GAME RULES

1. Have each player choose a game piece and place it at the start.

2. To determine the order of players, have each player roll a die. The player with the highest number will go first. The players with the next highest numbers will follow.

3. Each player rolls the die in turn, and move the game piece the number of spaces indicated by the die. If the player lands on a “Pick up card” space, the player must pick up a card, read it aloud, show the photo on the card to each player, and follow the instructions on the card.

4. If the player lands on:

- **Scenic Route:** The scenic route allows the player to skip a set of spaces. The player will end at the bottom of the scenic route and remain there until their next turn.

- **ROD Infected Boots:** Skips the player’s next turn. Boots that are infected with Rapid ‘Ōhi’a Death (ROD) increases the chance of spreading ROD to other areas.

- **Disinfected Gear:** Allows the player to roll again and play a second square landed on. Disinfecting your gear decreases the chance of spreading ROD to other areas.

*The player only plays the first square landed on. If the first square landed on instructs the player to move, the player will move but not play the second square landed on (the second instruction is just a moving play) unless the second play is due to a “Disinfected Gear: Roll Again”.*