YOU are a starting stats when you encounter a:

- prickly pod
  - nothing
  - lose 1

- grass grazer
  - take 1
  - nothing
  - lose 1

- spidery scavenger
  - take 1
  - take 1
  - lose 1

What designers can do:
- Change the effects in each square off the game grid (energy gain and loss must match in the two matching color squares)
- Decide what species a new player will be
- Change the starting stats of the creatures
- Decide when night occurs
- Decide how much energy each prickly pod gets when the bell rings

What players do:
- wander around the room
- touch a player on the shoulder to start an interaction
- you can interact with each player once per day
- check the interaction grid to see what happens:
  - give or take energy from each other
  - write down your new health
- If you run out of health or energy, you die: go to the game HQ
- Put your name and energy level on the high score list
- Then you start again (choose any species)

RUNNING THE SESSION

1. Setup
   - create board, including high score
2. No designers
   - explain rules
   - do 2 trial days, 2-3 minutes per day
3. Discuss balance of game
4. Now the REAL GAME:
   - volunteer designers
   - their goal: balance population
   - player goal: high scores
5. If time, new set of designers