

QUICK REFERENCE SHEET

Objective – Match People Who Benefit to Natural Resources they use and the Ecosystems that provide them.

Game Setup –

- Decide the game type– Cooperative Play: Highest Team Score; or Competitive Play: Highest Individual Score
- Place 1 River card in center play space. Players choose a Role and are dealt that role's 4 primary People Who Benefit cards, placed face up in front of them. Shuffle the remaining deck of cards.
- Deal seven cards to each player for their hand. Discard any Natural Disaster cards dealt and draw a new card.
- Decide which Role or player will go first. Decide the game time (around 30 minutes) & set timer.

Each Player's Turn –

- Draw 1 new card from the deck to your hand. Play One Ecosystem, Natural Resource, or Event card from your hand. If possible, you may also play One People Who Benefit card in front of you.

Winning the Game –

- Winner is the Individual or Team with the highest total score in the active play space across all 4 Roles.

Ecosystems

- Played Left, Right, Above, Below, or Diagonal to other Ecosystem Cards, including those impacted by Events.

River
Ecosystem

"A river seems a magic thing. A magic, moving, living part of the very earth itself." – Laura Gilpin

Expand natural areas by playing next to another Ecosystem card, including those affected by Events.

Forest
Ecosystem

"Forests are the lungs of our land, purifying the air and giving fresh strength to our people." – Franklin D. Roosevelt

Expand natural areas by playing next to another Ecosystem card, including those affected by Events.

Wetland
Ecosystem

"Would it not be a luxury to stand up to one's chin in some retired swamp for a whole summer's day, scenting the sweet-fennel...?" – Henry David Thoreau

Expand natural areas by playing next to another Ecosystem card, including those affected by Events.

Farmland
Ecosystem

"Agriculture is our wisest pursuit, because it will in the end contribute most to real wealth, good morals, and happiness." – Thomas Jefferson

Expand natural areas by playing next to another Ecosystem card, including those affected by Events.

Coast
Ecosystem

"The sea, once it casts its spell, holds one in its net of wonder forever." – Jacques Cousteau

Expand natural areas by playing next to another Ecosystem card, including those affected by Events.

Natural Resources

- Played Left, Right, Above, or Below Ecosystem cards that match the Ecosystem color code shown at the bottom of the card.

Wild Mammals & Birds
Natural Resource

Recreational users enjoy hunting and observing birds, deer, and other wildlife, which also provide learning opportunities to engage students.

Produce Natural Resources by playing alongside a matching Ecosystem below that provides this resource.

WETLAND FOREST

Fish & Shellfish
Natural Resource

Fishermen catch fish and shellfish for food or recreation, and students and recreational swimmers enjoy seeing fish and other aquatic fauna.

Produce Natural Resources by playing alongside a matching Ecosystem below that provides this resource.

COAST RIVER WETLAND

Clean Water
Natural Resource

Farmers, industry, residents, shippers, and recreational users benefit from water for irrigation, cooling, drinking, navigation, and swimming.

Produce Natural Resources by playing alongside a matching Ecosystem below that provides this resource.

COAST RIVER WETLAND

Pollinators
Natural Resource

Pollinators such as bees, birds, butterflies, and bats help to pollinate crops and provide opportunities to engage students in "backyard" science.

Produce Natural Resources by playing alongside a matching Ecosystem below that provides this resource.

WETLAND FOREST FARMLAND

Scenic Natural Places
Natural Resource

Natural areas provide places for hiking and enjoying being "out in nature", as well as scenic views that add to the character of communities.

Produce Natural Resources by playing alongside a matching Ecosystem below that provides this resource.

COAST RIVER WETLAND FOREST FARMLAND

Shells, Rocks, Fossil Fuels
Natural Resource

Shells, sand, rocks, and fossil fuels may be mined to provide raw materials for industrial uses and energy. Recreational users may also enjoy collecting shells or rocks.

Produce Natural Resources by playing alongside a matching Ecosystem below that provides this resource.

COAST RIVER WETLAND FOREST

People Who Benefit

- Played Left, Right, Above, or Below Natural Resource cards by matching Natural Resource icons. Shape symbols designate points scored to each Role for Beneficiary cards still in play at the end of the game.

Residents
People Who Benefit

Complete a flow of Ecosystem Services to People when played alongside a matching Natural Resource below.

3 POINTS

City Mayor

Local Business Owners
People Who Benefit

Complete a flow of Ecosystem Services to People when played alongside a matching Natural Resource below.

2 POINTS

Industry

Hikers & Campers
People Who Benefit

Complete a flow of Ecosystem Services to People when played alongside a matching Natural Resource below.

3 POINTS

Conservationist

Farmers
People Who Benefit

Complete a flow of Ecosystem Services to People when played alongside a matching Natural Resource below.

3 POINTS

Agriculture

Score points by completing card chains.

River

Rivers support Fish

Fish are caught by Sport Fishermen

Swimmers, Sport Fishers
People Who Benefit

- Played by covering any one Ecosystem card that has a matching Ecosystem color code.

Events

Take immediate effect when drawn. Connected Natural Resource cards are discarded, and People who Benefit returned to each player by Role. The event card is then discarded, and the player takes turn as usual by drawing another card.

Forest Fire
Natural Disaster Event

Lightning strikes or dry conditions can lead to forest fires.

Also immediately when drawn over an Event card, remove associated Natural Resource cards and return People who Benefit to each player by Role. Discard this Event card and draw another card.

DISCARD

Permanently replace the impacted Ecosystem card. Connected Natural Resource cards are discarded, and People who Benefit cards returned to each player by Role. Player may score points.

Human Activity

Clearcutting a Forest
Human Activity Event

Clearcutting by forestry or industry can lead to loss of soil, water, and habitat.

Replace one Forest card, remove dependent Natural Resources and return People who Benefit to a player by Role.

DISCARD

Protect an Ecosystem card by permanently blocking any future Human Activity or Natural Disaster cards. Behave as Ecosystem cards once played. All Players or Team score points.

Sustainable Ecosystem Management

Sustainable Forest
Ecosystem Management Event

Selective cutting and reforestation can reduce impacts of logging, preserve habitat, and improve resilience to forest fires.

Play over a Forest card to block any future Event from being played there. Card then continues as a Forest card.

DISCARD