

TRENCH ZONE

You're a scientist, riding your submersible to the unexplored depths of the Kermadec Trench. What will you find? Earn as many points as you can for film footage and species discoveries, then return to the surface.



START

FINISH

Great shots!
1 POINT

Great shots!
1 POINT

Species:
new to NZ
2 POINTS

Great shots!
1 POINT

Species:
new to NZ
2 POINTS

Squid says
Which way?

Great shots!
1 POINT

Species:
new to NZ
2 POINTS

Species:
new to NZ
2 POINTS

How to play

Decide who goes first, then take turns by throwing a single dice, and moving the number of squares shown.

Move in the direction of the arrows unless you **LOOK AGAIN**. (See below.)

Where the path splits, you may go either way.

Every time you land on a **POINTS** square, score the points shown.

If your dice roll takes you to another player's square, go to the square just behind or just in front of them instead. You choose which.

After all players return to the surface, add up points. Whoever has the most wins.

LOOK AGAIN

During the game, each player has three chances to use a turn to *look again*.

To do this, say on your turn – **BEFORE** you throw the dice – 'I'm looking again'.

After throwing the dice, move that number of squares backwards instead of forwards.

Draw an eye on your score sheet each time you look again, so you know when you've used your three chances.

Species:
new to science
4 POINTS

Species:
new to NZ
2 POINTS

Species:
new to science
4 POINTS

Species:
new to NZ
2 POINTS

Species:
new to science
4 POINTS

FOR 2-4 PLAYERS

YOU NEED

One dice

A counter for each player

Paper and pen for keeping score