

Cornwall Food Chains Game

The Game

Description

The Cornwall Food Chains Game is a card game for 2-6 players, which introduces players to the concepts of food chains, whilst allowing familiarisation with some of the species that can be found in Cornwall Wildlife Trust reserves.

Before playing

A complete set of cards is included at the end of this document. Cards are ready to print, and once printed, simply need to be trimmed into individual cards. For longevity and ease of play, it is recommended that card is used for printing, or that a paper set is laminated prior to use.

The cards

The set consists of a total of 100 cards – 75 Food Chain cards and 25 Wild Cards, as follows:

Food Chain cards:

Producer, **Primary Consumer**, **Secondary Consumer**, **Tertiary Consumer** and **Decomposer**

15 of each

Each card depicts a different species, used to represent either a single species or a species type, e.g. 'A leaf beetle' or 'A liverwort' which can be found in Cornwall, and which is known to function at the level it represents in one or more recognisable food chains.



Wild Cards:

Joker!, **Pick up 1 card!**, **Pick up 2 cards!**, **Miss a go!**, **Change direction!**

5 of each



Each card includes a simple reminder of how playing a wild card affects play.

Purpose and Aim

The purpose of the game is to complete food chains by playing Food Chain cards sequentially: **Producer**, **Primary Consumer**, **Secondary Consumer**, **Tertiary Consumer**. **Decomposer** cards and Wild Cards can be used strategically or if the required Food Chain card is not available, thus altering play accordingly.

The aim of the game is to be the first to play all of their cards.

How to play

Cards should be shuffled

Each player is dealt 1 card in turn from the top of the pack until they each have 7 cards.

The remaining cards are placed face down in a pile – this is the Stock Pile.

The top card is turned over and placed to the side of the stock pile – this forms the start of the Played Cards Pile, and is the Opening Card.

Play commences with the first player, and continues in a clockwise direction, switching to the opposite direction if a **Change direction!** card is played.

The card at the top of the Played Cards Pile determines the actions of the current player. As cards are played, they are placed on top of the Played Cards Pile.

Beginning of play

Play proceeds as follows:

If the Opening Card is a **Producer** card, the player must play a **Primary Consumer** card.

If the Opening Card is a **Primary Consumer** card, the player must play a **Secondary Consumer** card.

If the Opening Card is a **Secondary Consumer** card, the player must play a **Tertiary Consumer** card.

If the Opening Card is a **Tertiary Consumer** card, the food chain is complete, and the player must begin a new chain by playing a **Producer** card.

If the Opening Card is a **Decomposer** card, the player can play any card of choice [this rule applies to beginning of play only].

If the Opening Card is a **Joker!** card, the player can play any card of choice [this rule applies to beginning of play only].

If the Opening Card is a Wild Card other than a **Joker!** card, the player must act on the given instructions, and unless missing a go, then play a **Producer** card to begin a new food chain.

If a player does not have the required Food Chain card, then the following cards can be played:

- a **Decomposer** card ends the current chain – the next player must play a **Producer** card
- a **Joker!** card can be used as a substitute for any Food Chain card, and play continues as normal
- a **Pick up 1 card!** card forces the next player to take a card from the Stock Pile before playing a **Producer** card
- a **Pick up 2 cards!** card forces the next player to take 2 cards from the Stock Pile before playing a **Producer** card
- a **Miss a go!** card forces the next player to miss a go before playing a **Producer** card
- a **Change direction!** card forces the direction of play to change from clockwise to anticlockwise, and vice versa; the next player must play a **Producer** card

Both **Decomposer** cards and **Joker!** cards can be played at any point in a sequence of Food Chain cards only.

Other Wild Cards can be played at any time in the game, and are most useful when the required Food Chain, **Decomposer** or **Joker!** card is not available, or to alter game play for the next player (e.g. if it looks as though they about to win the game!).

If a player is unable to play any of their cards, then they must take a card from the Stock Pile, and play passes to the next player.

Play continues until one player has played all their cards.

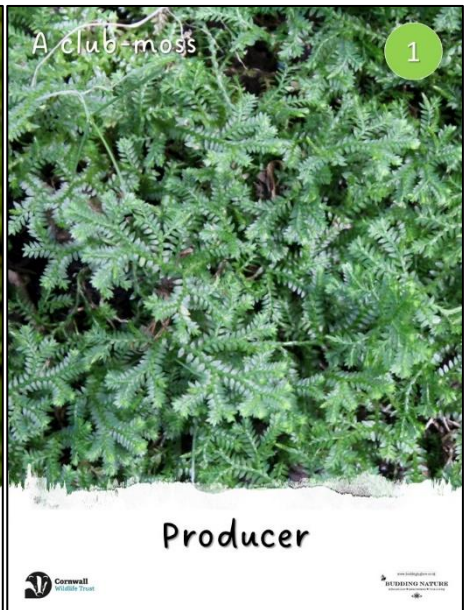
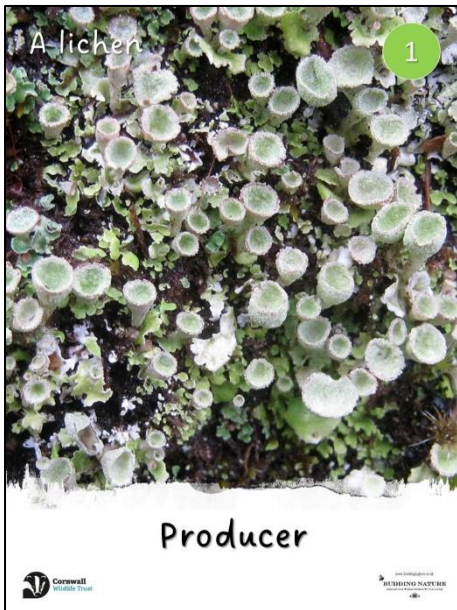
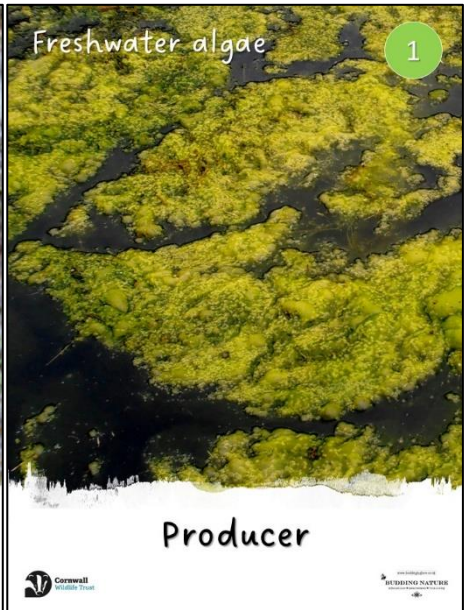
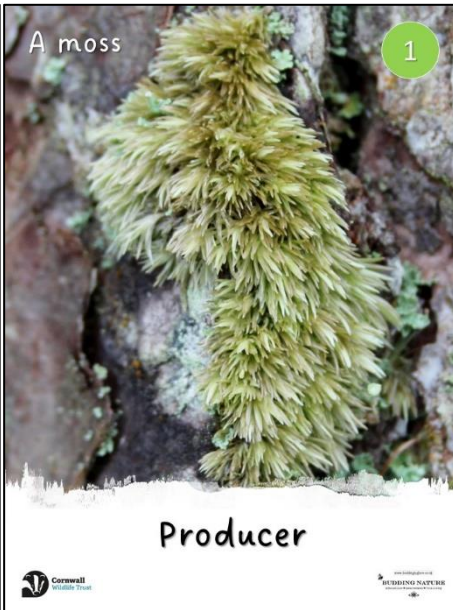
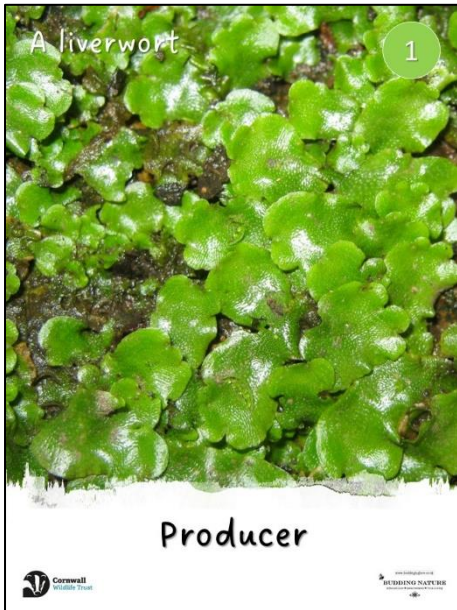
Alternatively, a game can have a time limit, and the winner is the player with the least number of cards in their hands. In the case of a tie, points can be attributed to cards as follows:

