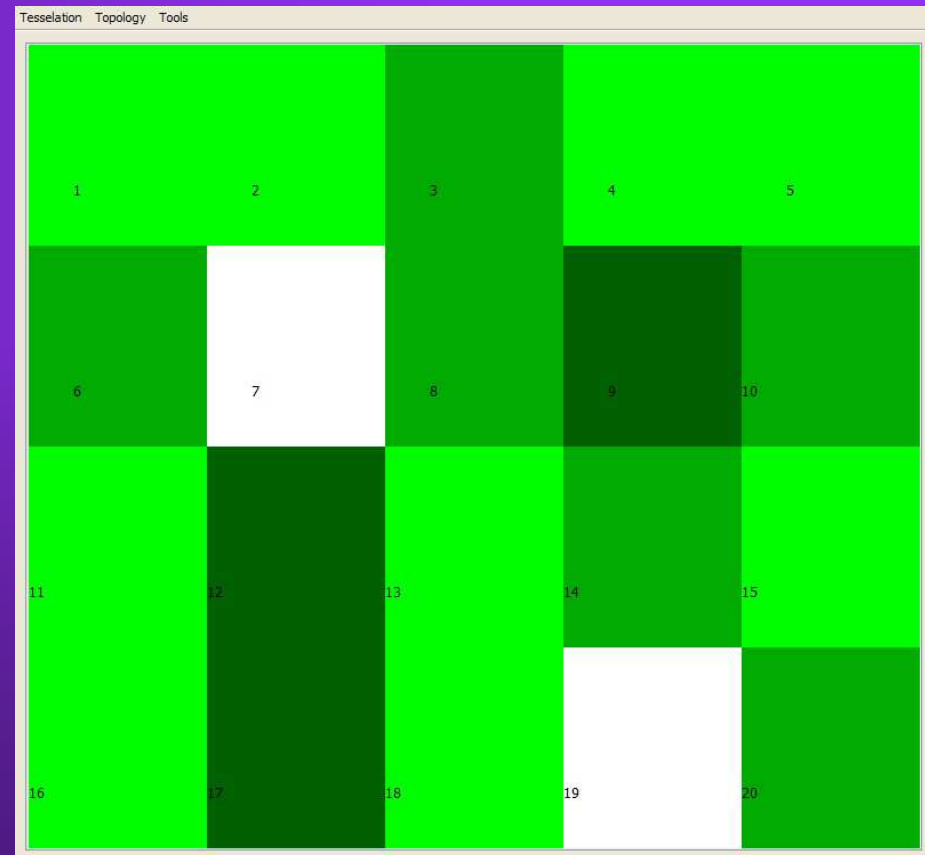


ReHab Role-Playing Game

The game board

- Each green square holds some **resource biomass**, the darker the more.
- The biomass level ranges from **0 to 3**.
- The resource has a specific renewing process.

Biomass
level



The roles and players

2 roles: Harvester and Park Manager

Harvester:

- each player controls up to four harvesters
- objective: maximizing your 'resource' harvest by the end of the game

Park Manager:

- one pair of players
- objective: preserving the breeding ground of an endangered migratory bird

Game scheduling

Each round represents one year.

One round unfolds as follow:

- *birds settle*
- park managers decide on protected areas (from round 2)
- harvesters select their exploitation grounds
- *birds reproduce*
- results are communicated
- *resource biomass is updated*

