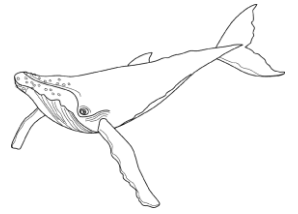




KRILL – A Whale of a Game



An Antarctic Ocean Adventure

Overview: The game was named *Krill* due to the fact that krill are very important to the Antarctic ecosystem and are part of many food chains. Krill is eaten by very small animals like zooplankton and by very large animals like Baleen Whales. There are 77 playing cards. Each card lists the things eaten or utilized by its subject and what eats or destroys it. For example, the Albatross eats Fish, Krill, Squid and Zoo Plankton and is destroyed by DEATH, Detritus, and Decomposers (DDD card). There are many possible food chains in Krill. One of the longer food chains is Upwelling, Nutrients (Inorganic and Organic), Phytoplankton, Zooplankton, Krill, Fish, Squid, Crabeater Seals, Leopard Seals, Killer Whales, DDD. One of the shorter ones is Nutrients (Inorganic and Organic), Ice Algae, Ice Invertebrates, DDD.

Krill Connection: 2-3 players (recommended version)

Object: To lay off as many cards as possible on the food chains on the board.

- 1.) Shuffle card deck (77 = complete deck, plus 3 info cards, not used in game). Place face down.
- 2.) First player turns over the top card from the deck.
- 3.) Then, the first player draws a second card and plays it on the starter card if the drawn card either eats the starter card or is eaten by the starter card.
- 4.) If there is no interaction between the two cards, the first player holds onto the card in his/her hand until it can be played at a later turn.
- 5.) If an UPWELLING or NUTRIENTS card is drawn, the player will put down the card in a new pile.
- 6.) The second player takes his/her turn by drawing a card from the deck and plays the card or holds it in his/her hand the same way the first player did. Players continue to take turn in this manner, placing down cards where there's an interaction of eating or being eaten by the card on the pile (see below for exceptions). Any UPWELLING or NUTRIENTS card will be put down separately, except that NUTRIENTS can go on top of UPWELLING and is the only play that can be made on an UPWELLING card.

Special Card Connections:

- 1.) UPWELLING: must be covered by a NUTRIENTS card.
- 2.) DDD (Death, Detritus, and Decomposers) does not work both ways. Although it can cover all plant and animals (but not HARVEST), it can be covered only by NUTRIENTS or BENTHIC COMMUNITY ANIMALS.
- 3.) A HARVEST card played on a pile ends that food chain. Turn the whole pile face down for no more play.
- 4.) AABW (Arctic & Benthic Waters) covers only NUTRIENTS. It ends the chain and the cards must be turned face down for no more play.

Scoring:

Play up to 15 points (or decided upon another number for a winning score before playing). Keep score with a pencil and paper. Every time a player clears his/her own hand of cards, he/she scores a

point for each card left in the opponents' hands. Play continues until the winning score is reached. If winning score isn't reached, reshuffle the cards and play again.