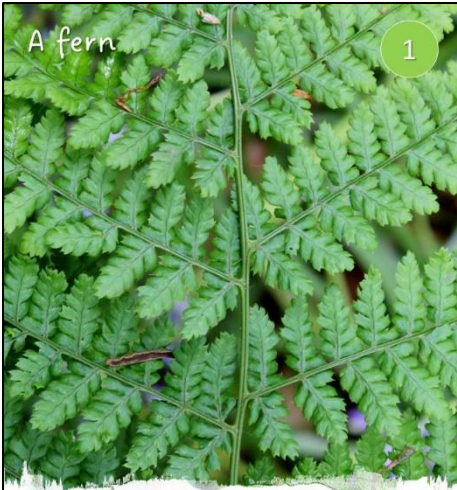
- Food Chain cards – 1 point each
- Wild Cards – 3 points each

The player with the least number of points wins.

Cornwall Food Chains Game

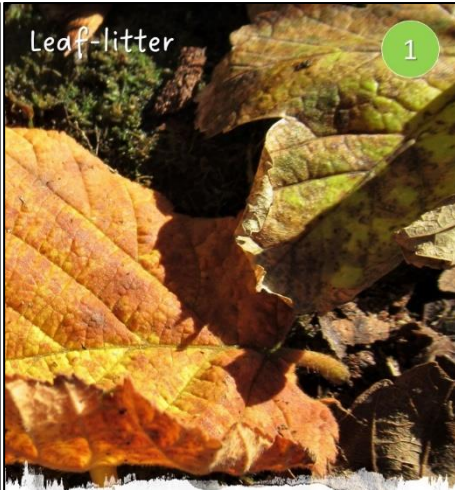
The Cards





A fern

Producer



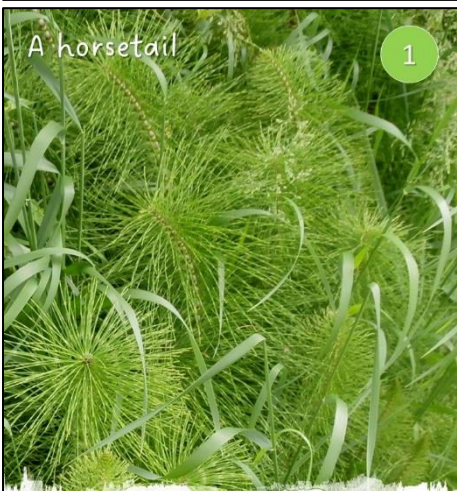
Leaf-litter

Producer



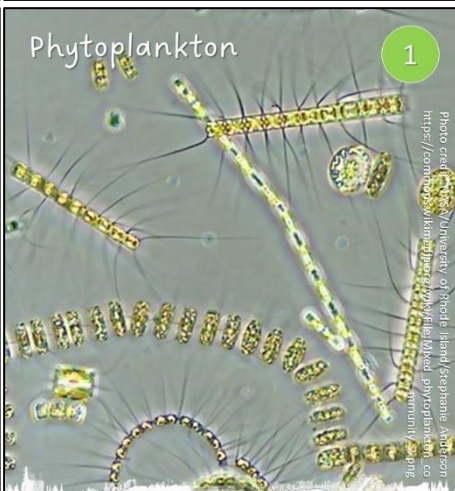
Marine algae

Producer



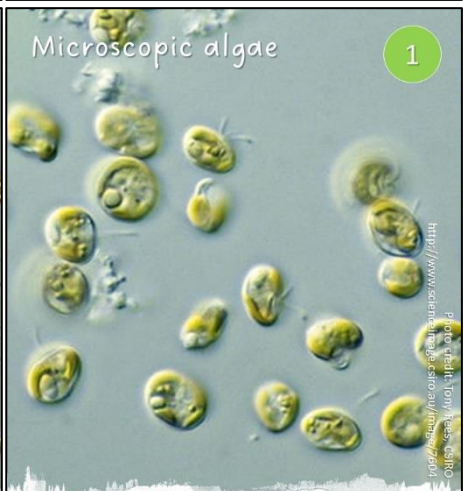
A horsetail

Producer



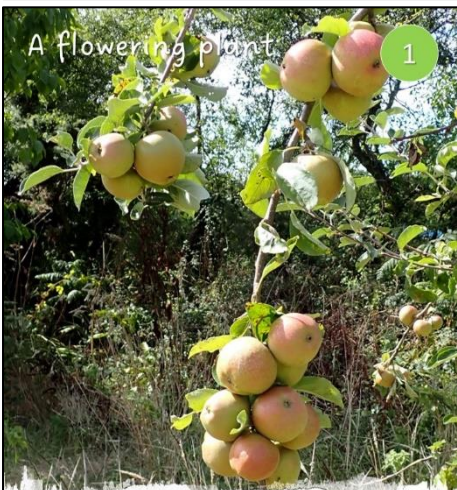
Phytoplankton

Producer



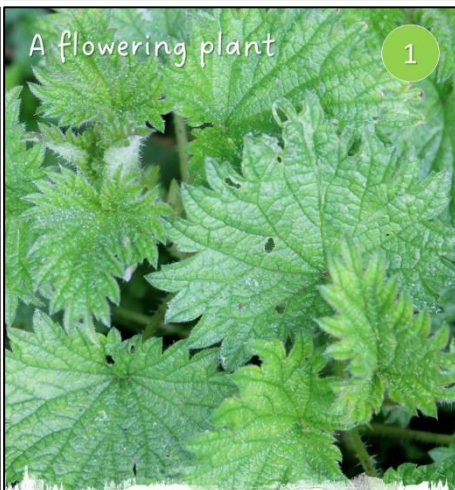
Microscopic algae

Producer



A flowering plant

Producer



A flowering plant

Producer



A flowering plant

Producer



Photo credit: Robert D. Anderson of Florida State University/Stephanie Anderson
https://commons.wikimedia.org/wiki/File:Microalga_phytoplankton.jpg

