

POO POWER

For 2 players

YOU NEED 9 dead-tree counters for the Possum • 9 poo counters for the Kererū. Make or find these yourself – use your imagination!

One player is a possum – the other is a kererū. Possum tries to destroy the forest by eating all the leaves off the trees so they die. Kererū tries to keep the forest growing by doing plenty of poos.

How to play

- Kererū were in Aotearoa first – so Kererū starts.
- Players take turns to place one of their counters on a spot.
- If Possum places three dead trees in a row – horizontally or vertically – they get to remove a kererū poo and keep it.
- If Kererū places three poos in a row they remove a dead tree and keep it.
- When removing a counter, take one that isn't in a row of three if possible. Only remove one from a row if you have no other choice.
- Once both players have no more counters left to place, they take turns to move their counters. A player may move one counter one space per turn.
- You are allowed to move a counter out of a row of three in one turn, then back in again on the next turn to form the same row. Remove one of your opponent's counters every time you do this.
- When a player has only two counters left – they lose.

