

Game Instructions

There are a number of female loggerhead turtles hoping to lay their 100 - 120 eggs at the top of the beach. Take control of one of the females and see which is the most successful at laying her eggs and hatching baby turtles and getting them back into the sea.

TO PLAY -

1. Cut out the turtle counters.
2. Place her on the start.
3. Throw ONE coin TWICE and then follow the instructions on the box.

HH = Heads and heads thrown - Good HT = Heads and tails thrown - OK TT = Tails and tails thrown - Watch out!

Winner - The turtle that hatches the most baby turtles and gets them back to the sea safely. If a draw, the turtle that does it most quickly will win.

There are two types of missed turn -

1. Miss a turn then go to number shown
2. Miss a turn, stay on that square and rethrow.

HH - if thrown get an extra go



1		
HH	You have survived for 30 years	GO TO 3
HT	Eat a plastic bag instead of a jelly fish, swim slowly	GO 2
TT	You are caught in a net and suffocate and die	Start again
2		
HH	Fit and well	GO TO 3
HT	Dive to avoid a 'turtle spotting' boat	Miss a Turn
TT	Swim through sewage from the nearby resort	GO TO 1
3		
HH	Fit and well	GO TO 5
HT	Bask on the surface to warm up	GO TO 4
TT	Hit by speeding boat, die from your injuries	Start again
4		
HH	Fit and well	GO TO 6
HT	Basking on surface to warm up	GO TO 5
TT	Hit by a wind-surfer and panic	GO BACK TO 3
5		
HH	Quiet and dark and you touch the beach	GO TO 8
HT	Noise and lights further up the beach- go slowly	GO TO 6

TT Couple walk by - you are disturbed and go back to sea GO BACK TO 4
6
 HH All quiet and dark, go up the gently sloping beach GO TO 8
 HT Car headlights flash across beach - slow progress GO TO 7
 TT A sudden car noise - lose direction GO BACK TO 5
7
 HH All well, continue up gently sloping beach GO TO 9
 HT All well but tiring GO TO 8
 TT People from a taverna run down the beach, you return
 to the sea and in the panic accidentally lay some eggs GO TO 2
8
 HH All is quiet and dark, continue towards nesting site GO TO 10
 HT Quiet but you are unsure, go slowly up beach GO TO 9
 TT Couple walking on beach, you head back to sea GO BACK TO 4
9
 HH Going well, steady progress GO TO 12
 HT Beginning to get tired GO TO 10
 TT Tired, pause but go on Rethrow now
10
 HH Going well but need to lay your eggs GO TO 12
 HT Tiring GO TO 11
 TT Beach umbrellas block your way Miss a Turn
11
 HH Going well GO TO 13
 HT Tired but going well GO TO 12
 TT Dog sniffs around but goes away - you pause Miss a Turn
12
 HH Feeling well GO TO 14
 HT Going well but slowly GO TO 13
 TT Night walkers who quickly go away (Conservationists) GO TO 13
13
 HH Good progress, nearing top of beach GO TO 15
 HT OK but tired GO TO 14
 TT OK but tired, need to nest and lay eggs GO TO 14
14
 HH OK, all well GO TO 16
 HT Getting tired GO TO 15
 TT Lights/noise from taverna make you pause and go back GO BACK TO 13
15
 HH Fit and well GO TO 16
 HT Tired - stay here for a while Miss a Turn
 TT Curious tourist wants to find a turtle, disturbs you GO BACK TO 13
16
 HH Good sand and you are ready to nest GO TO 17
 HT Sand a bit hard, slows progress Wait a turn then GO TO 17
 TT Crawl into a sea wall, blocks path GO BACK TO 14
17
 HH 120 eggs layed in a flask-shaped hole 45 cms deep GO TO 19
 Female leaves the nest and returns to the sea
 HT 100 eggs layed in a flask-shaped hole 45 cms deep GO TO 18
 Female leaves the nest and returns to the sea
 TT Young female, lays 75 eggs layed in flask-shaped hole GO TO 18
 Female leaves the nest and returns to the sea
18
 HH Eggs incubating well GO TO 19
 HT Beach towel covers the nest and warms up the sand
 More females hatch if nest is warmer GO TO 19