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A leaf beetle

2



Primary Consumer



A caterpillar

2

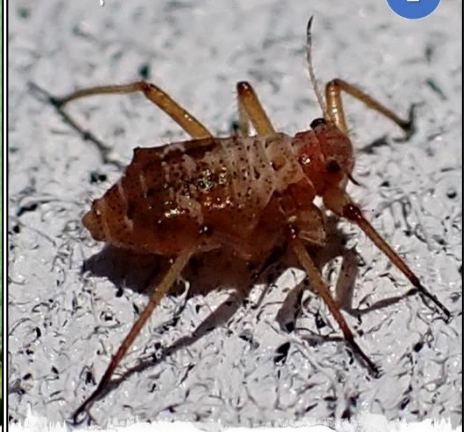


Primary Consumer



An aphid

2

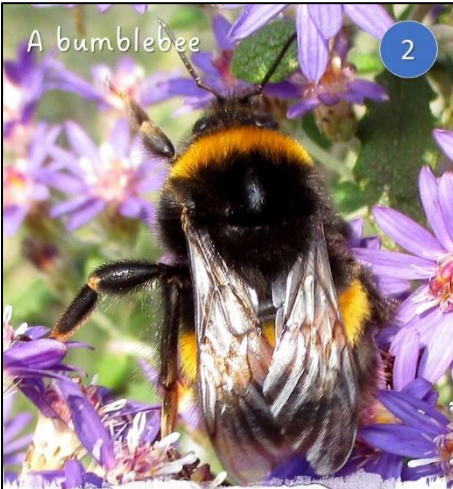


Primary Consumer



A bumblebee

2



Primary Consumer



A grasshopper

2

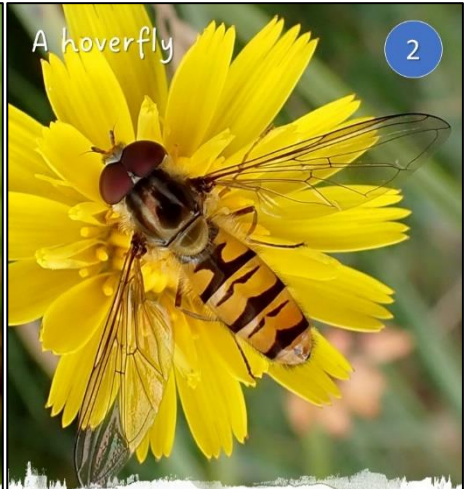


Primary Consumer



A hoverfly

2



Primary Consumer



A sawfly larva

2



Primary Consumer



A leafcutter bee

2

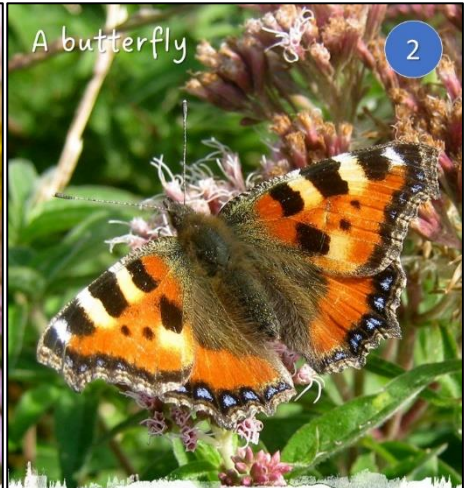


Primary Consumer



A butterfly

2

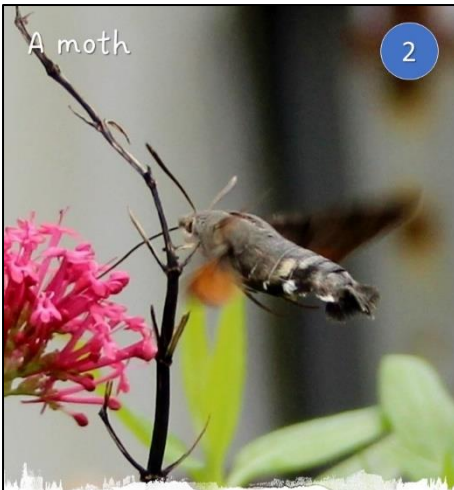


Primary Consumer



A moth

2



Primary Consumer

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A slug

2



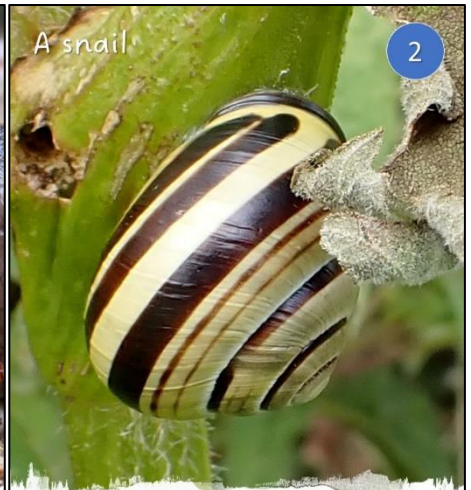
Primary Consumer

Cornwall Wildlife Trust

HEDDING NATURE

A snail

2




Primary Consumer

Cornwall Wildlife Trust

HEDDING NATURE

A sea snail

2



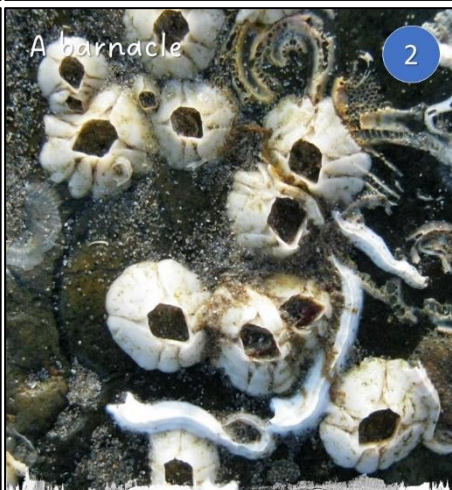
Primary Consumer

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HEDDING NATURE

A barnacle

2




Primary Consumer

Cornwall Wildlife Trust

HEDDING NATURE

A greenbottle

2




