

LIFE CYCLE – A ROLL OF THE DICE!

This is a game for teams

There are four stations

Egg Larva Pupa Adult

At each station there is a die (may need one for each team)

Team members take turns rolling die

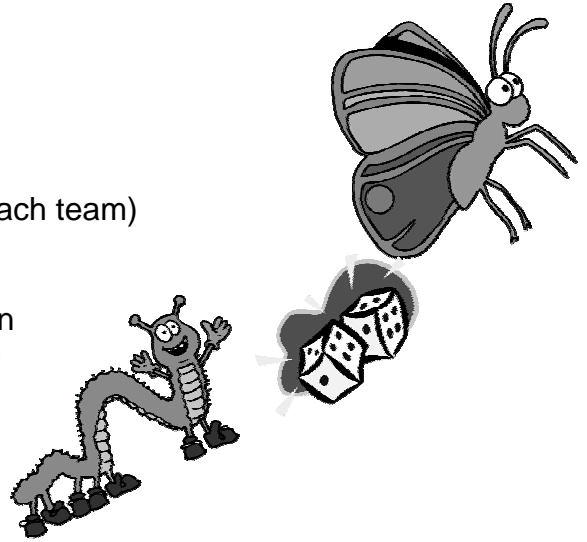
The dice have life outcomes on them

Egg – 4 hatches*, 1 don't hatch, 1 get eaten

Larva – 3 pupates*, 1 starve, 1 get eaten, 1 stepped on

Pupa – 4 emerges*, 1 virus, 1 get eaten

Adult – 2 lay eggs*, 1 windshield, 2 eaten, 1 don't mate



* Animal lives through that stage and moves on

If animal dies, it rolls again in turn

If it dies again it moves to next stage as 'food' and gives the others on its team a second roll if they die.

Once all others on team have moved on, the 'food' animal rolls again. If it dies again, it repeats being food for others at next stage.

In the adult stage players continue to roll in turn until all players move to the eggs (unless you are going around twice)

If time limit is set, then whichever team has members the furthest along is the winner

The first team to get all its animals back to eggs wins. The rest of the teams come in second or third or fourth (no one loses in the Life game!)

So if four players are in the egg stage....

Two move on the first roll.... The other two are food....

In the larva the first two roll – one moves on

The other dies and gets another roll from one of the dead eggs

It moves on

Two dead eggs then roll

One moves on

The other dies – moves to be food for pupa

In the pupa all four team members are there... one is food

Three roll – one moves on

One dead one rolls from the food – moves on

The other dead one is dead and is food for the adult

The food one rolls and moves on

All for members are in the adult

One is food from larva – becomes the last player to roll in turn as adult