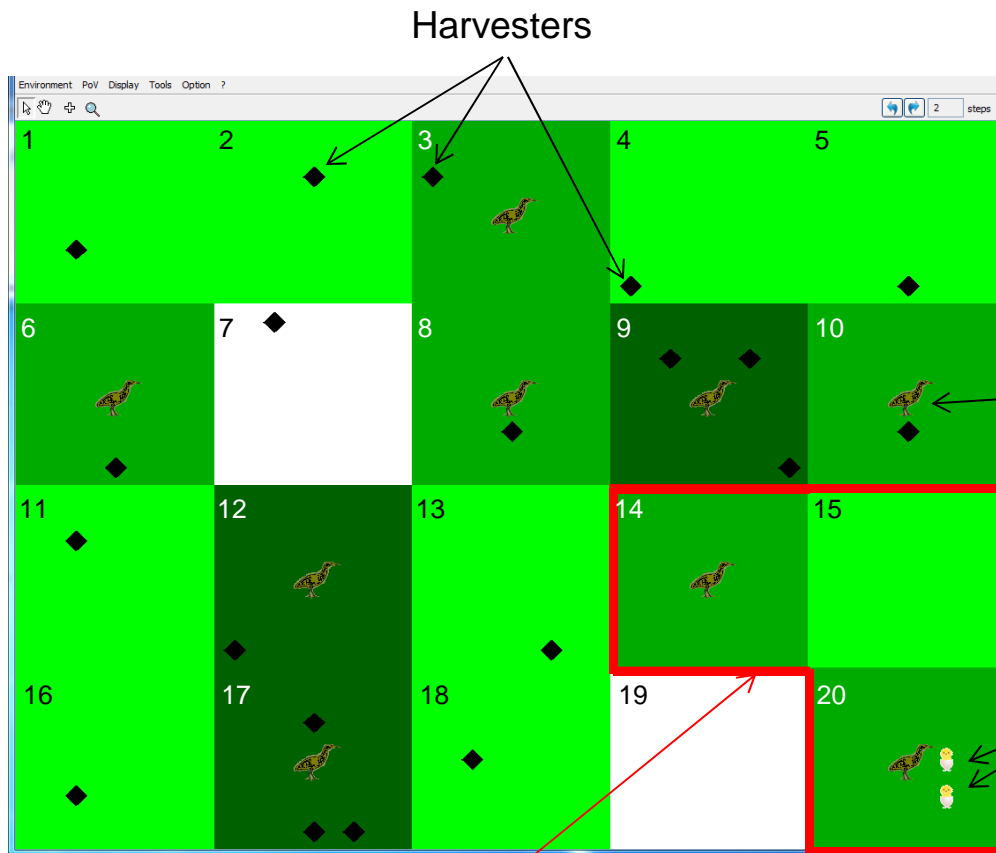
Each scenario is made of five rounds.

- scenario 1: no communication
- scenario 2: with communication

Let's play !

Park Manager

Your objective is to monitor the breeding ground
of an endangered migratory bird species.
Your success is directly related to the total number of chicks



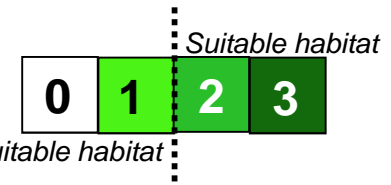
Harvesters

- Birds relocate seasonally to settle in **nesting sites**.
A square represents a **suitable nesting site**
if there is enough resource biomass (level > 1)
and if it is not yet occupied by another nesting bird.



Nesting bird

Biomass levels



- **Reproduction** is successful (1 or 2 chicks)
provided the disturbance by harvesters



Chick

- is null in the nesting square and
- is low in the neighbourhood.

Example of protected area
(squares #14 #15 & #20) with 2 chicks in square #20

-From round 2 onwards, you can **restrict the access**
for up to 3 squares to set up a **protected area**.

Harvester

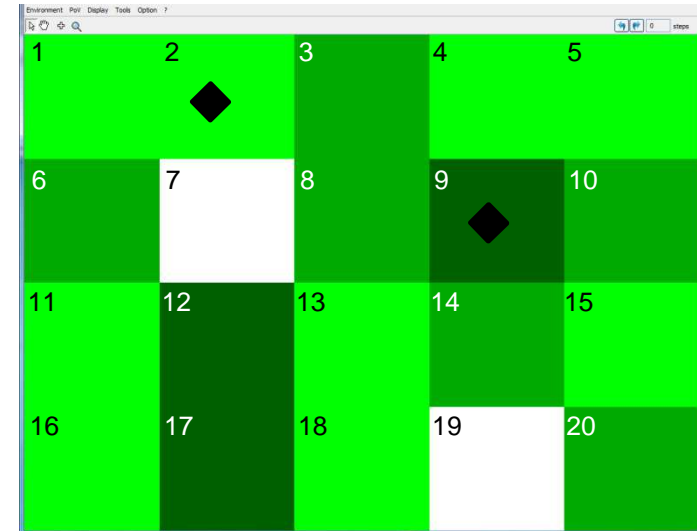
Harvesting is your only activity and source of “income” : you have to perform as good as you can to feed your household members. Below the threshold of 1 unit/household member/round, food scarcity occurs.

- Each green square has an id number (from 1 to 20) and holds some resource **biomass**, the darker the more



- The biomass level ranges from **0** (none) to **3** (max)
- The resource has a specific renewing process

- Each round, you have to decide **where** to harvest, i.e. to indicate a square number on the decision sheet for each member



- In a square, one member can get a maximum of **2 units** of biomass (even if alone in a square with 3 units, he will get only 2).

Round	Location	
	M1	M2
1	2	9
2		
3		
4		
5		

*To be filled by you
and given
to the game operator*



*To be filled by the
game operator
and given back to
you*

Harvest		Total
M1	M2	
1	2	3