



On the northern shore of the Hawaiian island of Oahu lies the Laniakea beach. In summer, visitors have the opportunity to marvel at countless turtles dozing on the beach. But since the turtles don't want to have their peace disturbed, the visitors need to keep their distance. Who will find the best way past them?

SET-UP AND GENERAL REMARKS ABOUT THE GAME

Place the gameboard between the players so that the rows remain open on the left and on the right.

Lay out the rectangular wooden tiles to form the playing area. **Each tile counts as 2 spaces**, which are either printed (turtles) or blank (beach).

There are the following different tiles:

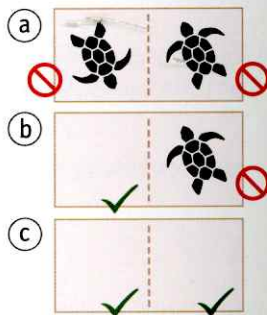
5 tiles with 2 turtles (a)

12 tiles with 1 turtle and 1 beach space (b)

11 tiles with 2 beach spaces (c).

Note about (b)

Tiles that show 1 turtle may be freely rotated by 180 degrees before you slide them in.



Illus. 1: Turtle spaces may not be entered

Players select 25 tiles and put 24 of them anywhere on the gameboard, always with the turtles facing up. You should make sure that each row contains at least one tile with two beach spaces (c). The 25th tile will be needed for sliding it in after the first movement action. The remaining tiles are put back into the box.

➡ If you play with children, we advise you to play with no more than 4 of the tiles with 2 turtles (a). The more beach spaces are used, the easier the game is – since only these spaces may be entered.

Each player chooses one color and puts the 8 disks in his starting area.

OBJECT OF THE GAME

The first player to reach the opposite side of the board with 5 of his disks wins.

THIS IS HOW THE GAME IS PLAYED

In order to cross the beach with the turtles, you may use only the beach spaces (*see illus. 1, green check mark*). You may not enter a space with a turtle on it.

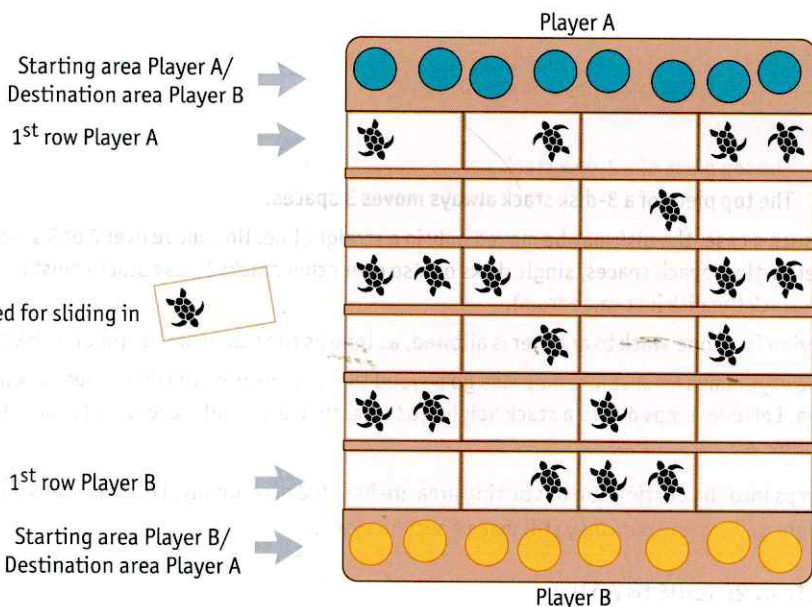
Players alternate turns. The player who last had his feet in the sand begins the game.

The active player has 2 actions; they need to be carried out in the given order:

Action 1: Move disk(s)

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Action 2: Slide in a tile



Illus. 2:

The playing area with a possible starting set-up. Each row should contain at least one of the wooden tiles with two beach spaces (c).

ACTION 1: MOVE DISK(S)

On your turn, you have to move either one disk twice or two disks once. Principally, you may move in the following directions: forward, backward or sideways; also back into the starting area. However, a disk may not wind up back on the same space at the end of your turn. The moving range of a single disk always is 1 space. The starting area of each player is considered one big space. You may move a disk from your starting area onto **any** beach space in the first row; on a subsequent move of the same disk, it may also enter the second row.

If a target space is already occupied, the disks are stacked up, up to 3 disks, regardless of whether the disks belong to you or to the other player.

A sideways move may go beyond the playing area; but after that move, the disk is put back into the appropriate starting area and will start again from scratch. Nevertheless, this can lead to a more favorable playing position. If the active player still has a second move left, he may carry it out.