

# INSTRUCTIONS

## THE OBJECT OF THE GAME:

To explore the many ways we can all care for the earth.

## EQUIPMENT:

1 folding board, 12 "I CARE" cards, 12 "LITTER" cards, 12 "How many steps?" cards, 40 tokens representing points (16 yellow, 8 blue, 8 green & 8 red), 2 pieces of cardboard representing "saving paper", 2 pieces of glass representing "saving glass", 2 pieces of metal representing "saving metal" and 5 footprint player pebbles.

## BEFORE STARTING:

Each player chooses a different colour footprint player piece and places it on START.

Place the 'LITTER' cards, 'How many STEPS?' cards, 'glass', 'metal' and 'paper' ('MATERIALS') and TOKENS on the centre area of the board where marked.

## ONE WAY TO START:

Each player draws a 'How many STEPS?' card. The player with the lowest number goes first. Turns are then taken in a clockwise direction, each player drawing a 'How many STEPS?' card from the pack and moving their pebble, one step per 'tile'. Count out in the direction of the arrow. Return the 'How many STEPS?' card to the bottom of the pack. Next player has their turn.



## LANDING ON THE SAME TILE AS ANOTHER PLAYER

(except for 'penalty' tiles) The player who lands on the same tile as another player MAY collect an 'I CARE' card because working together is good for the earth!

**IF A SIX STEPS card is drawn:** The player moves six steps then MAY either draw the top 'I CARE' card OR have another turn.

**ORANGE TILES:** when a player lands on a 'good' orange tile one yellow token is collected.



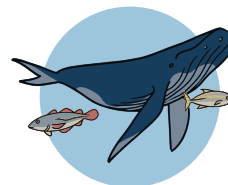
**MAY PICK UP 'LITTER'** means a player MAY pick up one 'LITTER' card and keep it until they land on 'Do the Right Thing; Use the Right Bin'. Then the 'LITTER' card is returned to the board and a blue token is taken for each LITTER card put in. (No points are gained for landing on 'Do the Right Thing; Use the Right Bin' unless a 'LITTER' card is put in.)



**ZERO WASTE HERO:** Take 2 steps forward for avoiding waste. Congratulations! Can you share some waste wisdom?



**MAY SAVE PAPER/ METAL/GLASS** means the player MAY pick up one 'paper/ metal/ glass' from the MATERIALS space and keep it until they land on RECYCLE PAPER/ METAL/GLASS. Then the 'paper/metal/glass' is returned to the board and a RED token is collected from the centre. (No points are gained for landing on 'recycle paper/metal/glass' unless the correct item is returned.)



**IN NATURE/MARINE RESERVES:** Players can only enter a Nature/Marine Reserve if the player's pebble lands ON the tile marked "MAY ENTER NATURE/MARINE RESERVE". If a player lands on a 'good' green tile one green token is collected. If a player lands on "I CARE" they pick up the top "I CARE" card and place it instruction side UP in front of them.

## HOW ELSE CAN I CARE FOR THE EARTH?

The player tells their fellow players their best new idea to care for the earth. Try to make it one that hasn't been shared during this game. When they are happy with the answer the player can jump to the next tile. Suggested time limit to discuss ideas: 3 minutes.



## PENALTY AREAS:

"I WASTED WATER" and "I LEFT THE LIGHTS ON":

Players RETURN ALL YELLOW tokens back to the centre.\*

"I LEFT A MESS or used a single use item":

RETURN ONE BLUE token\*

"I LEFT A BOTTLE LYING AROUND": RETURN ONE RED token\*

## USING "I CARE" CARDS:

At each turn in the game a player may use their I CARE cards instead of drawing a 'How many STEPS?' card. To use, place the card at the bottom of the 'I CARE' cards pile. A player may use 2 or more cards at once, adding the numbers on the cards together. All coloured tokens, 'I CARE' cards, 'LITTER' cards, 'paper', 'metal' and 'glass' collected by players during the game must be left in front of them for all others to see.



**MAY:** Where the word MAY appears in the rules or on the board, the player has the choice. If there are no 'I CARE' or 'LITTER' cards, glass, metal or paper left then the player cannot collect them.

If there are NONE OF THE RIGHT COLOUR TOKENS left in the centre no points are gained by the player. TOKENS CANNOT BE EXCHANGED FOR OTHERS.

## TOKENS represent POINTS as follows:

yellow = 1    blue = 5    green = 10    red = 20



## WAYS TO END THE GAME:

a) Play to a set time (eg half an hour) and see how many points all players collect.

b) End when the last token has been won from the centre. For a longer game make your own extra tokens, to represent more points. For a shorter game start with less tokens in the centre.

c) Play "First to 50 points" or when the combined points reach 100.

Optional, when adding up points: All players count their score LESS 5 POINTS OFF THE TOTAL FOR EACH 'PAPER', 'METAL', 'GLASS' and 'I CARE' or 'LITTER' card left in front of them.

All efforts have been made to source materials from sustainable resources, and to pay a fair price for each element of this game. 50% of profits go to CONSERVATION projects.

Note: Recycling paper, glass and metal are only three examples of many that people can recycle. More importantly we need to avoid "waste"; refuse, reduce, reuse, refill and rot.

See [WWW.EARTHCAREGAME.ORG](http://WWW.EARTHCAREGAME.ORG) for more information, resources and to nominate your favourite CONSERVATION project to receive a donation.

## Words of Acknowledgement:

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R.J.REYNOLDS, New Zealand, 1976.

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Made by: HOPE - HELPING OUR PLANET EARTH [Copyright]

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