**ADAPTATION ISLAND**

created by Candace Seeve

For 4-6 players.

There are four different tokens (bird, insect, mammal, plant) to choose from. Each player will choose one of these tokens to represent him/her during the game. Since natural selection and adaptation act on a population each player will also receive 10 “dollars” that represent the individual in their population. The goal of the game is to make it around the board first with at least two individuals (dollars) left in your population. If a player’s population decreases to one or fewer individuals your population goes extinct (since for these organisms sexual reproduction is the most common) and that player is out of the game.

Rules of the game:

Each player will roll a dice at each turn and move forward the appropriate number of spaces. Each side of the board represents one generation (remember, adaptations cannot *appear* in a single generation!). Each time a player passes a corner he/she begins a new generation and can choose an **“Mutation”** card. The **“Mutation”** cards can improve your fitness, and may save you if you land on a **“Catastrophe”** space. A few **“Mutations”** may have a negative effect on your fitness and cause your population to decrease (you must pay with the “dollars” you received at the beginning of the game!).

**How to advance around the board**:

Before rolling the die the player must answer a question from the **“Test Your Knowledge”** cards. Another player will draw a card from the top of the stack of **“Test Your Knowledge”** cards and ask the player (whose move it is) the question on the card. If the player answers the question correctly, he/she may roll the dice and proceed. If the player misses the question, he/she must wait until their next turn to try again to advance.

The 1st 6 spaces are **“Arrival”** spaces. In order to exist on an island, a species must get there somehow. Each player must land on an **“Arrival”** space that applies to the organism that he/she has chosen to before they can move from “START” position. If the player does not land on an “Arrival” space that is appropriate for the arrival of their organism he/she will wait and roll again at their next turn.

Each corner space represents the beginning of a new generation of your population. Since adaptations arise over many generations, each time a player passes a corner he/she will draw a **“Mutation”** card. The mutation cards often times are helpful and can help your population survive in the case of a catastrophe. The **“Mutation”** cards are also specific to the game piece that you have. If the **“Mutation”** card that you draw does not apply to you, you may keep the “**Mutation”** card and trade cards with other players in the game.

If a player lands on a **“Catastrophe”** space he/she should draw a **“Catastrophe”** card. Catastrophes affect all of the players in the game. If the **“Catastrophe”** card says that a population decreases, all of the players that the “Catastrophe” affects must pay the specified number of individuals (dollars) to the bank. However, if the player has obtained an **“Mutation”** card that could help his/her population to survive the catastrophe (for example, an adaptation of a thick fur could save your population in the event of an ice age) the player does not lose any individuals in his/her population.

Other spaces on the board include **“Draw an Extra Mutation Card”**. If a player lands on one of these spaces, he/she may draw an extra **“Mutation”** card after passing the next corner. Blank spaces have no effect on the players.

The first player to travel around the board and maintain at least 2 individuals in their population wins. The other players may finish the game and declare 2nd, 3rd, etc. place winners until the game is finished.