Primary Consumer

Cornwall Wildlife Trust

HEDDING NATURE

A ladybird

3



Secondary Consumer

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HEDDING NATURE

A wood mouse

3




Secondary Consumer

Cornwall Wildlife Trust

HEDDING NATURE

A damselfly

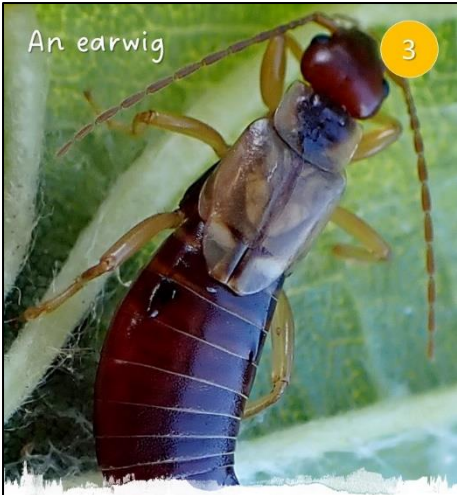
3



Secondary Consumer

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An earwig

3

Secondary Consumer



A wasp

3

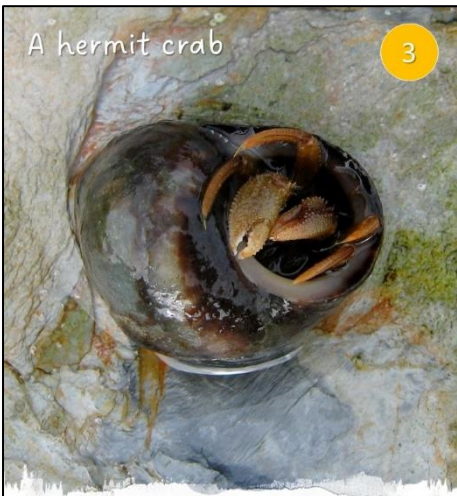
Secondary Consumer



A bush-cricket

3

Secondary Consumer



A hermit crab

3

Secondary Consumer



A centipede

3

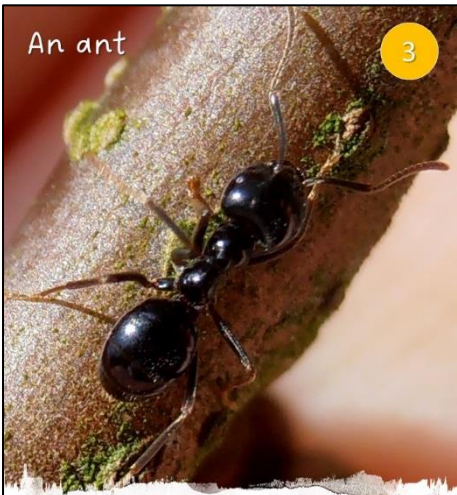
Secondary Consumer



A robin

3

Secondary Consumer



An ant

3

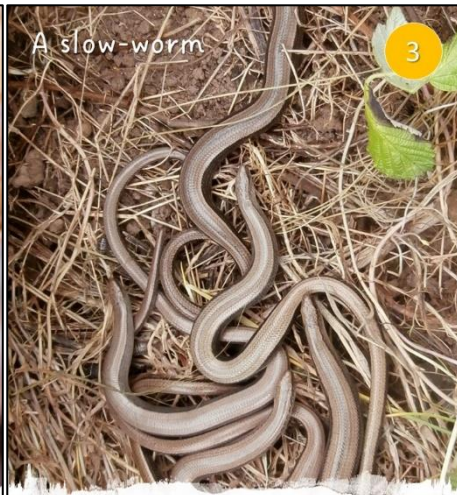
Secondary Consumer



A robberfly

3

Secondary Consumer

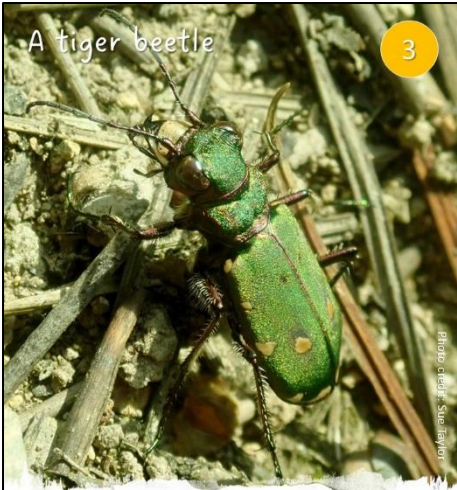


A slow-worm

3

Secondary Consumer



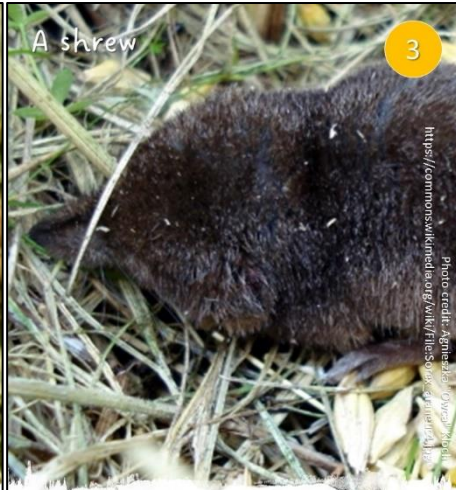


A tiger beetle

3

Photo credit: Steve Delaney

Secondary Consumer

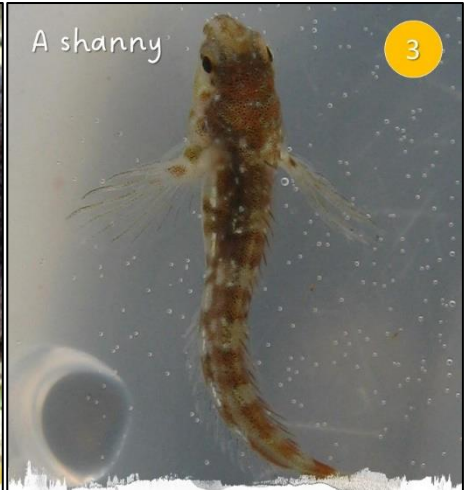


A shrew

3

Photo credit: Agnieszka Gwizdzon
https://commons.wikimedia.org/wiki/File:Shrew_of_nest.jpg

