



SNOW LEOPARD GAME

Welcome to Kyrgyzstan! You have decided to take over your parents' hunting outfit, but want to run the company a bit differently than previous generations. You know that snow leopards are disappearing - but if you can help bring them back it will unlock all sorts of additional income as you find other partners to collaborate with.

But it will not be easy! You will have to battle the harsh high mountains, climate change, and poachers. The reward of seeing the elusive cat is tempting – other companies have caught on to your idea, and now the race is on to see who will achieve the ultimate goal of snow leopard conservation.

In this tabletop game, children and adults alike can experience what it is like to be an organization “on-the-ground” working to conserve the snow leopard and its habitat. Circumstances and income can change quickly depending on the government, weather, and factors outside of player control (random element), but collaborations and investing in improvements can potentially mitigate some of these risks (strategic element).

CAMP Alatoo (an NGO in the Krygyz Republic) spent 2 years testing and creating this game with local stakeholders (school children, hunting companies) and developing/design materials. They created this game to help people make a more personal connection with snow leopard

conservation work, encourage collaboration, and understand more about the challenges and interconnectedness of mountain ecosystems.

This game was originally designed with a moderator (preferably 2 moderators) that can curate game experience and monitor strategies for different groups. By making certain cards available or not, the moderator can help determine the outcome or make the game more evenly balanced. The moderator also plays a role in making the game an educational experience for school children.

These instructions are for those moderators – explaining set up, game mechanics, and turn order so that they can facilitate games in their own schools. More information can be found on CAMP Alatoo’s website, where videos and photos are given to explain the game and the role of the moderator in more detail.

Number of players: 2-4 groups (suggest 2-4 players per group)

Time: 2-3 hours

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1 Objective & General Overview

The goal of the game is to be the first hunting company to establish a nature reserve by collaborating with at least (3) other stakeholder groups and bringing (3) snow leopards to the reserve to help maintain a healthy balance to the ecosystem.

The game consists of 8 rounds (or years). The first round is special, as a quiz decides what the company's starting income (coins) are. Afterwards, rounds 2-8 progress in the same manner.

At the start of each round, all hunting companies/player groups:

- Receive money from existing collaborations (if any)
- Are presented with a new opportunity to collaborate
- Resolve the effects of the year's government card (drawn randomly or selected by the moderator)

Once these two items are resolved and conditions are set, each group takes its own turn in order from the company with the least amount of

cash to the most. A snow leopard stuffed animal token marks which group currently has a turn. Each group then does the following:

- Draws a random event card (can also be selected by moderator)
- Pays the license fee to receive income (usually 3 coins)
- Selects up to 4 animals to hunt (animals are worth different amounts of coins, as indicated on the token) and receives income
- Has the opportunity to buy quiet zones or improvement cards as desired

In order to win, a hunting company must:

- Have established 4 quiet zones to create a nature reserve
- Have at least 3 snow leopards within the reserve
- Be free of debts
- Have at least 3 active collaborations

There are two ways that the game can end (depending on how fast the groups progress and the moderator judgement). The first hunting company to meet all of the above conditions wins the game immediately, and the remaining years are not played through. However, the moderator can also choose to continue playing through all 8 years, and see which groups are able to meet the winning conditions.

2 Material & Set-Up

The following materials were created by CAMP Alatoo and are required for playing the physical game:

Table 1. Full game set

General equipment		
1	Game board with working sheets	1
Board cards		
3	Snow leopard	12 tokens
4	Deer	60 tokens
5	Ibex	60 tokens
6	Argali	60 tokens
7	Marmots	60 tokens
8	Empty cards (used only during first year)	20 tokens
9	Quiet zones	16 markers
Playing Cards		
10	Event cards	40
11	Collaboration cards	7
12	Government cards	8
13	Improvement cards	17
14	Anti-disease cards	4
Cards for worksheet		
15.1	Debts	20 (4x5)
15.2	License	16 (4x4)
Additional material		
16	Money (beans)	500 grams
17	Bell	1
18	Timer (2 minutes)	1

The game board is divided into four separate sections, one for each hunting company. This is the allotted territory or hunt area that they are allowed to bring their clients. To start, the moderator places the

following tokens face down randomly on each of the four sections of the game board: 4 deer, 5 ibex, 5 argali, 6 marmots, and 5 empty cards. Empty cards are only used during the first year.

3 Game Start

When all the tokens are face down on the table, the game can begin! Each group gets 2 minutes to answer quiz questions related to the snow leopard, its prey, and its conservation (see Appendix). For each question the group answers correctly, they get to turn over a token of their choice. If a group member answers without consulting their team mates, the group does not get a chance to deliberate. Once an answer is delivered, right or wrong, the moderator moves on to the next question.

After the quiz round, groups count how much initial income they start with (based on their knowledge!). Deer are worth 4 coins, argali and ibex each 2 coins, marmots a single coin, and empty shots worth no coins. Once each group has their starting capital, they can decide if they want to take on additional debt. Otherwise, the game progresses to year 2.

4 Game Progression

2nd Year

The second year starts with an announcement for the government, which the moderator reads out loud. The government sets policy and conditions that are either favorable or unfavorable to hunting/conservation, so these cards change game conditions and are obligatory for every group (unless they buy an improvement card that specifically says otherwise).

