Creature Connections Discovery Tour

Preparation

For each game that you wish to create, photocopy a set of cards from the back of the game board poster. For best results, use coloured paper or cardstock. You may wish to laminate the cards. Note that there is a sheet (above) depicting drainage basins that you can use for the card "backs" (optional). **All cards can be downloaded for printing in colour from the WILD Education Web site at www.wildeducation.org**

Acquire one die for each game board. You will also need one token to represent each player or team on the board.

General Instructions

The game has been designed for individual players or teams. Note that there are three variations described: two competitive versions and a cooperative version. To speed up the game, roll two dice instead of one die.

Set Up

Play as individuals or organize the players into two to four teams. Set up the game board. Sort the "Creature" cards and place each pile, face down, on the board within its correct drainage basin. Similarly, place the "Inland Habitats" cards on the game board. Place a token for each player or team on any one of the five "Start" icons (players' choice).

Start

Players roll the die—and the team or individual with the highest number goes first. Players take turns rolling, and advance their tokens clockwise around the board according to the number indicated on the die.

Instructions for Variation 1 (Competitive)

1. **Objective:** The players or teams each try to accumulate as many points as they can as they complete one circuit of the game board.
2. **Play:** When a player lands on a coloured icon, the person to the left draws a card from the top of the pile for that "Drainage Basin" and reads the hints, one at a time. (Be careful not to reveal pictures or hints to anyone else.) The player tries to guess the identity of the creature after each hint until he or she gets it right or the hints run out. This process may be repeated within the same drainage basin, providing the person's token remains in that basin after the next roll.
3. **Scoring:** If the player identifies the ocean creature or habitat after one hint, award five points, after two hints, award four points, and so on down to zero if the creature is not identified. The picture is the final hint. After each turn, players record their scores on a separate piece of paper.
4. **Bonus Points:** After identifying a creature or habitat, the player can gain two bonus points by "throwing it a Life Line" (naming an action that would help the creature). "Life Lines" must either match a suggestion listed on the card or be deemed acceptable by a majority of the players. The score is recorded and the "Creature" card is returned to the bottom of the pile.
5. **Special Icons:** There are several "Roll Again" icons on the board. A player who lands on one of these may throw the die again and advance the number of icons indicated. There are also several "Inland Habitat" icons. These are played the same way as the regular icons, except that the card is drawn from the "Inland Habitats" pile.
6. **Scoring and Ending the Game:** The game is over when any player reaches his or her "Start" icon, or when a predetermined amount of time has elapsed. At that time, points are tallied and the team or individual with the highest score is declared the winner.
7. **Strategy Tips:** Study the cards beforehand to improve your success at identifying habitats, creatures, and "Life Lines".
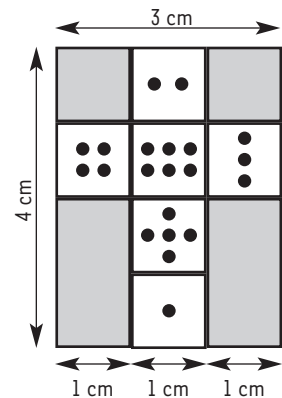
Instructions for Variation 2 (Competitive)

1. **Objective:** The objective is to be the first team or individual to accumulate a complete set of six cards—one from each "Drainage Basin" plus an "Inland Habitats" card—and return to your "Start" icon.
2. **Play:** Players may move their game pieces in either direction as long as they don't change direction in mid-turn. If players guess the creature's identity before the hints run out, they keep that card; otherwise it is returned to the bottom of the pile. If they successfully "throw a Life Line," they can roll again to continue their turn.
3. **Scoring and Ending the Game:** There is no need to add up points. The game is over when a team or individual collects at least one card from each "Drainage Basin" plus one "Inland Habitats" card and returns to the "Start" icon. Note that a team or individual can collect more than one card from each "Drainage Basin".
4. **Strategy Tip:** Remember that, although you can change directions, you still need to cover all "Drainage Basins" to win. So move efficiently around the board.

Instructions for Variation 3 (Cooperative)

1. **Objective:** The players are all working together to save our ocean ecosystems by accumulating a critical mass of environmental knowledge and commitment. To reach critical mass they must gain a total of 42 points for each team that is playing (so the goal with two teams playing is 84 points, the goal with three teams playing is 126 points, and so on).
2. **Play and Scoring:** Play as described in Version 1, above. Record the score on a separate piece of paper, adding all points together toward the total needed (e.g., 126 points for a three-team game). N.B.: Don't keep individual scores since it is only the overall total that counts.
3. **Ending the Game:** The game is over when all teams reach their "Start" icon again or when they save our ocean habitats and creatures by accumulating the required points, whichever comes first. See how quickly you can save our oceans!

Good Luck!