You'll play two rounds of the game, each one lasting three "years". For Game 1, you'll fold under the right part of your game board. For Game 2, you'll use the whole game board.

GAME 1

Fold the right side of your worksheet under, so you can only view species A-D. This round of the game lasts three years (unless you're playing the shortened version described above).

Each year you will do the following:

1.Hunt for food:

1.Draw out 12 cards from the top left corner of the screen and place them on a species.

2.Once you place that card, you cannot move it to a different species.

3.**Each species needs 5 food points to survive each year**. Each card may have a food point value of 1 through 3. You may find that some species will finish a year with more or less than 5 food points.

4.Keep drawing and placing cards until you have placed all 12 cards.

2.Record your total food points by species and year in the data table:

1.For each species, add up the number of points from each food card. Remember, food cards have different point values on them, so be careful to count the number on the card and not just the card itself.

2.Write the total number of food points for each species in the data table for Game 1 on your worksheet. Be sure to record the total in the correct species column.

3.Mark the extra lives. Each species starts with one:

1.If a species does not get 5 or more food points, then they are left hungry and do not have enough energy to survive. Cross out a heart on your game board.

2.If a species gets extra food points, then they can store that extra energy. For every 2 extra food points, give your species an extra life by drawing a heart. (For example: if your species gets 7 total food points, subtract the 5 points they use in order to survive. This leaves 2 remaining points, which gives that species one extra life. If your species gets 9 total food points, it will get 2 extra lives. If your species gets 8 food items total, it still only gets 1 extra life.)

4.Determine whether any species didn't make it to the next year:

1.If a species does not get 5 or more food points and does not have any remaining lives, then it does not have enough energy to survive and does not move forward to the next round.

2.If this happens, cross out the species on your worksheet, and cross out the remaining cells in the data table.

5. **Prepare for the next "year" of the game:**

1. At the end of each year, shuffle your cards back together to restart for the next year.

2. You'll continue in this same way for years 2 and 3.

GAME 2

Unfold your game board to reveal species E and F. All species are reset.

1. Year 1: Introduce new Species E:

1. Play exactly like the 3 years of the previous game, drawing 12 cards, placing them, and recording your data for each year. Hopefully you've learned some skills to help keep all four species alive. But there's a problem…

2. Oh no, a new species has made its way into your forest (Species E). It's a pesky tiny species with a very specific diet.

    1. It can ***only*** **eat** ***blue foods*** and *only* the foods with a tiny ***value of 1*****.**

    2. It's incredibly good at finding its food. ***All*** **blue cards with a value of 1 must go to Species E.**

    3. Being small, it only requires 3 food points to survive.

3. Your goal is still to keep Species A-D alive. You do NOT want Species E to survive. If Species E doesn't survive, it does not move on to the next round because it does not have any extra lives.

2. Years 2 and 3: Introduce new Species F:

1. Play exactly like the previous years, drawing 12 cards and recording your data, following the rules for Species E as well as the "normal" rules. But now there's another problem…

2. Oh no, another species has made its way into your forest (Species F).

    1. It can eat ***any*** **color/type of food**, but given its big appetite, **it only eats the food with a** ***value of 3.***

    2.*All* food cards with a value of 3 *must* go to Species F.

    3. It also only requires 3 food points to survive.

3. Your goal: try to keep Species A-D alive. You do NOT want Species E or Species F to survive.