Game Rules

Pieces: 24 trait cards (12 per team)
12 event cards
1 scenario card

Overview: Each table will be split into two teams. These two teams compete to occupy the same ecological niche. One team will be a native population of one species and the other a non-native population of another species. Each team represents one of these populations and each member a proportion of that population.

1. **Divide into teams.** Each team will represent either a native or non-native population of one species.
   - Non-natives: choose 25% of the individuals to make up the non-native population
   - Natives: remaining individuals comprise the native population

2. **Pick traits.**
   - Non-natives: pick 5 traits cards from the 12 based on what your team feels would make a successful or the best non-native/invasive organism to occupy any ecological niche.
   - Natives: you will be shown a habitat. Using the habitat as your framework, choose # trait cards from the provided 15 that will best allow your organism to maximize its success in that niche.
   - **Note:** Each card comes with two traits (one visible, one hidden). The hidden trait may not correlate with the visible trait. You can only see the hidden trait after you choose all 5.

3. **The game.**
   - Laying face down on the table are 12 event cards. One player will turn over a single event card. This card will be used by both teams in this round.
   - This card will describe an event that occurs in the environment. There will be positive and negative effects associated with each, depending on your traits. Not all will possible effects are listed; use what you know and consider your environment to determine the possible outcomes.
   - Discuss as a whole group which organism (native or non-native) is most likely to come out ahead as a result of this event. (Vote on a winner and loser)
   - Outcomes
     - **Winning:** your species is likely to gain or remain unaffected as a result of the outcome due to your set of traits.
     - **Losing:** your species does not have the traits that allow it to cope with the event, resulting in a negative outcome.
     - If you lose, your species will lose one member of the population and the winning species will grow by one (choose one individual to switch teams).
     - **Winning Rank:** Positive > Neutral > Negative
     - **Non-random Mutation:** both native and non-native choose one trait to discard and select a new one at random
   - Repeat for # rounds.