Habitability Game Rules

Materials:

- Game board
- 1 die
- 1 game piece for each player
- 5 triangles—energy (E), water (W), nutrients (N), atmosphere (A), & temperature (T)
- 10 markers, such as coins, buttons, pebbles, or dried beans
- Stack of 12 *Habitability Hazard* cards.
- Stack of 8 *Habitability Enhancement* cards
- Timer

Goal: *To collect the five habitability factor triangles and bring them back to the center to build a habitable planet*

1. Place the game pieces in the center circle and the cards in their respective boxes. Set the timer for 10 minutes.

2. Have the first person role the die. If he/she rolls a:
   - 1 or a 6, pick up a *Habitability Hazard* card and read it aloud. Place a marker on any open Hazard Circle. This marker blocks the path.
   - 2, pick up a *Habitability Enhancement* card and read it aloud. Remove one *Habitability Hazard* marker. The path is reopened.
   - 3, 4, or 5 move from the circle onto any square on the inner path. Advance your game piece toward one of the Habitability factors {energy (E), water (W), nutrients (N), atmosphere (A), and temperature (T)}.

3. The turn is over after a person has rolled the die once and completed the appropriate action. After each turn, the play proceeds to the next player.

4. To claim a triangle, a player must advance along the spaces and land on the box describing the habitability factor. Then, the person must work his/her way back to the central circle. Once the person has returned to the central circle, he/she places the Habitability Factor triangle in its proper position.

5. The game ends when (a) the circle has all five Habitability Factor triangles, (b) no further moves are possible, or (c) 10 minutes have elapsed.