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Rules specific to sea turtles are in red!

Setup:

- Place the game board on the table, shore side up.
 - Place sea turtles (T) as indicated (3 left in the supply).
 - Put year marker on square 1 of its calendar track.
- Place 15 litter tiles in the supply.
- 25 Money, 25 influence cubes, black & orange dice nearby.
- Choose difficulty level for your game:
 - Easy: Put 2 Fishing Bycatch from Impact deck to discard.
 - Normal: No changes.
 - Hard: Put Light Pollution impact card into play.
- Shuffle the turtles impact deck face down by the game board.
- Randomly place 3 blue, 2 green, 1 grey ambassador cards face down above the game board.
- Each player takes a role and its matching turn marker, 3 dice, specialty cards, 14 player cards and player aid card.
 - Choose ONE specialty card to keep (other goes to the box).
 - Immediately play the card specified at the bottom. Note:
 - Action: put in the action zone side of the game board.
 - Continuous: put face up by your board (just for you).
 - Once: Do it then discard it (to your own discard pile).
 - Place your 3 dice & turn marker around your player board.
 - Shuffle the player deck. Draw 2 face up cards to your hand.

Game Play (not clockwise - choose play order each round):

1) Actions (via your 3 dice)

- Place your turn marker on top of the year marker (in a stack).
- Retrieve your 3 dice from wherever they are and roll them.
- One at a time, place a die on any available action zone card.
 - The die remains on that card until your next turn.
 - Perform the action specified on the card.
 - You may not place a die on a card where you have a die.
 - The value of the die must be greater than any die there.
 - 2 player game: must be at least 2 higher.
 - Social Media Campaign ignores the rule restrictions.
 - In order to play a card from your hand you must select an action that allows this. There are 3 types of cards to play:
 - Action: put in the action zone side of the game board.
 - Continuous: put face up by your board (just for you).
 - Once: Do it then discard it (to your own discard pile).

2) Offspring (via special scenario rules - do NOT roll dice)

- Move all turtles one square closer to the shore.
 - Turtles in column 5 move straight onto the shore.
- Each pair now on shore produce 1 offspring in their square.
- Now move all turtles on shore to square 1 in their row.
- Any turtle on a square with a litter tile is lost back to supply.
 - If only 1 turtle (or less) is left on the board: **LOSE!**

3) Destruction (via special rules for this scenario)

- If no litter tiles are left in the supply: **LOSE!**
- Choose a row with at least one turtle.
- Roll the black destruction die (to get the column number).
 - If you roll a 6, place litter in any space in the row that has no litter yet (ends this phase), then do the next phase (4).
 - If you roll 1-5 and no litter is on the indicated row/column space in the row, place litter on that square (ends this phase), then do the next phase (4).
 - Otherwise, (litter was there), place an additional litter tile towards the nearest turtle in that row on a square that does not already have litter (a turtle on the square is lost). Then do the Destruction phase over again!

4) Impact (if deck runs out, shuffle discards for a new deck)

- Reveal the top card of the impact deck. Two types:
 - Instant: Do it now! Then put it in the face up discard pile.
 - Persistent: Place face up next to the impact deck. Its ongoing effect stays in play until told to remove/discard it.
 - Resolve in order with the oldest being resolved first.

5) Upkeep (if deck runs out, shuffle discards for a new deck*)

- Draw 1 card from your action deck to your (unlimited) hand. (this is optional*)
- Pick a player who hasn't had a turn this round to go next.
 - If every player has had a turn, do the year end first!

Ambassadors (need 4 yes votes of revealed ambassadors):

- Placing an influence cube reveals an ambassador (cube stays)
- Each ambassador has different criteria needed for a yes vote!

Money (each money token is 1 million dollars... no sharing!):

- Gained money comes from the supply.
- Spent money returns to the supply.

Animals:

- When adding an animal, take it from the supply.
- When losing an animal, return it to the supply.
 - If only 1 animal (or less) is left on the board: **LOSE!**
- Some actions allow you to move animals.
 - May not move onto or through destruction tiles unless told.
 - May move onto a tile with other animals.

Year End (icons are based on the number of players):

Voting years have a black (1st) or red (2nd) icon on the side.

- If this is a voting year, check each revealed ambassador.
 - If at least 4 vote yes: **WIN!**
 - If this was the 1st voting year and no win: **Continue!**
 - If this was the 2nd voting year and no win: **LOSE!**
- Continue: move the year marker to the next year & give turn markers back to players. The player who went last chooses who goes next (not themselves).

Note: this scenario can be part of an Endangered Campaign.

* Official rules updates per Joe Hopkins, game designer