



**INSTRUCTIONS**

- 1 We recommend starting by cutting along the red dashed line to separate the cards from the rest of the material
- 2 Cut out each individual card along the edges (be careful not to cut inside the cards);
- 3 Cut the dice and tokens along the black dashed lines, then fold along the lines and glue the grey tabs.

**You saw a beautiful flower and resisted the temptation to pick it. Awesome, nature thanks you!**

Advance two spaces

**Congratulations, you recycle diligently at home and at school and you're an example for others. The Guardians are proud of you!**

Advance two spaces

**Today you chose to go to school by bike instead of by car. Great, Wind of Chaos will have less polluted air to move!**

Advance two spaces

**When leaving a room, you always make sure to turn off the light. Keep it up!**

Advance two spaces

**You built a fantastic shelter for pollinators and placed many flowering plants on your windowsill. Well done!**

Advance two spaces

**You planted a tree in the garden! Leaflet is proud of you.**

Advance two spaces

**You participated in the beach cleanup. Keep it up, you're a true example of a Guardian of Nature!**

Advance three spaces

**You now only use reusable water bottles instead of plastic ones. Great job!**

Advance two spaces

**You participated in a market to swap used clothes, great!**

Advance two spaces

**You repaired an item instead of throwing it away. Great move, maybe you were inspired by Sand!**

Advance two spaces

**Your family installed solar panels, fantastic!**

Advance two spaces.

**A new natural oasis has opened near your home. How wonderful nature is! "A new natural oasis has opened near your home. How wonderful nature is!"**

Advance one space.

**Oh no, there's a storm with rain, wind, and lightning! You need to take shelter.**

Swap your position with Wind of Chaos (if that player's token is not in play, go back to the starting space).

**Hooray! You've discovered a new species of plant typical of the Adriatic coast!**

Swap your position with Leaflet (if that player's token is not in play, advance three spaces)."

**High tide is coming: only the dunes will protect the coast!**

Swap your position with Sand (if that player's token is not in play, go back three spaces)

**After the high tide, the waters are receding, but the salt remains.**

Swap your position with Salt (if that player's token is not in play, roll the die again to see how many spaces you can advance)

**There's a heatwave happening and wildfires are spreading.**

Swap your position with Flame (if that player's token is not in play, go back to the starting space)

**While swimming in the sea, you come across a rare fish. How lucky!**

Swap your position with Wave (if that player's token is not in play, advance two spaces)

**Blue crab invasion: a sudden proliferation of blue crabs is disrupting the balance of the marine ecosystem.**

Swap your position with Sand (if that player's token is not in play, go back two spaces)

**Surprise, you meet some volunteers cleaning the park. Great job!**

Roll the die again to see how many spaces you can advance

**Sudden hailstorm: the streets are flooded and you don't know how to proceed.**

Swap your position with Wave (if that player's token is not in play, go back two spaces)

**Oh no, a landslide has blocked the road.**

Swap your position with Sand (if that player's token is not in play, go back)

**It's really too hot and the glaciers continue to melt. Oh no! You try to find a solution with Wave, but you need to think about it a lot.**

Skip a turn!

**Spring is here, your garden is in bloom!**

Swap your position with Leaflet (if that player's token is not in play, advance three spaces)

**Oops, you left the tap running while brushing your teeth. You need to talk to Wave to understand how to manage your water better.**

Skip a turn!

**You opened the window with the heating on; that's not right. You need to talk to Flame to understand how to manage energy better.**

Skip a turn!

**At the fast food restaurant, you ordered more food than you needed and now you want to throw it away. That's not right...**

Go back two spaces

**You disturbed a bird's nest to take a picture. Respect nature!**

Go back two spaces

**You threw plastic in the compost bin. Pay attention to recycling! You need to talk to Wind of Chaos to understand how to sort your waste better.**

Go back two spaces

**You fed a wild animal. It's better to avoid that! You need to talk to Leaflet to understand how to interact with nature.**

Skip a turn!

**In a shop, you need to figure out if what you're about to buy is really necessary.**

This is a challenge: roll the character die and see if Flame or Leaflet can help you.

**A climate change denier relative is telling you that the climate has always been like this**

This is a challenge: roll the character die and see if Salt or Sand can help you

**You need to convince a friend not to litter.**

This is a challenge: roll the character die and see if Wind of Chaos or Wave can help you

**You collected too many shells during your walk, poor beach. You need to talk to Sand to understand how to respect the coasts.**

Skip a turn!

**At home, you started the dishwasher when it was half empty. You need to pay attention! You need to talk to Salt to learn how to save.**

Skip a turn!

**You left the television on without watching it. Too bad!**

Go back two spaces

**To convince your municipality to create more green areas, you and your friends are brainstorming some 'green' proposals!**

This is a challenge: roll the character die and see who will help you.

**At the market, you need to choose what to buy: local or foreign products?**

This is a challenge: roll the character die and see if Wind of Chaos or Sand can help

**Staying in the city in the summer is really tough: you have to choose whether to stay indoors with the air conditioning or go to a park under the cool of the trees!**

This is a challenge: roll the character die and see if Leaflet or Wind of Chaos can help you

**It's snack time: pre-packaged plastic snack or loose fruit?**

This is a challenge: roll the character die and see if Wave or Sand can help you

**Someone wants to get rid of their old, still working phone, but you try to make them reconsider.**

This is a challenge: roll the character die and see if Flame or Salt can help you