



When you land on a **KIND ACT** space, share an action to help animals, people, or nature. Add a point to the pool(s) the action helps. Can you think of a kind act that is "win-win-win"?

**Caring Connections** means people, animals, and nature thriving together!  
Work as a team to fill the three pools at the centre of the board – animals, people, and nature – with 10 points each. Spaces on the board have situations that **help (+1)** or **harm (-1)** these groups. You have just 10 turns per player to meet your joint goal.

#### YOU'LL NEED:

- 1 player piece per player (2-4 players)
- 1 die AND 30-40 "point-tokens" (e.g., beads, buttons)
- A pen, paper, and someone to count 10 turns each

#### HOW TO PLAY:

1. Begin by placing one "point-token" in each pool.
2. Start player pieces anywhere on the inner circle of spaces.
3. Take turns rolling the die and moving clockwise or up the side paths.
4. When you land on a space, read the action and add or remove point-tokens from the centre pools.
5. If a pool is empty and you land on a minus action, skip that part and continue.
6. Keep playing until all pools reach at least 10 points OR turns run out.

#### END OF THE GAME:

When all pools have at least 10 points within 10 turns per player, everyone wins! If not, try again and adjust your group's strategy.