TT Eggs accidently dug up by children - 20 eggs destroyed GO TO 19
19
 HH Still dark - nest protected by a cover placed there by
 a conservationist - all eggs hatch GO TO 20
 HT Rain cools sand - all eggs hatch but nearer to dawn Miss a Turn
 TT Car drives over nest and kills 25 hatchlings GO TO 20
20
 HH Hatchlings move fast down the beach GO TO 21
 HT Hatchlings take shortest route to the sea GO TO 21
 TT Hatchlings confused by distant lights from resort GO TO 22
21
 HH Hatchlings make good progress GO TO 25
 HT Hatchlings make good progress, still dark GO TO 23
 TT Lights from disco attract hatchlings who go back up
 beach towards the lights GO BACK TO 20
22
 HH Hatchlings make good progress GO TO 26
 HT Hatchlings make good progress GO TO 24
 TT Lights from disco attract hatchlings who go back up
 beach towards the lights GO BACK TO 20
23
 HH Hatchlings past quickly over soft sand GO TO 27
 HT Hatchlings just make it through the soft sand GO TO 25
 TT Sand very soft Miss a Turn
24
 HH Hatchlings past quickly over soft sand GO TO 28
 HT Hatchlings just make it through the soft sand GO TO 26
 TT Sand very soft Miss a Turn
25
 HH Hatchlings fall into a sand pit but easily get out GO TO 27
 HT Hatchlings fall into a pit, some never get out, 10 die GO TO 27
 TT Hatchlings fall into a pit, some never get out, 20 die GO TO 27
26
 HH Good even sand and hatchlings move fast GO TO 30
 HT Good sand and hatchlings make progress down beach GO TO 28
 TT Hatchlings tire and go slowly towards the sea Miss a Turn
27
 HH Hatchlings continue safely towards the sea GO TO 35
 HT Good sand, continue towards the sea GO TO 29
 TT Dawn approaches, dog sees hatchlings and eats 10 GO TO 29
28
 HH Rubbish on the beach has been removed, progress good GO TO 31
 HT Rubbish on the beach slows the hatchlings-dawn is near GO TO 30
 TT Rubbish and branches entangle hatchlings. They go back
 up the beach. Dawn and danger approaches GO TO 26
29
 HH Sea gulls overhead do not seem interested in hatchlingsGO TO 36
 HT Sea gulls overhead do not seem interested in hatchlingsGO TO 35
 TT Sea Gull attack and kill 5 hatchlings, rest escape GO TO 35
30
 HH Good progress down towards the sea GO TO 34
 HT Good progress down towards the sea GO TO 32
 TT Hatchlings are getting tired and move more slowly GO TO 31
31
 HH Good progress down towards the sea GO TO 34
 HT Good progress down towards the sea GO TO 33
 TT Hatchlings are getting tired and move more slowly GO TO 32

32

HH Sea gulls overhead do not seem interested in hatchlings GO TO 34

HT Sea gulls overhead do not seem interested in hatchlings GO TO 33

TT Sea Gull attack and kill 5 hatchlings, rest escape GO TO 34

33

HH Hatchlings making good progress towards sea GO TO 35

HT Good progress GO TO 34

TT Hatchlings are getting tired and move more slowly GO TO 34

34

HH Hatchlings continue safely towards the sea GO TO 36

HT Good sand and fast progress towards sea GO TO 35

TT It is light enough for a dog to see and eat 10 hatchlings GO TO 35

35

HH The hatchlings have almost made it into the sea GO TO 36

HT The hatchlings are about to enter the sea GO TO 36

TT The hatchlings pause at the edge of the sea Miss a Turn

36

HH The hatchlings swim safely into the bay and out to sea FINISH

HT A person out walking at dawn watches the hatchlings swim out to sea. He does not pick it up. FINISH

TT Ghost crabs in the surf catch and eat 5 hatchlings
The rest escape and swim into the bay and out to sea FINISH