Then a collaboration opportunity is read out by the moderator. This opportunity is the same for all groups, and players can either decide to opt in or decline. Collaboration cards always cost money. However, collaboration cards often protect from disastrous events, and provide small income at the start of all subsequent years.

The group with the least amount of starting capital from the first year starts in the 2nd year. Turn order then can either progress clockwise, or in order of ascending starting capital. Each group draws an event card – which could describe either positive (good growing season, your animals reproduce) or negative effects (such as poaching, or unable to access hunting territories due to storms destroying parts of the road). Playing an event card is required, as this simulates real-world conditions that all companies have to face.

After the event card, players must pay a license fee (usually 3 coins) and can choose up to 4 animals to hunt. Either of these conditions can be changed by government or event cards. This represents the main income and activity of your hunting company. After choosing which animals are taken, the company is immediately compensated by the amount indicated on the token.

Lastly, the group can decide if they want to invest in a quiet zone or buy an improvement card. Quiet zones cost 10 coins, and improvement cards cost 5 coins each (both of these costs can be modified by government, event, or collaboration cards).

While government cards, improvement cards, event cards, and collaboration cards are all straightforward (instructions on the card are read and followed), quiet zones are a bit different. Quiet zones cost 10 coins each and must be placed in areas of intact habitats (the inner squares on the game board) and groups have the option of not hunting certain species within quiet zones. They can do so by placing the

corresponding species token inside of a quiet zone. These species then have extra reproduction, which spills over into the hunting territory, and they are protected from poaching. Animals within quiet zones are protected from theft by neighboring hunting companies, and snow leopards must be placed inside quiet zones (they cannot be placed in an unprotected hunting territory). Groups can change which species are placed within quiet zones at the end of each year.

Once all groups have taken their turns, (draw an event card, pay license fee, hunt, receive income, make improvements), the animals reproduce. Species not contained within a quiet zone each increase by 1 token. Species in a quiet zone reproduce by 2 tokens.

3rd – 8th Year

The remaining years progress much the same as the second year, with the following exception – teams receive money from existing collaborations prior to revealing the government card. This is usually 1-2 coins per year, depending on the nature of the collaboration.

Otherwise, the government card is revealed, and the collaboration opportunity is presented to all groups as before. Then groups take their individual turns depending on which has the least amount of money available. At the end of the year, animals reproduce again.

7 Additional Rules

7.1 Rules for hunting companies

Hunting licenses must be bought AND used (the governments of Central Asia do not allow you to buy hunting licenses without filling the quota).

When an animal goes extinct in your field, you must pay 10 coins to the moderator to get it back, or try to bargain with an adjacent group. Certain cards and effects also let you “steal” unprotected animals from your neighbor’s hunting territory.

Hunting companies are not allowed to acquire each other or lend/borrow with each other.

7.2 Quiet Zones

Snow leopards do not reproduce, even in quiet zones. They are still endangered after all!

7.3 Introducing a snow leopard into your reserve

There are several ways you can encourage a snow leopard to enter your reserve, two are strategic, but with endangered species, there is also a little bit of luck involved!

- Collect three (3) anti-poaching jokers from improvement cards.
- Improvement cards also allow you to attract a snow leopard (12% chance)
- If you preserve 8 or more of the same species, this can act as a prey base for one snow leopard. For example, if you have 8 marmots at the beginning of Year 4, and you can keep this number even after drawing event cards and hunting, you can receive a snow leopard. You must keep a minimum of 4 of those species for the snow leopard to stay. This way of introducing a snow leopard only works for one species group at a time (otherwise your reserve becomes overcrowded with prey and they degrade the habitat).

- Establishing 4 quiet zones will attract one snow leopard immediately.

Snow leopards will die if it is not protected within a quiet zone and a poaching event card is drawn. Snow leopards prevent effects from other event cards as well.

7.4 Debts

Banks will loan hunting companies money for license fees or collaborating. The maximum amount that can be borrowed is restricted to 5 coins per year. This amount must be paid back, plus interest (half of the amount rounded up) as soon as the funds are available (usually from selling licenses) but no later than 2 years after you borrow. For example, if you borrow 5 coins in Year 2, you have until Year 4 to pay back 8 coins.

- Cards Types

- Improvement cards (IC)

Can be bought individually after hunting is completed, and cost 5 coins each. 3/17 increase the population, 1/17 increases the reproduction rate, 9/17 are anti-poaching cards, 2/17 attract a snow leopard and 2/17 establish a quiet zone.

8.2 Collaboration cards (CC)

Can be purchased by each group only once in the designated year. Collaborations are never offered twice and have varying costs. For example, if a group declines to collaborate with environmental educators in Year 2, they will never receive another opportunity to collaborate with this group again.

8.3 Event cards (EC)

Event cards are generally negative, but each group is subject to all sorts of challenges and unexpected windfalls that come with operating a small business in Central Asia! 5/40 are interactions with livestock herders, 10/40 are interactions with poachers, 5/40 deal with tourism, 5/40 deal with climate change, 3/40 deal with disease, and others deal with mining and development.

8.4 Government cards (GC)

Government cards can be shuffled by the moderator and change the conditions for the current year.