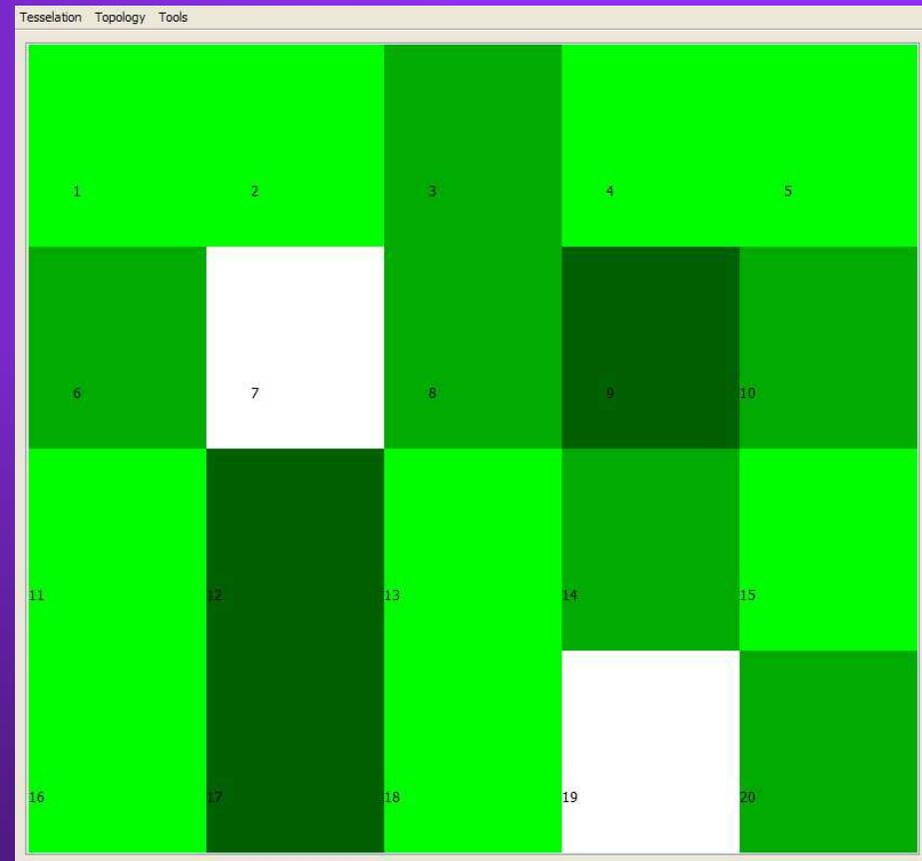


ReHab Role-Playing Game

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.

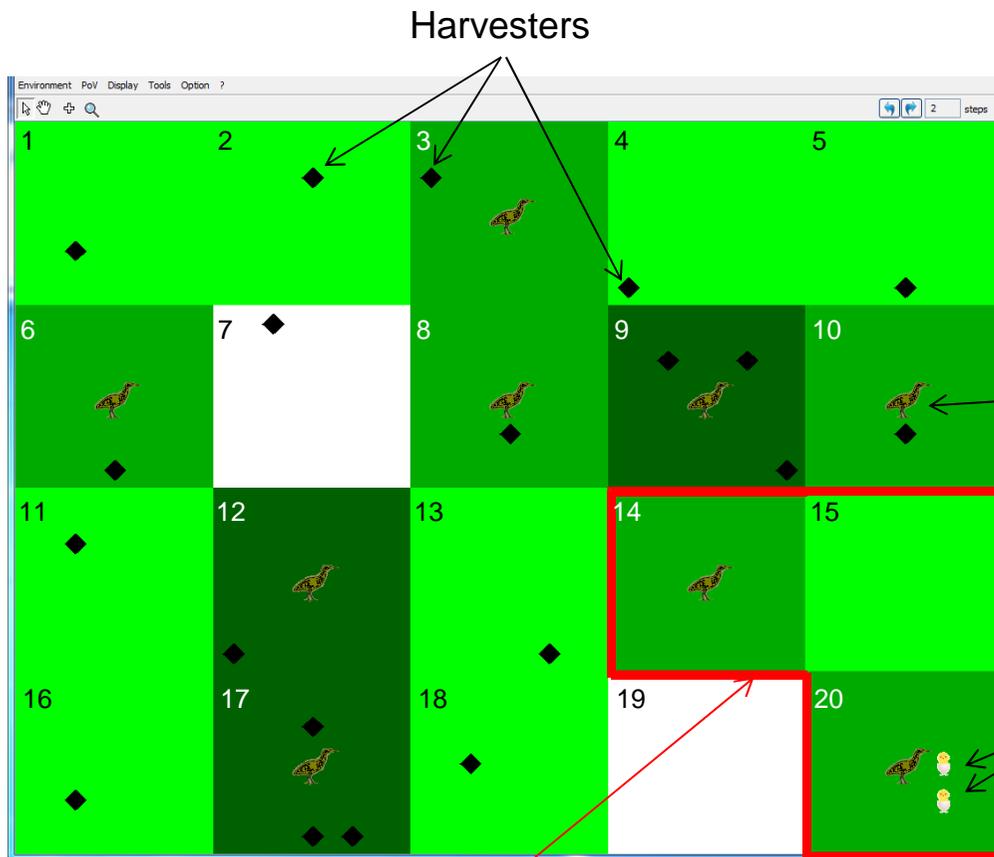
- scenario 1: no communication
- scenario 2: with communication

Let's play !

ComMod

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



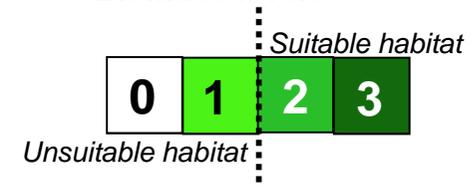
Harvesters

- 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.

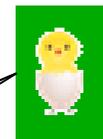


Nesting bird

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**.

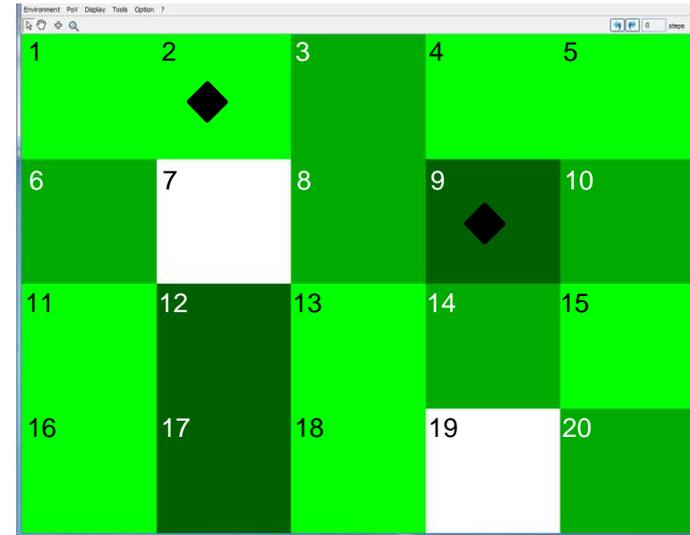
Harvester

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 |
| | | |
| | | |
| | | |
| | | |