Secondary Consumer



A shanny

3

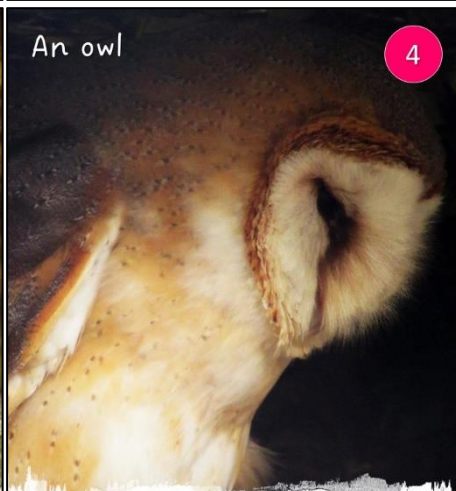
Secondary Consumer



A toad

4

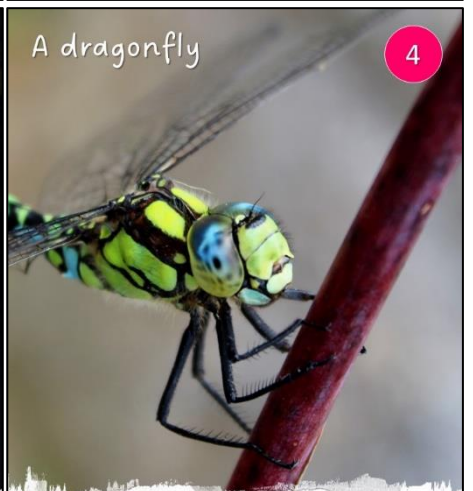
Tertiary Consumer



An owl

4

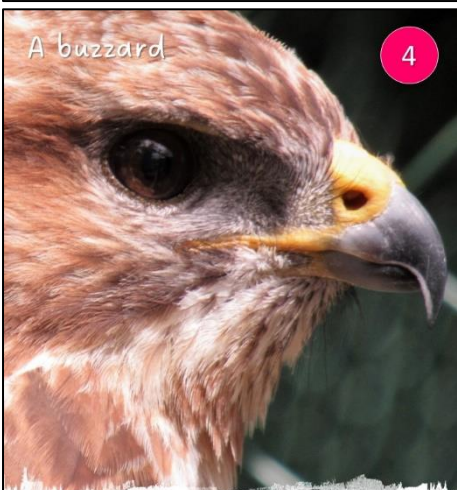
Tertiary Consumer



A dragonfly

4

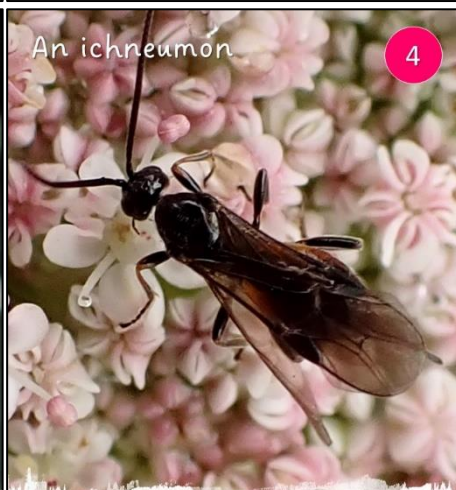
Tertiary Consumer



A buzzard

4

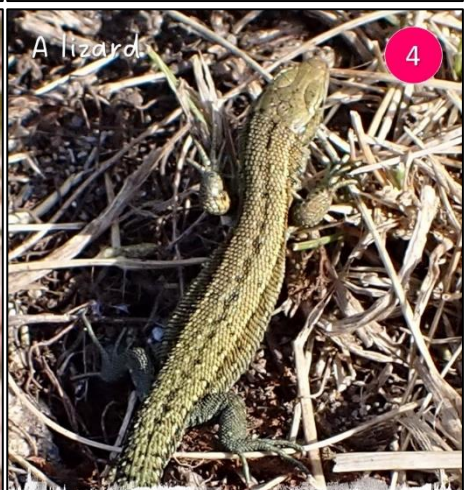
Tertiary Consumer



An ichneumon

4

Tertiary Consumer

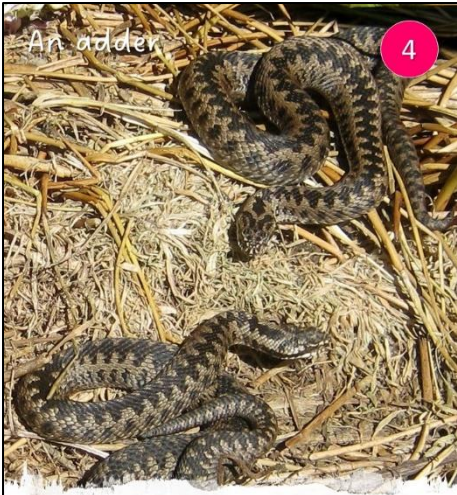


A lizard

4

Tertiary Consumer





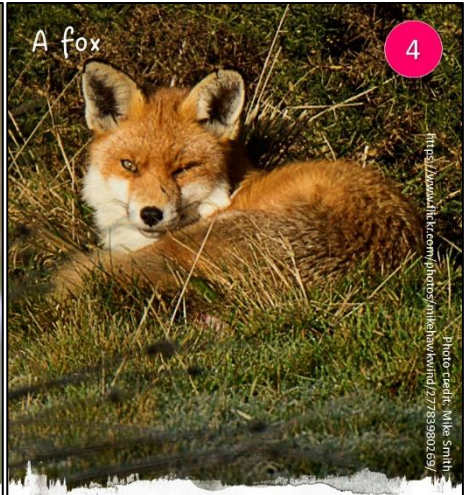
4

Tertiary Consumer



4

Tertiary Consumer

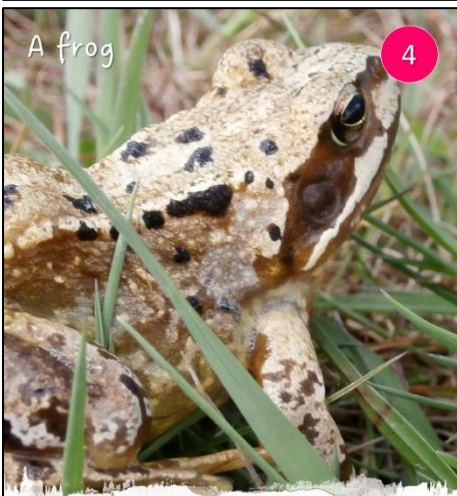


4

Tertiary Consumer



<https://www.flickr.com/photos/wildlifeuk/12778388068/> Photo credit: Mike Smith



4

Tertiary Consumer



4

Tertiary Consumer

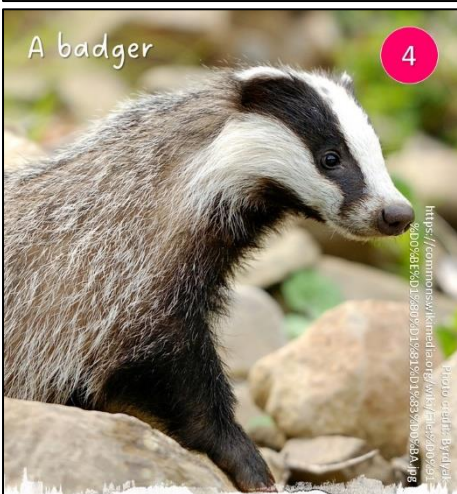


4

Tertiary Consumer

