

# 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!

## Aim

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.



Possums want to gobble up our native forests and birds, leaving nothing behind! Kererū fly to the rescue with special poo – packed with native seeds that grow into new forest.

