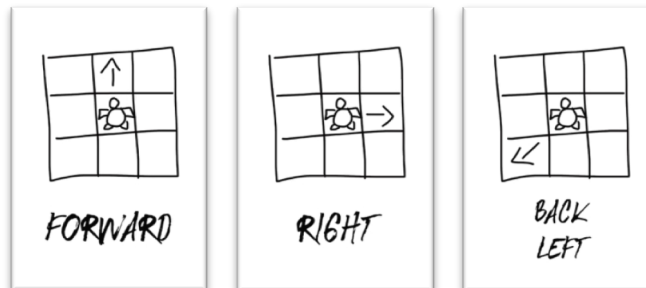
The player with the most points at the end of 10 rounds wins.

Set up:

- Each player should select a turtle and color it however they like.
- Place the game board in the middle.
- Each player may choose any square in row 8 to begin in.
(it IS possible for multiple turtles to start in the same square)
- Have two piles of card facing down, one pile of "Ocean Current" cards and one pile of "Food or Trash" cards
- Create a score sheet starting with 200 points for each player.

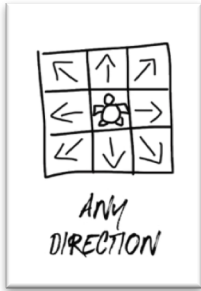
Rounds:

- At the beginning of each round, 3 "Ocean Current" cards are turned over for everyone.
- Each player takes a turn moving their turtle according to the cards.
 - The player who has turned the cards over should go first.
 - The play should then move around the table clockwise
- Most "Ocean Current" cards will indicate a move you can make (one box in the indicated direction)



- You may use all three moves, two, one, or none.
- You may use the moves in any order you like.
- All players will use the same three cards to make their move(s) in each round.
- While sea turtles are solitary creatures and tend to live alone, they are not territorial. So turtles can occupy the same square or pass over one another.
- After the round is complete, the player to left should turn over the next three cards to begin the next round.

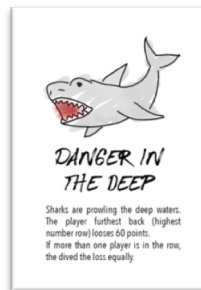
Special "Ocean Current" Cards:



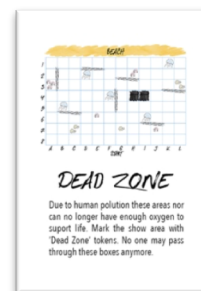
An "Any Direction" card mean you can move one space in any direction.



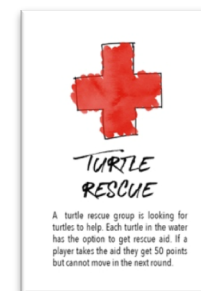
A "Strong Current" card helps you along your way. For any move you make this round move two spaces.



While adult sea turtles have few natural predators, sharks are one of them. If a "Danger in the Deep" card is turned over the turtle in the deepest water (the highest number row) will lose 60 points in order to get away safely. If there are multiple turtles in this row, the point loss should be equally divided. (if 3 players are in the same row each loses 20 points)
This card should be implemented before anyone moves.

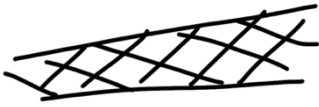


A dead zone occurs when an area of an ocean does not have enough oxygen to support marine life. These are occurring increasingly in shallow coastal areas due to human activities. If a "Dead Zone" card is turned over the corresponding squares should be covered by the "Dead Zone" markers. No one may pass through these squares any more. If a turtle is in a "Dead Zone" square, they should move back one square.
This card should be implemented before anyone moves.



There are organizations who work to rescue sea turtle. If a "Turtle Rescue" is turned over each player with a turtle in the water has the option to get rescue aid. If a player takes the aid they get 50 points but cannot move in the next round.
This card should be implemented after a player moves.
Turtles on the beach may get back in the water to receive aid.

On the Board:



On the board you will see fishing nets. Sea turtles often get tangled in fishing nets and drown so you may not go through a fishing net.

Scoring:

Most sea turtles eat things like snails, shrimp, and jellyfish. Players can earn points by having their turtle pass through or land on the squares with snails, shrimp, or jellyfish in them

But there is a catch! Often sea turtles and other sea creatures will mistake plastic trash that ends up in the ocean for food.



Draw a "Food or Plastic" card to find out if what you ate was food or if it was plastic.

If you turn over a "food" card you get the points, if you turn over a "plastic" card you lose that number of points.



Shrimp and Snails = 10 point each (a square with 3 shrimp = 30 points)



Jellyfish = 50 points

If a player reaches zero points their turtle has died. They should turn their playing piece over and draw a ghost turtle and finish the game a ghost. Dead turtles cannot come back to life but the player can still win the game.

Beaching Early:

If you decide to go onto the beach before round 10, it will cost you 10 points for each round you stay on the beach. You may go back into the water after you have reached the beach.

Ending the Game:

After everyone has made their move(s) in round 10 the game comes to an end.

Any player whose turtles have not made it to the beach lose 100 points.

The player with the most points wins.