

# Chur the Hutt: Climate Explorers

Welcome to Chur the Hutt: Climate Explorers. Get ready to race your friends and whānau around familiar locations to uncover cool ways to help te taiao (the environment). Explore some of our favourite places to flip tokens, and test your memory to win.

## What's here:

- 1 Gameboard
- 13 Cards
- 13 Tokens

Fold here



## How to put them together:

- Cards: Cut along the dotted line on the cards making sure the front and back of the cards stays connected.
- Fold the blank sides together, then glue or tape them shut.
- Tokens: Cut along the dotted line. Make sure the circles stay connected.
- Fold the blank sides together making sure the tabs line up. Then glue or tape them shut.
- Fold up the tabs on the tokens towards the question mark to pick them up easily.
- Mihaero, you're almost ready to go!

## What else you'll need:

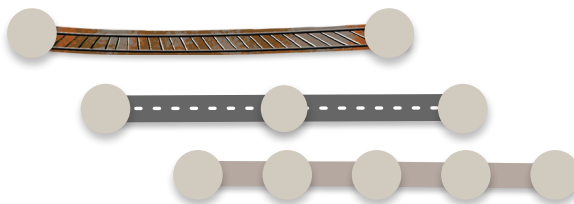
This game is all about positive climate choices, so let's reuse a few things to get started:

- 2 dice: These could be from another board game at home, or even find some digital dice online.
- Counters for each player: Look around you! You can use buttons, bottle caps, or natural objects like little leaves, shells or pebbles.

## What's on the board:

You'll see some familiar locations with action spaces (these are the Lower Hutt landmarks) and token spaces (this is where you put the tokens) next to them, plus pathways that are climate-friendly ways to get around.

- **Train** pathway.
- **Bus/electric car** pathway.
- **Walking/cycling** pathway.



You'll need to use a combination of paths to check out every location. Trains are the fastest way to get around.

Check out the whare (home) space in the bottom right and Jackson Street in the top left, where the cards will go.

## Setting up the board:

- Randomly distribute the face-down tokens so there is one per token space.
- Shuffle the cards and place the deck face-down on the card space in the top left.
- Turn over the top card to reveal the first climate action.
- Place a counter for each player at the 'HOME' at the bottom right of the board.

## Aim of the game:

Be the first to collect any three cards!

### How to play:

- Whomever had the most recent birthday starts. Then the player to their left, and so on.
- To move around, roll the dice and choose any number of moves up to the total of your roll. E.g. If you roll a 9, you can move your counter between 1-9 spaces.
- When you reach an action space, turn over the token and make sure **ONLY YOU** can see it. Memorise the symbol you see. Place it back face-down.
- When you think you've found the token that matches the icon on the card, make your way to Jackson Street. To make a guess at Jackson Street, secretly turn over the token you think matches the card.
- If you guess correctly, reveal the token to the other players and keep the card. Place the token back, face-down. You can stay there to make another guess at your next turn, or move around to uncover more tokens.
- If you guess incorrectly, do not reveal the token, and place it back face-down. Go back home without a card.
- When a card is won, turn over a new card on the deck.
- **ROLLING A DOUBLE:** When a player rolls a double, they can either: Move to any action space on the board **OR** move straight to Jackson Street to make a guess **OR** change the card and place the current card at the bottom of the deck.

### Chur Mode (fast-paced):

- Chur Mode is not about memorising symbols, but collecting cards from each category (Electric Home - Red, Better Mover - Blue, and Savvy Shopper - Yellow).
- To set up, shuffle the cards and place the deck face-down on the card space in the top left. You won't need the tokens on the action spaces in Chur Mode.
- Whomever had the most recent birthday starts. Then the player to their left, and so on.
- To move around, roll the dice and choose any number of moves up to the total of your roll. E.g. If you roll a 9, you can move your counter between 1-9 spaces.
- When you reach an action space, draw the top card from the deck.
- You can't visit the same action space more than once. Cheeky!
- **ROLLING A DOUBLE:** When a player rolls a double, they may swap a card with any other player.
- Players may choose to reveal their cards to other players while they play, or keep their hand a secret.

### Aim of Chur Mode:

To win, collect **ONE** card from each category. The Kaitiaki card (green) may count in any category.

### Here's some phrases to use while you play:

- It's your turn – **Kei a koe**
- Take a guess – **Kimikimi mai**
- I remember! - **Kua maumahara!**
- My guess is... - **Ko taku kimikimi ko te...**
- It's here! – **Kei konei!**
- Great memory! – **Ka rawe te maumahara!**
- Bad luck – **Ka aroha hoki**
- Next time – **Hei tērā wā**

For more ways that you can help te taiao,  
head over to **toogoodtoowaste.co.nz**