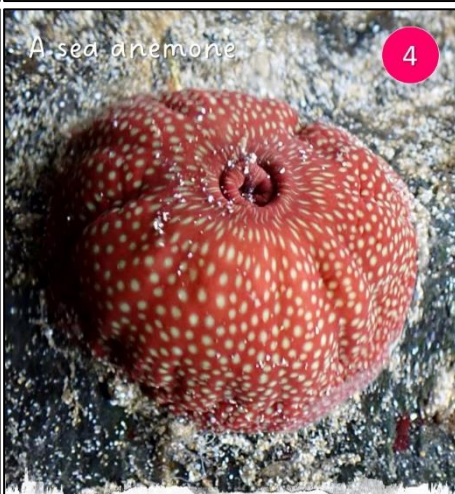


<https://www.flickr.com/photos/wildlifeuk/12047414162/> Photo credit: Richard Stockton
<https://www.flickr.com/photos/wildlifeuk/12047414162/> Photo credit: Richard Stockton



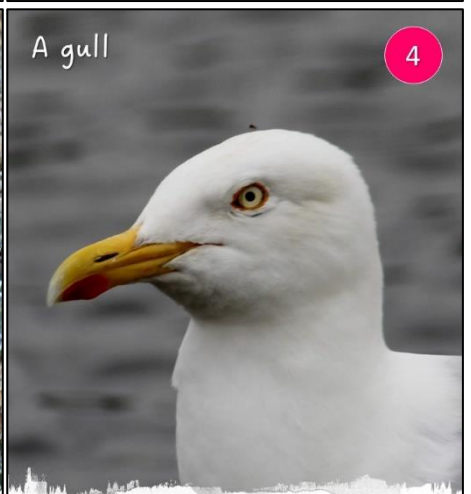
4

Tertiary Consumer



4

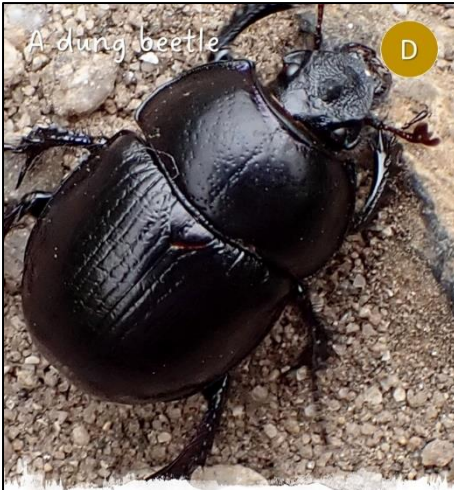
Tertiary Consumer



4

Tertiary Consumer





A dung beetle

D

Decomposer



An earthworm

D

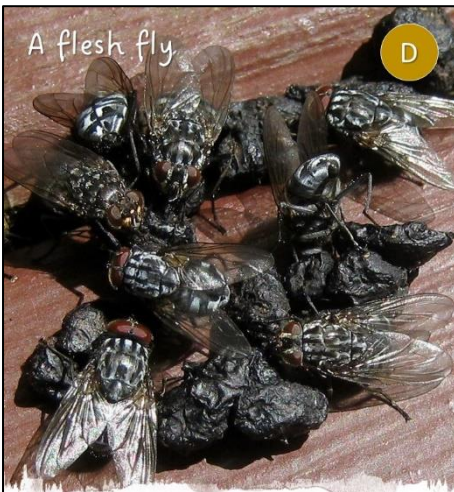
Decomposer



A cockroach

D

Decomposer



A flesh fly

D

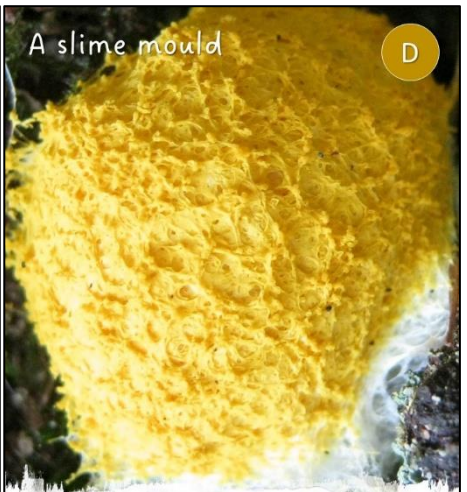
Decomposer



A marine springtail

D

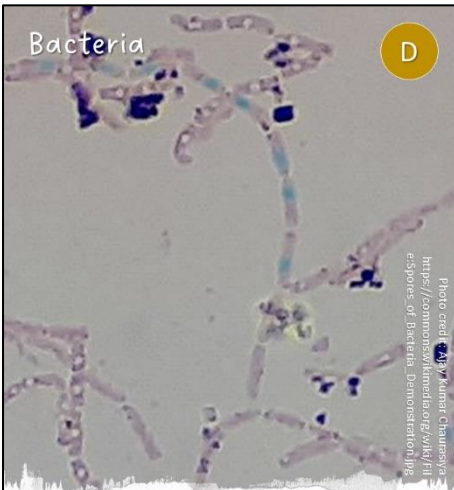
Decomposer



A slime mould

D

Decomposer



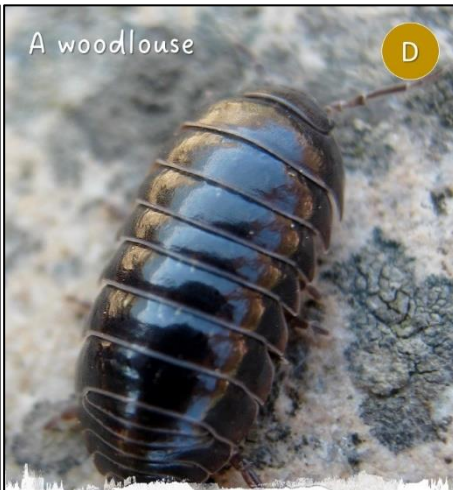
Bacteria

D

Decomposer



Photo credit: https://commons.wikimedia.org/wiki/File:Esposes_of_bacteria_Demonstration.jpg



