

Invasives vs. Natives

Instructions to a board game for 2-6 players
Age 4 – 200

Contents:

Invasives vs. Natives board
24 magnets in 6 colors
2 die

This is a game about Californian Native Riparian species and the encroaching invasive species that threaten the habitat. Natives and Invasive plants battle it out in the wetlands for resources and space.

Goal

The players try to capture as many of the other players pieces as they can without being captured themselves. The last player standing is the winner.

Set Up

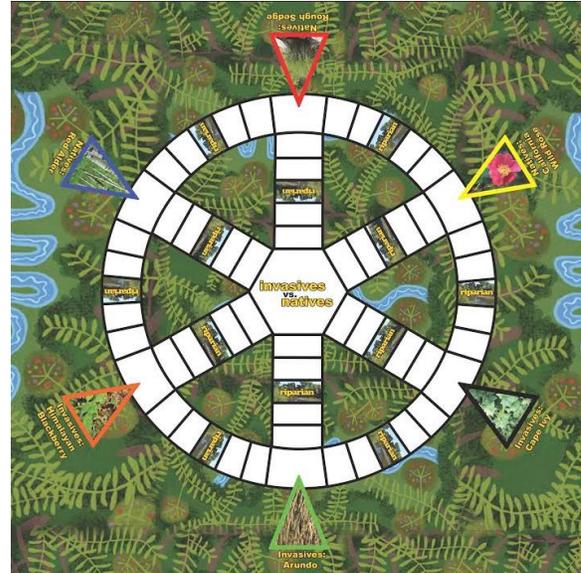
Begin setting the board by providing each player with 4 magnets that coordinate with their home-bases. Roll two dice, whichever player rolls the largest number gets to go first and move clockwise from there. Or have the youngest player begin the game.

Rules

Starting from each players home-base, players begin to roll die in pursuit of capturing other magnets. Players who are assigned native species roll with one die. Invasive species roll with two - this is to symbolize how rapidly invasives can spread, they can cross the board swiftly.

After a player rolls the die/dice, they get to move one of their magnet pieces the same number of spaces as the numbers rolled on the die/dice. Players can move in any direction: forward, backwards, left or right. Whichever direction is chosen – that's the only direction they can move within that turn. The whole

move must be made with one magnet piece. It is up to the player to choose which magnet piece they will move and how many pieces leave their home-base.



Trapping & Riparian Zones

Magnet pieces are captured when opponent player's pieces land directly on the same square. The newly arrived player is then stacked on top of the other piece. Unless – a piece is on the marked 'Riparian Zones.' Riparian Zones act as a safety zone, when a piece lands here – it cannot be caught by other players. Riparian Zones cannot be shared with other pieces. Multiple pieces can be caught while a player travels across the board. If a different player lands on a preexisting stack – they claim all of the pieces on that stack. Eventually there will be one large stack, the last survivor is the winner.