**Rules:**

**Objective:**

To get 3 turtles in a row. (horizontal, vertical, or diagonal)

**Set-Up:**

Rock paper scissors to see who goes first. 3 cards are dealt to each player at the

beginning of each round. If you are doing multiple rounds, (best of 3 or 5) then

alternate which player goes first.

**Turn Steps:**

* Activate any abilities your turtles may have that say “at the beginning of your turn”.
* Play a single card whether it be an action card, or a turtle. (You can only play turtles on unoccupied spaces and must fulfill the positioning

requirement unless otherwise specified)

* Draw cards until you have 3. (Unless otherwise specified)
* End your turn.

**While It’s Not Your Turn:**

* You may activate any turtle’s abilities that say to activate when your opponent does something or you gain control of it
* You may play reaction cards as a reaction to negate or affect a card that your opponent plays

**Turtles:**

**Turtle:**

This regular turtle can be placed in any space on the board.

**Ninja Turtle:**

This turtle can be moved to another space before you play a card on your turn.

**Defender Turtle:**

This turtle protects any surrounding turtles from being destroyed or replaced

including enemy turtles. (Not diagonal, only adjacent)

**Magic Turtle:**

This turtle has the power to take control over one of your opponent's turtles, but

will be returned if this turtle is destroyed, replaced, or changes sides.

**Business Turtle:**

If this turtle is under your control at the end of your turn, you draw until you have

4 cards in your hand instead of 3. (Business Turtles do not stack)

**Spy Turtle:**

Once this turtle is put into play or you gain control of it, your opponent reveals

their hand, and you select a card for them to discard.

**War Turtle:**

Once this turtle goes into play or you gain control of it, you may choose one of

your opponent's turtles to destroy.

**Evil Turtle:**

If this turtle is in play and you control less turtles than your opponent, your

opponent only draws until they have 2 cards.

**Attacker Turtle:**

You may replace an enemy turtle with this card, but you do not draw. This

effect cannot be disabled, and if your opponent plays protection then attacker turtle is discarded and you cannot play another card. (You will still draw cards)

**Action Cards:**

**Bomb:**

Destroy any one turtle in play.

**TNT:**

Destroy any row or column of turtles. (Not diagonally)

**Turtle Food:**

Reveal the top card of the deck until you reveal a turtle. Put it in your hand, then

shuffle the deck.

**Turtle Teleporter:**

Place one of your turtles in play to any other location that isn't occupied.

**Switcheroo:**

Trade any turtle you have in play for a turtle your opponent controls. (You cannot

play this card if you do not have any turtles in play)

**Change of Draw:**

Draw 3 cards, then discard cards until you have 3 cards.

**Reaction Cards:**

**Disable:**

Disable a turtle’s ability for one turn.

**Protection:**

Prevent a turtle from being destroyed by a turtle or card effect.

**Not Yet!:**

Prevent your opponent from winning until their next turn.