GPS/Ecology Lab Rules

Goal:
To be the first to collect the three necessary elements of life (water, food, and shelter) before losing all of your 4 lives.

Rules:
1) You will receive an animal card that tells you which animals you can prey upon, and which animals can prey upon you. DO NOT TELL OTHER PEOPLE WHAT YOUR ANIMAL IS.

2) You will notice that there are 5 landmark points in your GPS. 3 are the necessary elements of life and there are 2 additional sites.
   Additional sites are:
   **EVADE**: You may use this card to avoid being eaten by another animal.
   (TAKE ONLY ONE)
   **HIBERNATE**: This card requires you to endure a five minute hibernation before resuming play. If you are an animal which does not hibernate, you are exempt

3) You can approach another player and ask his/her animal, if you are able to prey upon their animal, they must give you one of their life tickets, if their animal preys upon yours; you must give them a life ticket.
   YOU MUST ALWAYS GIVE THE TOP LIFE TICKET FROM YOUR PACKET.

4) When your life tickets are spent, you are out of the game. You may only use your own life tickets, and not those you have taken from other players.

5) You may come across a ticket in your pack which says Rabies or West Nile Virus (W.N. Virus). If you are challenged by another player, and your top ticket is one of these, you give that person your Rabies/W.N. Virus ticket and take one of their life tickets. Your animal no longer has the disease, but the other person's animal does, and they can pass the ticket and the disease to their next predator or prey.