A woodlouse

D

Decomposer



A millipede

D

Decomposer




A bristletail D



Decomposer

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A velvet mite D



Decomposer

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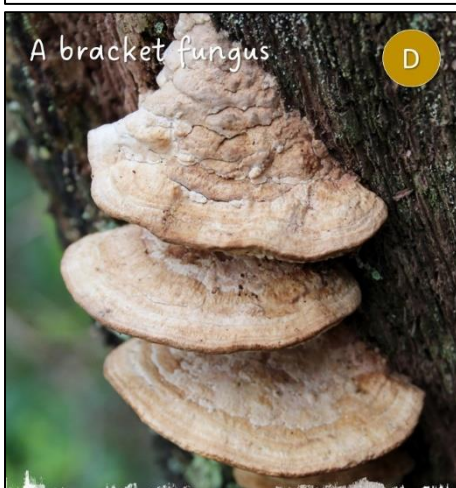
A wood-boring beetle D



Decomposer

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A bracket fungus D



Decomposer

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A mushroom D



Decomposer

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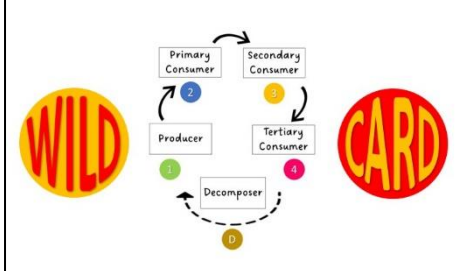
An earthball fungus D



Decomposer

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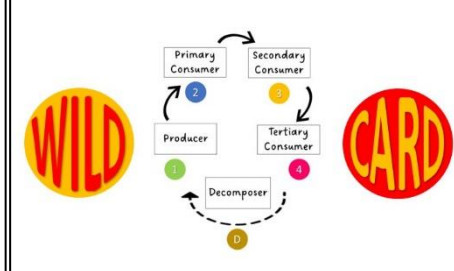
Joker!



This card can be used as a substitute for any Producer or consumer card.

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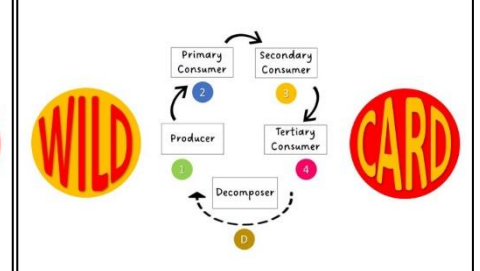
Joker!



This card can be used as a substitute for any Producer or consumer card.

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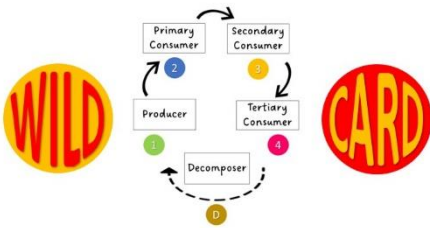
Joker!



This card can be used as a substitute for any Producer or consumer card.

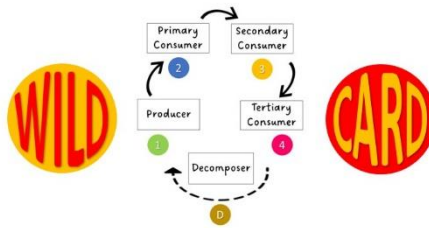
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Joker!



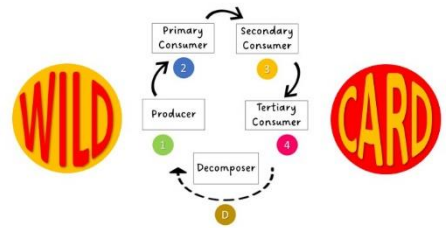
This card can be used as a substitute for any Producer or consumer card.

Joker!



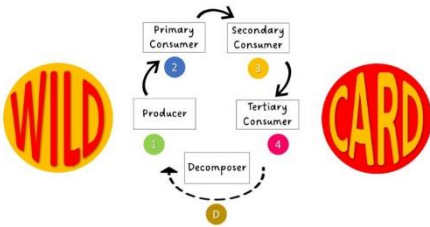
This card can be used as a substitute for any Producer or consumer card.

Pick up 1 card!



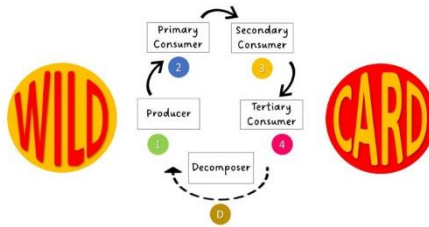
The next player must take a card from the stock-pile before continuing to play a Producer card or a Wild Card.

Pick up 1 card!



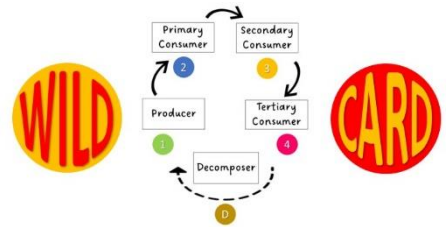
The next player must take a card from the stock-pile before continuing to play a Producer card or a Wild Card.

Pick up 1 card!



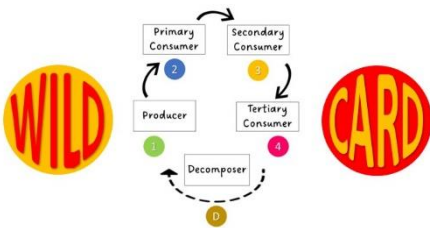
The next player must take a card from the stock-pile before continuing to play a Producer card or a Wild Card.

Pick up 1 card!



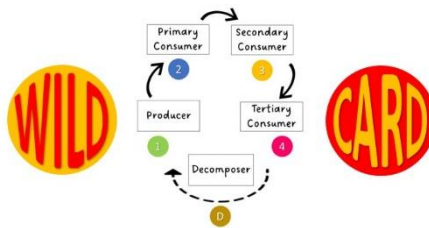
The next player must take a card from the stock-pile before continuing to play a Producer card or a Wild Card.

Pick up 1 card!



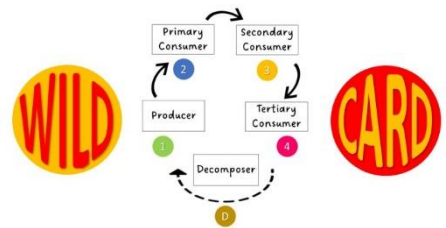
The next player must take a card from the stock-pile before continuing to play a Producer card or a Wild Card.

