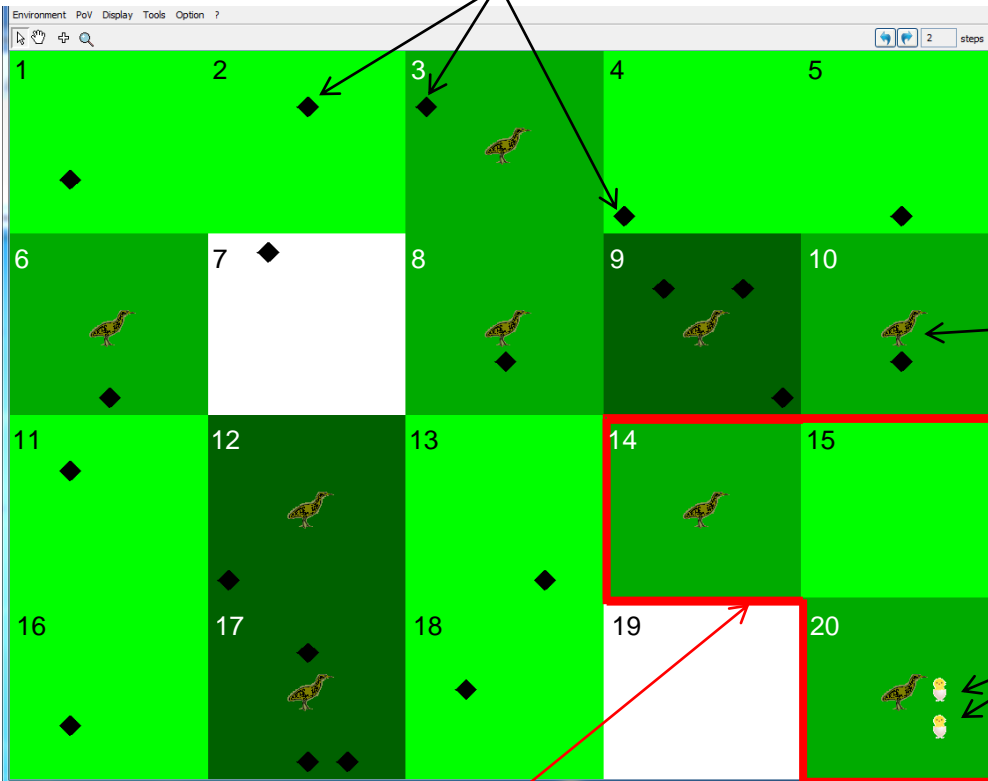# Park Manager

Your objective is to monitor the breeding ground
of an endangered migratory bird species.
Your success is directly related to the total number of chicks
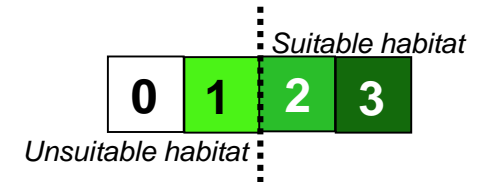
Harvesters

- Birds relocate seasonally to settle in **nesting sites**.
A square represents a **suitable nesting site**
if there is enough resource biomass (level > 1)
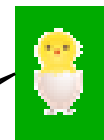and if it is not yet occupied by another nesting bird.

Biomass levels

Suitable habitat

| 0 | 1 | 2 | 3 |

Nesting bird   *Unsuitable habitat*

- **Reproduction** is successful (1 or 2 chicks)
provided the disturbance by harvesters
- is null in the nesting square and
- is low in the neighbourhood.

Chick

Example of protected area
(squares #14 #15 & #20) with 2 chicks in square #20

-From round 2 onwards, you can **restrict the access**
for up to 3 squares to set up a **protected area**.

Harvester

Harvesting is your only activity and source of "income" : you have to perform as good as you can to feed your household members. Below the threshold of 1 unit/household member/round, food scarcity occurs.

- Each green square has an id number (from 1 to 20) and holds some resource **biomass**,
the darker the more

0	1	2	3

- The biomass level ranges from **0** (none) **to 3** (max)

- The resource has a specific renewing process
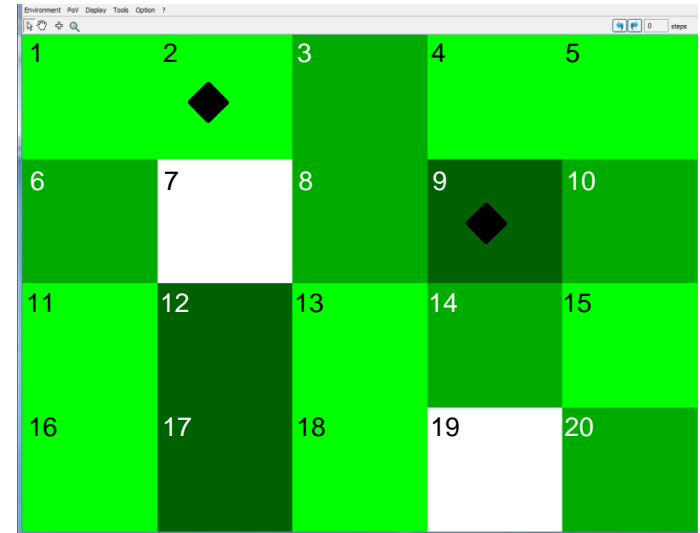
- Each round, you have to decide **where** to harvest, i.e. to indicate a square number on the decision sheet for each member

- In a square, one member can get a maximum of **2 units** of biomass (even if alone in a square with 3 units, he will get only 2).

Round	Location	
	M1	M2
1	2	9
2		
3		
4		
5		

To be filled by you and given to the game operator

To be filled by the game operator and given back to you

Harvest		Total
M1	M2	
1	2	3