



# THE GREEN WAY HOME



## Official Instruction Manual

### Overview:

*The Green Way Home* is an environmental adventure board game where players guide Green the Beagle on his journey home. Along the way, Green helps animals in trouble by solving environmental challenges using collected items.

### Educational Message:

Each Scenario and Event card includes real-world environmental facts to help players learn how pollution affects wildlife and how we can help.

### Players:

2-4

### Objective:

Be the first player to:

Solve 4 *Scenario Cards* (1 from each area: *Beach, Town, Park, Field*)

Then return to the *Home* space



### Components:

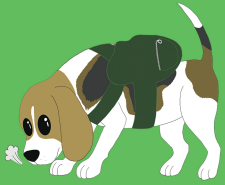
- A2 Game Board
- 1 x Die
- 4 x Player Tokens (Dog Figures)
- A7 Item Card Deck (22 Cards)
- A7 Special Event Card Deck (9 Cards)
- 4 x A7 Scenario Card Decks – Beach, Town, Park, Field (12 Cards)



### Set-Up:

1. Place the board in the centre.
2. Shuffle all card decks separately.
3. Place *Item* and *Special Event* decks either side of the board.
4. Place each '*Scenario*' deck in its matching area on the board.
5. Each player chooses a dog token and places it on the *Home* square.
6. Roll the die to decide player order (highest roll goes first).





# THE GREEN WAY HOME

## Official Instruction Manual



### Rules:

1. Player order is determined at the start (highest roll to lowest).
2. From the *Home* square, players may choose to move up, down, left, or right.
3. When passing through *Home* later, players may again choose their direction.
4. Players take turns moving around the board.
5. Roll the die and move that many spaces.
6. Movement is always clockwise around the board.
7. Players may hold a maximum of 3 *Item Cards* at any time (unless increased by a *Special Event*).
8. Players must follow the instructions of the space they land on.
9. *Scenario cards* must be completed using the exact required items listed.

### Winning:

Once a player has completed all 4 required *Scenario Cards* (one from each area) they must continue moving clockwise around the board until they get back to the *Home* square. The first player to return to *Home* with all 4 *Scenario Cards* **wins** the game.

### Board Spaces:

#### Item Card Spaces:

- Draw 1 *Item Card* from the *Item Card* deck.
- Players can hold a maximum of 3 *Item Cards*.
- If players already have 3 *Item Cards* they may swap 1 *Item Card* for the top *Item Card* from the deck OR keep their current items.

#### Scenario Card Spaces:

- Draw a *Scenario Card* from the matching area deck (*Beach, Town, Park, Field*)

To **solve** a *Scenario Card*:

- You must have the required item(s)
- If **successful** - keep the card (counts toward winning)
- If **unsuccessful** - return the card to the bottom of the deck

#### Eco Trade Spaces:

- Players can choose to swap an *Item Card* with another player, OR with the *Item Card* deck

#### Special Event Spaces:

- Draw a *Special Event Card*
- Read it aloud and follow the instructions immediately





# THE GREEN WAY HOME

## Official Instruction Manual



### Cards:

#### Item Cards:

- Players may hold up to 3 *Item Cards*
- After successful use in a scenario:
- Magic Recycling Bag* - replace with a new card from the deck
- All other items - return to the bottom of the *Item Card* deck

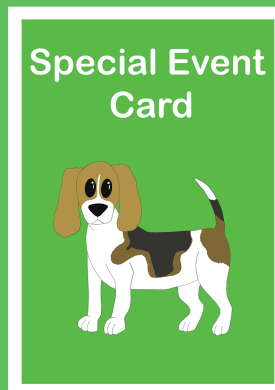


#### Special Event Cards:

*Special Event* cards create unexpected changes in gameplay.

Examples:

- Move forward/backward
  - Gain/lose items
  - Help players
  - Instantly solve scenarios when next landed on
- (All effects are written on the cards.)



#### Scenario Cards:

Each area has 3 unique scenarios involving animals or areas affected by pollution or danger.

To win the game, players must solve and keep:

- 1 x *Beach Scenario Card*
- 1 x *Town Scenario Card*
- 1 x *Park Scenario Card*
- 1 x *Field Scenario Card*

