

THE WILDERNESS

ECOSYSTEM GAME

1. To begin the game, the ecosystem cards (Ocean, Beach, Coastal Wetland and Marshland) get picked out of the deck, are shuffled separately and one card is picked at random by each player. These cards are then placed in front of each player facing upwards.
2. The player has to now build an ecosystem around the ecosystem card they received.
3. The rest of the deck (containing both species and action cards) is shuffled and 3 cards are distributed to each player. The remaining cards are kept aside as a separate deck facing downwards.
4. At any given point in the game, a player can have a maximum of five cards.
5. Each player gets 2 moves on their turn, during which they can draw a card from the deck, place a card in their ecosystem, remove a card from their ecosystem, discard a card in the specific discard pile, pick up a card from the discard piles or play an action card.
6. Each ecosystem has a separate discard pile. When a player discards a card from the cards that they are holding or they are removing a card from their ecosystem it goes into its specific discard pile.
7. The person who builds a complete ecosystem protecting it from threats and fulfilling all the ecological roles and zones is the **lead naturalist**.
8. The game can continue till all the players have built their ecosystem.

Rules explained:

At their turn, every player must make 2 moves. It can be a combination of the following moves:

- **Draw a card:** This means picking up a card from the deck. Picking one card from the deck counts as one move.
- **Building your ecosystem:** This means placing a relevant species card in your ecosystem, towards completing all its roles and zones. Placing one card counts as one move. The card must be placed facing upwards.
- **Remove a card:** This means removing a card from your ecosystem. A player can choose to remove a card from their ecosystem and place it in its specific discard pile. This counts as one move.
- **Discard a card:** This means that the player discards a card from the cards they're holding and places it in its specific discard pile. This counts as one move.

- **Pick up a card from the discard pile:** This means picking up a card from the top of any of the discard piles.
- **Playing an action card:** This means using an action card you are holding for the specific purpose mentioned on the card. Once used the card, it must be returned to the bottom of the deck.

How to win the game?

1. The first player to build a complete ecosystem is the **lead naturalist** of the game.
2. The ecosystem built by the player must fulfill the following:
 - There should be at least one card representing each ecological role that is specified on the ecosystem card.
 - There should be at least one card representing each zone that is specified on the ecosystem card.

Definitions:

Ecological roles and their symbols

Autotrophs: Plants and other organisms that generate their own food

Herbivores: Organisms that only feed on plants

Carnivores: Organisms that only feed on the flesh of other animals they prey upon

Omnivores: Organisms that feed on both plants and the flesh of other animals

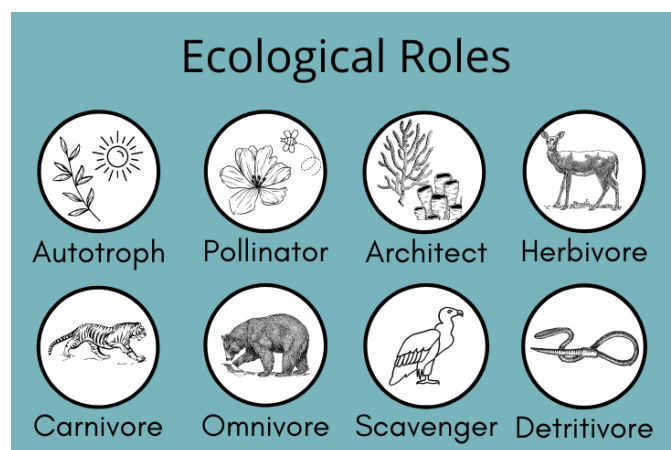
Detritivore: Organisms that eat organic material (detritus)

Architect: Plants and other organisms that help build/maintain an ecosystem

Pollinator: Organisms that help carry pollen and pollinate flowers.

Scavengers: Organisms that feed on dead plant and animal matter.

Some cards may have multiple ecological roles and wherever valid one card can be counted to cover two roles. Eg: Beach Morning Glory is both an Autotroph and Architect.



Zone:

This indicates the zone that is predominantly occupied by the species in the ecosystem. Some cards may have zones that are not included in the ecosystem card. Some cards will have the zones marked as 'several', these cards cannot be used to fill a zone in the ecosystem. This means that these organisms are found across multiple zones within their ecosystem and are not adapted to live in any single one.

Marshland:

Aerial
Floating
Underwater

Ocean:

Shallow Ocean
Mid Ocean
Bottom Ocean

Coastal Wetland:

Aerial
Intertidal
Underwater

Beach:

Aerial
Terrestrial
Intertidal

Ecosystem card:

There are 4 ecosystem cards- Ocean, Beach, Coastal Wetland and Marshland. An ecosystem card contains the ecosystem name, symbols for all the ecological roles that make up that ecosystem and the zones of the ecosystem are also present on the card. The players are assigned ecosystems based on the ecosystem card they receive at the beginning of the game.

Species card: The card contains a picture and the name of an organism. Each ecosystem has 25 species cards. These cards are used to build the ecosystem. The elements on the card include -

- **Ecosystem:** Represents the ecosystem the organism belongs to. Some cards may have multiple ecosystem symbols on them, these cards can be used in any of the ecosystems specified on the cards. Eg: Striped Barnacle has both the beach and coastal wetland ecosystem symbols on the card. This means that this species can either be used to build the beach ecosystem or the coastal wetland ecosystem.
- **Ecological Symbol:** Represents the ecological role the organism plays in its ecosystem.
- **Zone Symbol:** Represents the Zone the organism belongs to.
- **Taxa:** Tells you which taxon the species belongs to. Eg. 'Bird'
- **Diet:** Provides information on what the species eats.
- **Who am I?:** This section of the species card contains interesting facts related to the species. It can be used to play the 'Who am I?' game.

Action card: There are 20 action cards in the deck. This card will contain instructions on how to use it displayed on the card.

Discard piles: The discard piles are separate piles that will include all the cards that players discard from the set of cards in their hand. It is a separate set of 4 piles of cards apart from the deck and the ecosystems. The players must discard cards based on the ecosystem specified on the card. The four discard piles will therefore have, one each for marshland, beach, coastal wetland and ocean.

Note: The discard piles can be put together and reshuffled to be used as the deck of cards players draw a card from, if the deck ever runs out.

WHO AM I ?

Players can play the game using separate ecosystems, taxa (like plant, crustacean etc.), or just by shuffling the cards and using all of them or a few of them (10, 20, 30 etc.) at a time.

Players are encouraged to read through the descriptions on the cards or play the ecosystem game a few times before they start with this game.

How to play?

- 1.Shuffle the cards well and distribute them among the players.
- 2.The player starting the game reads out clues from the first card in their hands, to everyone playing the game.
- 3.The player next in turn guesses what the creature, if they're not able to, is passed to the next player and then the next and so on.
- 4.The person who guesses right takes the card.
- 5.The player who has collected the most number of cards at the end of the game is the **wilderness whiz**.

Ways of giving clues

- 1.The taxa, ecosystem, ecological role, zone and diet.
- 2.Questions framed from the 'Who Am I ?' box.

To explore other fun ways to play with the cards, visit our website:
<https://palluyirtrust.org/index.php/biosphere-card-game/>

For any queries, feedback or ideas, please send us a mail to
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