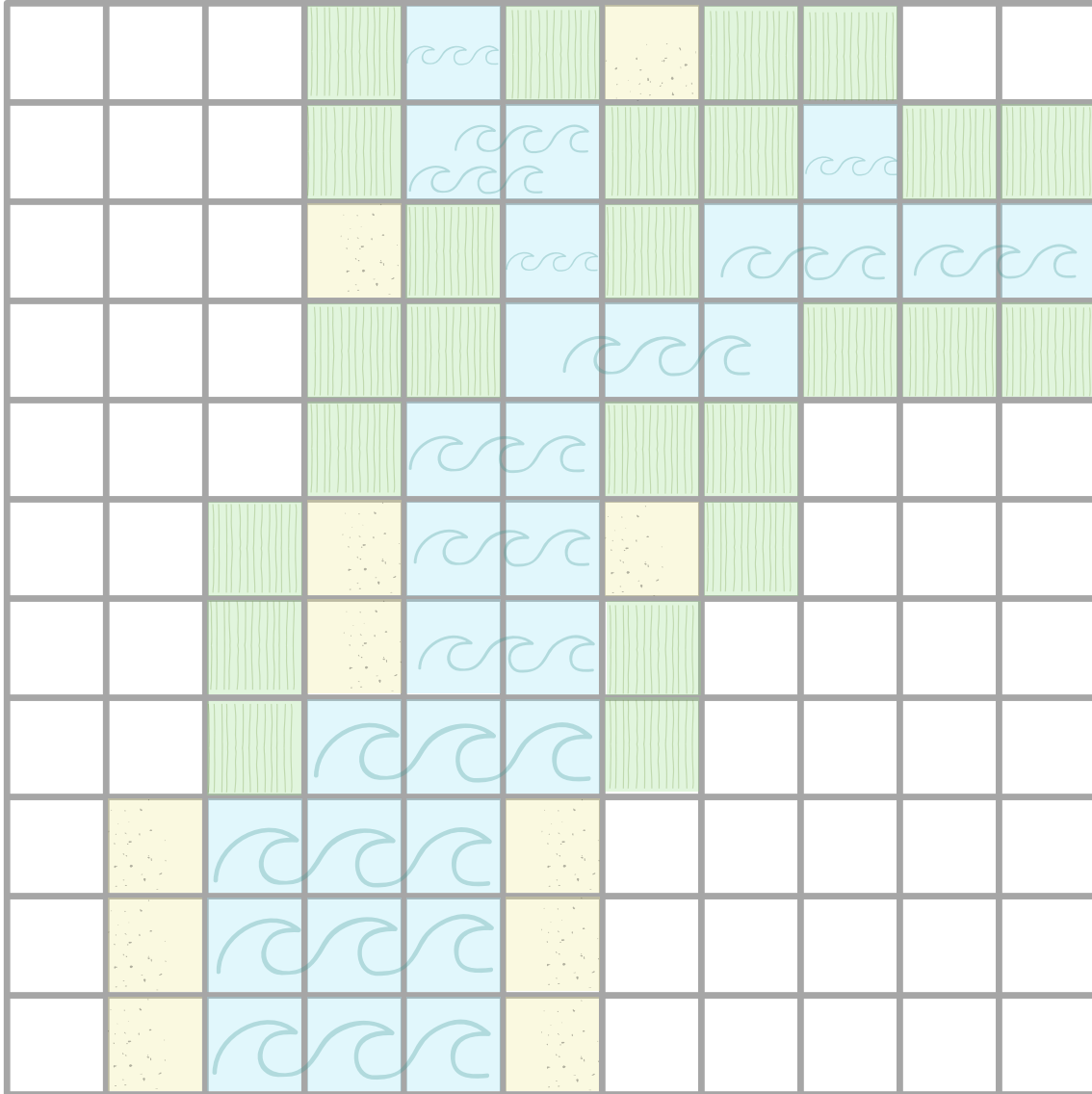


Mapping a Terrapin Town

Group Members:

Town name:

 Marsh
  Water
  Sand



Terrapin population at start: 100

Maximum Population (MP) at the start:

