

Instructions: How to Play Forest Protectors

Scenario: It's summertime and you and your friends are planning outdoor adventures: hiking, camping, mountain biking, and horseback riding. While you are enjoying the season, there are four insects that can hurt the trees in our forests. They are **emerald ash borer**, **hemlock woolly adelgid**, **Asian longhorned beetle** (also called Starry Sky beetle), and **spotted lanternfly**.

Your goal: As you journey from the start of summer to the forest at "Summer's End", your job is to enjoy summer fun and protect the forest from these pests!

Setting Up the Game

- Separate the decks and create two piles:
 - Shuffle Challenge cards (green cards).
 - Shuffle the Game Changer cards (star cards).
 - **Optional:** Detective Cards (magnifying glass) can be used to test the other players on how much they know about protecting the forest. This adds another challenge level. If you decide to use them, shuffle Detective Cards in with the Challenge Cards.
- Place the four large Clue Cards in a pile nearby.
 - Players may refer to them any time for help—unless they are being asked a question from a Detective Card.
- Each player chooses a marker and places it on the "Start" square.
- Decide who goes first — closest birthday, alphabetical order, initials, where people are seated, etc... There are lots of ways to do this.

How to Play

The game board has 18 green circles or "steps" that lead to the final square: Summer's End. The first player to reach Summer's End wins!

- On their turn, a player draws the top Challenge card (green), reads it aloud, and follows the directions to move forward or back.
 - Cards will tell you to do actions that either spread invasive insects (move backward) or help stop them (move forward).
 - Players can always ask for help reading the card.

- Players move on the green circles — not on the rocks.
- If a player is on the start square and they draw a card that says to move backwards, they do nothing and wait until it is their turn to draw another card.
- Players move forward on the green circles only (not rock images).
- Play continues until the first player reaches the finish at summer's end.
- If you run out of cards before someone wins the game, re-shuffle the cards and put them face down and start drawing from them again until someone wins the game.

Game Changer Circles

- If you land on a star — a Game Changer circle - draw a card from the star card pile and read it aloud.
- These cards affect all players, moving everyone forward or back.

Shortcuts

- If you draw a card that has you land on the “rock hop up stream” or “climb up secret path” move ahead.
- If you land on “oops! Slip downstream” circle, move backward.

NOTE: If a card or another player's move lands you on a shortcut or Game Changer circle, you stay put and do not follow the circle's direction. You only follow the direction if you land there by your own move.

If Using Detective Cards

If a player draws a Detective Card, they may choose any other player and ask them the question on the card.

- If the other player answers correctly, they can move forward once space.
- If they do not answer correctly, they must stay in the same spot and miss a turn.
- If a player draws a detective card, they can give it to another player to use instead of using it yourself, but they get to decide how and when they are going to use it.



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