

OBJECTIVE:

Roll the dice and move your habitat 'critter' around the spiral stone trail on the game board. Collect 2 of each of the Habitat cards or as many Habitat cards as possible before any player reaches the end of the trail. Moving around the trail gives the player a chance to gain knowledge and wisdom that can be used for the game and in the classroom of life!

EQUIPMENT:

Game board with 8 habitats: arctic, wetlands, desert, forest, ocean, jungle, mountains, grasslands; habitat 'critters'; Habitat cards; Knowledge cards; Wisdom & Consequence cards; dice; 'Land Trust' custom cardholder.

SET-UP:

Each player selects one habitat 'critter' of his/her choice. Place all 'critters' in the START circle on the game board. Place all Habitat cards in the custom cardholder - one habitat per slot (ex: all 'jungle' cards in one slot, all 'ocean' cards in another slot, etc.). This is the 'Land Trust'. Place the deck of Knowledge cards and the deck of Wisdom & Consequence cards face down separately, accessible to all players.

PLAYING THE GAME:

Each player takes one Habitat card of his/her choice. To determine who moves first, each player rolls the dice. High roll goes first. Player 1 rolls both dice and moves, counter-clockwise on the trail, the number of spaces shown on the dice. If Player 1 lands on a blue space, he/she follows the instructions on that space, then that turn is over. If Player 1 lands on a blank space: The player to his/her right draws a Knowledge card and reads it to Player 1. If Player 1 answers the question correctly, he/she wins a Habitat Card from the habitat Player 1 occupies. If Player 1 answers the question incorrectly, the player remains on the trail where he/she has landed and that turn is over. If a player lands on a space that instructs them to return a Habitat card to the Land Trust that he/she does not have, that player rolls one die and moves backwards the amount of the die and follows the instructions on that space. If a player lands on a 'Wisdom & Consequence' space, that player draws a card from the Wisdom & Consequence deck, and proceeds as follows:

CONSEQUENCE CARDS:

A "positive" Consequence card gives the player a choice of taking a Habitat card from the Land Trust that matches the habitat the

player occupies on the trail OR rolling one die and moving forward or backward the amount on the die and then following the instructions on that space.

A "negative" Consequence card asks the player to return one Habitat card to the Land Trust that matches the habitat the player occupies. If the player does not have the Habitat card needed, the player will roll one die and move backwards the amount on the die and follow the instructions on that space.

WISDOM CARDS:

Drawing a Wisdom card:

The player can take one Habitat card that matches the habitat that he/she occupies from the Land Trust and return the Wisdom card to the bottom of the deck.

OR:

The player can save it to be exchanged during a turn of the player's choice. Exchanging a Wisdom card must be done at the beginning of the player's turn before he/she rolls the dice:

1). The player may exchange one Wisdom card plus one of their collected Habitat cards for one Habitat card of their choice with a player of their choice. The chosen player must go along with the exchange. The Wisdom card goes back to the bottom of the deck.

OR:

2). The player may exchange one Wisdom card with the Land Trust for one Habitat card from the habitat he/she occupies. The Wisdom card goes back to the bottom of the deck.

WINNING THE GAME:

Play continues as described above until any player is the first to get his/her 'critter' to the end and off the trail. The game is now over. The first player to finish wins one Habitat card of their choice. Any player who has collected two Habitat cards from each habitat is an Earth Steward, and that player is the winner of the game. There could be more than one Earth Steward per game. If there is a tie, (ex: 2 players are Earth Stewards), the player with the most Habitat cards wins the game. If no player is an Earth Steward, the player with the most Habitat cards is the winner.