# 6 HEAD–TO–HEAD

## MISSION

*Just when you thought you were safe, you see footprints of another animal who is following your trail. You have the choice to run, hide or stay and encounter your first head-to-head battle. Are you ready? You can avoid the battle altogether with speed or by hiding, including blending into your environment. Animals can't eat what they can't catch, so prepare for battle with defense mechanisms. Consider a protective covering like a turtle, spikes like a porcupine, a bad aroma like a skunk, or other tools for defense. Complete the Head-to-Head Quest to experience a head-to-head encounter and acquire a power from the Defense Activation Cards.*

- *Complete the Quest.*
- *Assume a power from the defense Activation Cards.*
- *Venture on a hike or play in nature putting your power level into action.*

? ***Does anyone have the same power level defense as you?***

? ***How might you work with others with the same or different power level defenses?***

? ***How might you further adjust your power level trait to be helpful?***

TRACK YOUR PROGRESS

POWER CART 1 2 3 4 5

FUEL LEVEL 1 2 3 4 5

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# QUEST

*Materials: a die; a die can be substituted with 6 rocks or sticks that, when dropped, the number of each touching indicates the designated number.*

## THE BATTLE

1. *Roll a die. The die indicates the level at which you will start this Quest. Example: roll a 1 start at level 1. There are 2 special rolls: roll a 5 and roll again and roll a 6 and start from anywhere. See Head-to-Head Activation Cards for information on levels.*

2. *Team up with another player to play shell/camouflage/beak in the same format as rock/paper/scissors. On the count of 3, each player forms one of three shapes with an outstretched hand. These shapes are "shell" (a fist), "camouflage" (a flat hand), and "beak" (a fist with the index and middle fingers are up forming a V). Camouflage beats shell, shell beats beak, and beak beats camouflage.*

3. *If you win, level up to a larger animal. If you lose the round, power down to a lower level (plant or smaller animal). In the case of a tie, stay at the same level. Continue play for 3 minutes.*

4. *Use the Head-to-Head Activation Cards to help you think of animals for each round.*

5. *After 3 rounds, team up with a different player. Any player at the plant level must stay where they are and wait for another player to come to them. Start each round at the level you were at in the previous encounter. Continue until you have completed 3 head-to-head encounters.*

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