

# SAVE THE ECOSYSTEM RULES

## Save the Ecosystem Objectives

- Have organisms for all five kingdoms
- Have as many organisms in each kingdom as possible

## Save the Ecosystem Question Cards & Save the Ecosystem Organism Cards

- Shuffle and place them face down in separate stacks by the game board.

Choose game pieces. Roll the die. Highest number goes first.

## Play

- Pick the top **Save the Ecosystem Question Card**. Without looking at it, hand it to the player on your right.
- That person reads the question (but not the answer). Do not read the answer until the player has answered.
 

**If the answer is correct:**

  - Roll the die.
  - Move the appropriate number of spaces.
  - Take *one* **Organism Card** and place it in front of you.
  - Your turn is over.

**If the answer is not correct:**

  - Your turn is over.
- Place your Organism Cards in piles according to Kingdom so other players can see them.
- If you land on a Good News or Bad News Space on the game board follow the instructions.
  - Good News Spaces tell you to move forward a number of spaces or take Organism Cards (sometimes from another player).
  - Bad News Spaces tell you to lose a turn or move back a number of spaces.
- Continue taking turns, moving clockwise.

## Game Over

- The first player to reach FINISH ends the game. He/she earns two **Organism Cards**.
- Write the total number of organisms you have for each kingdom on your **Score Card**. (If you have 6 **Organism Cards** in your Kingdom: Animalia pile, write 6 on your **Score Card** under Kingdom: Animalia.

## SAVE THE ECOSYSTEM SAMPLE GAME BOARD

FINISH		A newly introduced species to your preserve dies unexpectedly. Lose a Turn or Lose 1 Organism Card			Local teenagers volunteer to help clean the trails on the preserve. Move Ahead 1 Space
	You receive a donation of 10,000 acres. Take 2 Turns or Take 2 Organisms from any other player.			A forest fire burned 10 acres of your preserve. Go Back 1 Space or Lose a Turn	
One organism is listed as Endangered. Go Back One Space or Lose a Protist.					
		Poachers found on your preserve are arrested. Move Ahead 2 Spaces or Take an Organism from any other player.		Poisoners leave trash behind. Lose a Turn or Lose 1 Organism Card	
					Poachers have been signed on your preserve. Go Back 2 Spaces or Lose 1 Animalia
START			Your preserve makes good financial decisions. Move Ahead 1 Space or Take 1 Organism Card		

# SAVE THE ECOSYSTEM GAME BOARD

A large rectangular grid consisting of 6 rows and 7 columns of squares. The grid is empty, with each square having a thin black border. This grid is intended for players to place their game pieces during the 'Save the Ecosystem' game.

# SAVE THE ECOSYSTEM SAMPLE GAME BOARD

<h1>FINISH</h1>		<p>A newly introduced species to you preserve dies unexpectedly.  <b>Losses a Turn or Lose 1 Organism Card</b></p>			<p>Local messages volunteer to help clear the trails on the preserve.  <b>Move Ahead 1 Space</b></p>
<p>One organism is listed as Endangered.  <b>Go Back One Space or Lose a Protist.</b></p>	<p>You receive a donation of 10,000 acres.  <b>Take 2 Turns or Take 2 Organisms from any other player.</b></p>			<p>A forest fire burned 10 acres of your preserve.  <b>Go Back 1 Space or Lose a Turn</b></p>	
		<p>Poachers found on your preserve are arrested.  <b>Move Ahead 2 Spaces or Take an Organism from any other player.</b></p>		<p>Poachers leave trash behind.  <b>Lose a Turn or Lose 1 Organism Card</b></p>	<p>Poachers have been sighted on your preserve.  <b>Go Back 2 Spaces or Lose 1 Animalia</b></p>
<h1>START</h1>			<p>Your preserve makes good financial decisions.  <b>Move Ahead 1 Space or Take 1 Organism Card</b></p>		