



TURFMUTT

SAVING THE PLANET
ONE YARD AT A TIME!

Play another game on the web. Visit:
weeklyreader.com/TurfMutt

Start

SEEDS OF CHANGE
Learn about the right seeds for your lawn.
Move 1 space

FAMILY TIME
Turn lawn care into fun time with your family. Swap spaces with any other player

BLOCK THE BAD GUY:
Cool down a heat island by growing turfgrass. Add Heatbreak to your score sheet

GRASS-CYCLE
Leave clippings on your lawn—they're like fertilizer. Move 3 spaces

SMART CHOICE
You picked the right plants and grass for where you live.
Move 1 space

DIRT BALL
Lose your way in the dust of a neglected ballpark. Go back to **START**

DUST BUST
Choke on a whirlwind of dust. Return to **START**

BLOCK THE BAD GUY:
Mow lawns catch more carbon dioxide. Add Carbon Creep to your score sheet

BLOCK THE BAD GUY:
Plant grass to keep soil from blowing away. Add Dust Demon to your score sheet

CHILL
Cool off in the grass on a hot day.
Move 3 spaces

SHOW WHAT YOU MOW
You know that only the top third of grass should be cut.
Move 2 spaces

WATER ALERT
Runoff pushes polluted water into a stream. Lose a turn

BLOCK THE BAD GUY:
Plant grass to keep pollutants from washing into water supplies. Add Dr. Runoff to your score sheet

SUPER SPONGE
Your lawn soaks up rain, conserving water and preventing flooding!
Move 1 space

Finish

© 2010 Weekly Reader Custom Publishing. Created for the Outdoor Power Equipment Institute.

WHAT YOU NEED

- * Buttons for playing pieces
- * Paper and pens to keep score
- * 2 coins to flip



WHAT YOU DO

- * Put your playing pieces on Start. The player with the curliest hair goes first.
- * When it's your turn, flip both coins.
 - HEADS & TAILS**—Move one space.
 - TWO HEADS**—Move two spaces.
 - TWO TAILS**—Move three spaces.

- * Choose either path to start. Follow instructions where you land; the next player takes a turn.
- * Before heading to Finish you must land on each of the four "Block the Bad Guy" spaces with an exact count. Then write that bad guy's name on your score sheet.

* The winner is the first player to land on all "Block the Bad Guys" spaces AND reach TurfMutt at the Finish.

