

Michigan Monsters Rule Sheet

Number of players: 2

Materials: Game board, control cards, pencil, eraser

Overview:

In this game players go head to head in a struggle for control of Michigan's ecosystems. One player takes on the role of an invasive species that has been introduced to Michigan. As an invasive species, it is that player's goal to spread through Michigan as rapidly as possible. The second player plays the part of a scientist who has been put in charge of controlling the spread of the invasive species.

Roles:

Invasive species: The invasive species tries to spread as fast and as far as possible. To invade counties the player rolls a dice pool of three six-sided dice. Look at all the counties that share a border with any invaded territory. If any of these counties have a value less than or equal to the sum of the player's dice throw the invasive species spreads into that county. To mark invaded counties on the game map draw a circle in pencil around the number printed in that county.

Scientist: Using "control cards," the scientist tries to control the spread of the invasive species and, if possible, completely remove it from Michigan. These control cards all have unique instructions printed on them that the scientist must follow. Most of these cards will help the scientist, but a few will actually help the invasive species. Some control cards allow the scientist to remove the invasive species from an area, make some counties completely immune to invasion, or change the values assigned to different counties. Use an eraser to remove the invader's circle mark (see above) whenever you get to remove the invasive species from a county. If you get the chance to make some counties immune to invasion, mark those counties on the map by drawing an X in that county. If the control cards change the values assigned to any of the counties, simply write in the new values on the map.

Rules:

- 1) Before you begin the game, make sure the control cards are thoroughly shuffled. Also, at this point you should choose what role you want to play; you can either be the invasive species, or the scientist.
- 2) The game begins with the invasive species choosing where to start its invasion. To do this, the invasive rolls its dice pool and selects a county on the Michigan border with a value less than or equal to the sum of the dice to invade.
- 3) After this initial invasion, the invasive species gets three more dice throws to establish itself in Michigan. After each throw, the invasive spreads into any neighboring counties that have a value less than or equal to the sum of the dice.
- 4) After the third dice throw, the scientist gets to pick up a control card and follow the instructions printed on the card.
- 5) After the scientist has used the control card, the game continues in an alternating pattern of dice throws and control cards. The invasive species throws its dice pool, followed by the scientist using another control card, followed by another dice throw from the invasive, etc....
- 6) The game continues until 15 control cards have been played. At that point, the game is over, tally up how many counties are invaded and how many are un-invaded to see how much the invasive species was able to spread and how effective the scientist was at controlling the invader.