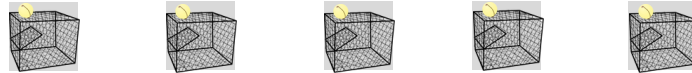
	Nests	MP	Terrapins lost	Terrapins gained	Total terrapins
Round 1					
Round 2					
Round 3					
Round 4					
Round 5					

Event Table			
1	Poaching	Terrapins were harvested from the marsh and sold as pets.	-35 terrapins
2	Storm Drain	A storm came through and washed baby terrapins down the storm drain.	-3 nest
3	Predation	Predators, such as raccoons or coyotes, dug up terrapin nests and ate the eggs.	-4 nest
4	Ghost Pots	Place 2 ghost pot icons in the water. They will remain there until removed.	-10 terrapins (per pot per round they're on the board)
5	Habitat Loss	A landowner has accidentally built on a nest site.	-1 nest square (color this in as a house)
6	Road Mortality	Female terrapins were stuck by cars while trying to cross roadways.	-7 per road adjacent to marsh, water, or beach

Nest cover Squares:



Ghost Pot Squares:



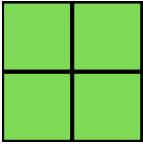
Spending Actions

You can spend tokens on the following **Conservation Efforts**:

Solution	Cost	Description
Road Barrier	1 token	protects 5 terrapins per road per round
Turtle Crossing	2 tokens	protects 5 terrapins permanently per road
Turtle Exclusion Devices (TED)	1 token	decreases mortality by 5 per ghost pot (hold onto this for when it's useful)
Protect and Monitor a nest	1 token	prevent a predator from digging up 3 nests.
Head Start Program	3 tokens	successfully add 4 more turtles to the population
Restoration	1 token	restore a nest or marsh square that had been destroyed by a habitat loss event
Research Conservation Center	4 tokens; 2 squares	building this allows you to add one of the terrapin conservation efforts listed above after the Event has taken place. You can do this once per round this is on your map. You may only build one.
Conservation Officer	3 tokens	stop a poaching Event or remove a ghost pot
Protect a Habitat	1 token	protected an undisturbed nest or marsh square permanently


Development Cards

Park




Road

**must be placed next to a building or another road*



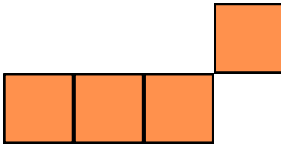
Road

**must be placed next to a building or another road*

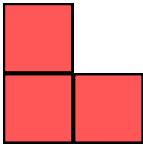


Road

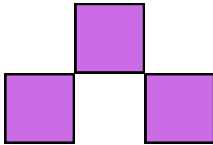
**must be placed next to a building or another road*



Housing

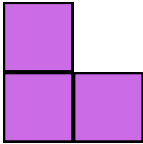


Shopping Center




Marina

**must be placed with 1 square in a water space*




Public Beach

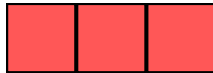
**must be placed on sand*



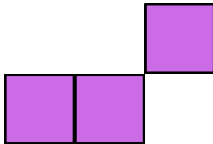
Grocery Store



Housing




Shopping Center




Development Cards


Grocery Store



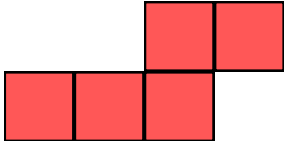
City Hall




Library



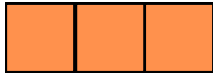
Housing



School



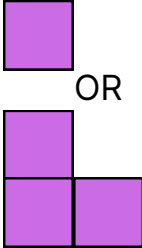
Bridge



**must go over water*

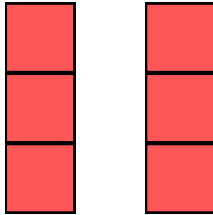
Hospital

OR

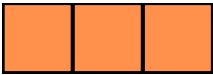


and gain a token at the end of the round

Housing

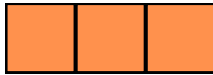


Road



**must be placed next to a building or another road*

Road



**must be placed next to a building or another road*

Housing