Pick up 2 cards!



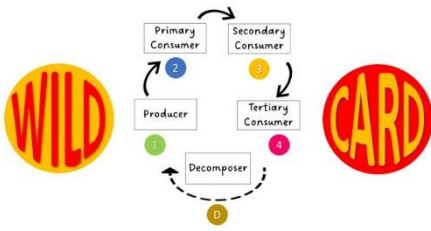
The next player must take 2 cards from the stock-pile before continuing to play a Producer card or a Wild Card.

Pick up 2 cards!



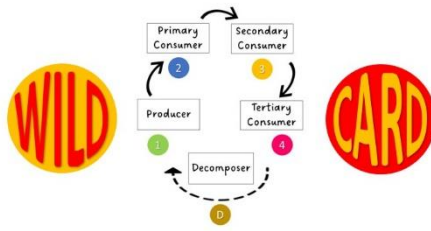
The next player must take 2 cards from the stock-pile before continuing to play a Producer card or a Wild Card.

Pick up 2 cards!



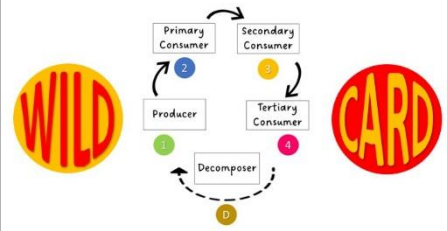
The next player must take 2 cards from the stock-pile before continuing to play a Producer card or a Wild Card.

Pick up 2 cards!



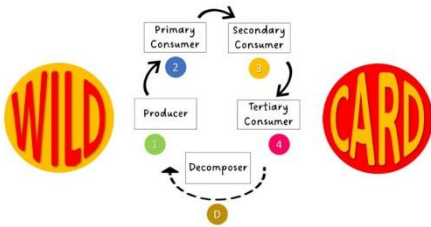
The next player must take 2 cards from the stock-pile before continuing to play a Producer card or a Wild Card.

Pick up 2 cards!



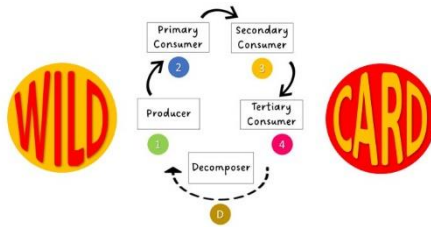
The next player must take 2 cards from the stock-pile before continuing to play a Producer card or a Wild Card.

Miss a go!



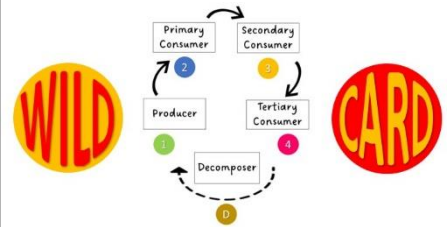
The next player must miss a go. The subsequent player must play a Producer card or a Wild Card.

Miss a go!



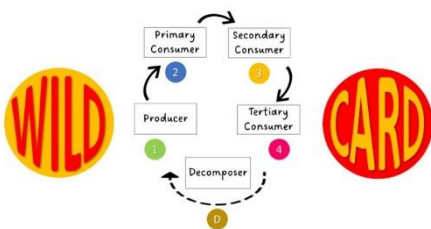
The next player must miss a go. The subsequent player must play a Producer card or a Wild Card.

Miss a go!



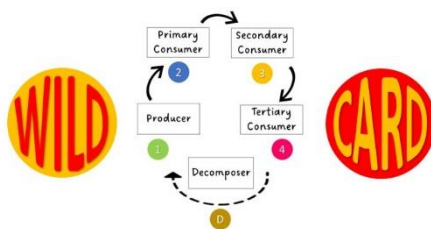
The next player must miss a go. The subsequent player must play a Producer card or a Wild Card.

Miss a go!



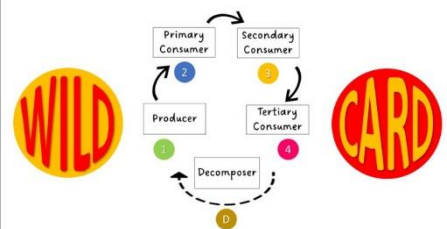
The next player must miss a go. The subsequent player must play a Producer card or a Wild Card.

Miss a go!



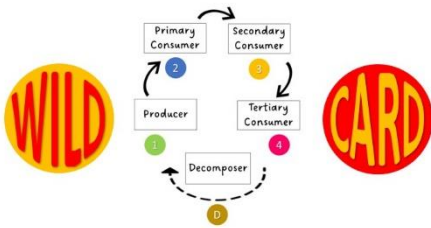
The next player must miss a go. The subsequent player must play a Producer card or a Wild Card.

Change direction!



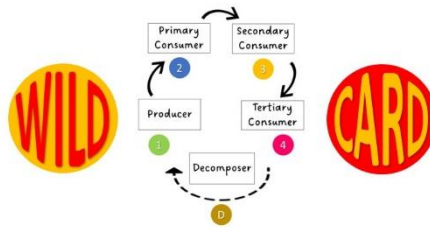
Play changes direction.
Clockwise -> Anti-clockwise
Anti-clockwise -> Clockwise
The next player must play a Producer card or a Wild Card.

Change direction!



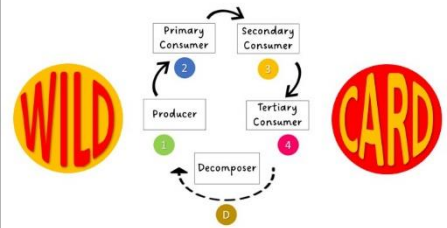
Play changes direction.
Clockwise -> Anti-clockwise
Anti-clockwise -> Clockwise
The next player must play a
Producer card or a Wild Card.

Change direction!



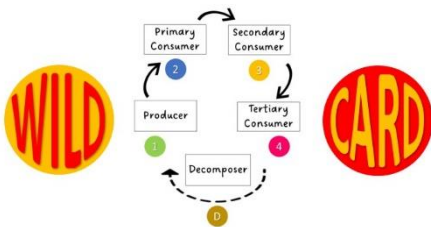
Play changes direction.
Clockwise -> Anti-clockwise
Anti-clockwise -> Clockwise
The next player must play a
Producer card or a Wild Card.

Change direction!



Play changes direction.
Clockwise -> Anti-clockwise
Anti-clockwise -> Clockwise
The next player must play a
Producer card or a Wild Card.

Change direction!



Play changes direction.
Clockwise -> Anti-clockwise
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