

PLAY FOR PEACE

Leveraging Place-Based
Educational Game Design to
Mitigate Human-Animal Conflict



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1. Introduction

The delicate balance between humans and wildlife is often disrupted by conflict, as our expanding needs clash with the natural world. This tension, intensified by factors such as habitat loss, climate change, and population growth, poses significant threats to both biodiversity and human well-being. Human-wildlife conflict, characterized by clashes that harm both species, can lead to devastating consequences like property damage, loss of livelihoods, and even fatalities (World Wildlife Fund, 2023; Madden, 2004).

This phenomenon manifests in different forms worldwide. Some significant examples of human animal conflict are the effects on Bale Mountains National Park in southeast Ethiopia, which are triggered by agricultural expansion, human settlement, overgrazing, deforestation, illegal grass collection, and poaching. Farmers employ strategies like crop guarding, live fencing, scarecrows, chasing, and smoking to deter crop-raiding animals (Mekonen, 2020). It is also observed with raptor species, particularly the Andean condor, in the Southern Yungas region of Northwestern Argentina. The conflict arises from the perception of these birds as livestock predators, leading to negative attitudes, persecution, and even mass poisonings (Salom et al., 2021).

In India, conflicts are widespread, and their impact is evident in the staggering toll on both human and animal lives (Bal et al., 2011; Bhat, 2008). Approximately 500 individuals succumb to elephant-related incidents every year (Chakraborty, 2022), while the annual occurrence of over 1.2 million snakebites leads to 30,000 to 40,000 human deaths (Suraweera et al., 2020). The aim of this research is to develop an effective place-based educational game design intervention that contributes to resolving the human-animal conflict issue across the world based on more-than-human design thinking.

1.1 Traditional Knowledge as a Cornerstone of Human-Wildlife Coexistence: A Worldview

The stark reality of human-wildlife conflict, as evidenced by the staggering annual loss of human life, highlights the urgent need for innovative solutions. Traditional knowledge systems, deeply rooted in indigenous cultures worldwide, offer invaluable insights into the intricate web of life in order to make the necessary changes (Rogers, 2015; Grinde and Patil, 2009).

In terms of perception, there are distinct differences between the Western world and those of the indigenous communities. Indigenous communities emphasize the inseparable connection between humans and their immediate environment. For example, the Māori's (New Zealand) cultural worldview extends beyond the creation of physical objects to encompass broader planning, decision-making, and implementation of practices, spatial arrangements, and resource management. Māori epistemology uniquely incorporates nonhuman entities, like the wind, as active participants in the process, rather than viewing them as passive influences (Hāpuku et al., 2024).

This perspective aligns with Heidegger's philosophy of "Being-in-the-world" (In-der-Welt-sein), emphasizing the essential interconnectedness between people and their environment. In this view, the agency and characteristics of the natural world directly influence and shape design outcomes (Deloria, 1999; Heidegger, 1962). This holistic approach to understanding nature not only enriches our appreciation for the environment but also informs sustainable development practices, paving the way for a harmonious coexistence between humans and the natural world.

1.2 Traditional Knowledge and Ecological Understanding in India: Through Religion and Practice

In India, the reverence for animals and the notion of coexistence are deeply embedded in the country's philosophy, religion, and culture. This can be observed in sealings—imprints or impressions typically made on clay or other materials—that frequently feature animal depictions and may have served administrative, religious, or symbolic purposes. Furthermore, architecture, literature, and ancient texts embody this respect for fauna, particularly through representations of religious deities often depicted with animal mounts. These mounts symbolize the attributes and powers of the deities they accompany (Bedekar et al., 2016; Grayson, 2001; Cram, 1984).

It is worth noting here that humans and wildlife have coexisted for millennia, forming intricate relationships that have shaped both cultures and ecosystems. Across cultures and time, people have worshipped animals, trees, and rivers, recognizing their intrinsic value and ecological significance. This spiritual connection often translates into tangible conservation practices, such as protecting sacred groves or designating certain species as taboo for hunting. By fostering a sense of reverence for wildlife, humans can develop a deeper understanding of their interconnectedness with the natural world. This, in turn, can lead to more sustainable practices, such as responsible resource use and habitat protection. When we view wildlife as sacred or worthy of respect, we are more likely to act in ways that preserve their well-being and the ecosystems they inhabit (Bhatia et al., 2019).

Indigenous communities across India, such as the Sarna/Adivasi, Gonds, Lepchas, Khasis, and Bishnois, share a profound reverence for nature as a living entity. They worship forces of nature like rivers, mountains, and animals, embodying stewardship principles in their sustainable practices and customary laws. Through rituals, festivals, and spiritual beliefs, these communities express deep re-

spect for the environment, ensuring its preservation for future generations (Rahman, 2020; Pallavi, 2014). For example, the Bishnoi community in India has a profound connection with deer, particularly the blackbuck. They have a long history of sacrificing their lives to protect these animals and their habitat, demonstrating their unwavering commitment to environmental conservation. This unique bond between the Bishnoi community and deer highlights the importance of cultural and spiritual values in fostering environmental stewardship (Bikku, 2025; Mukherjee, 2019; Bikku, 2016; Times of India, 2024).

1.3 Objective of Research

As human-animal conflict has escalated over the last few decades, the objective of this research is to develop an effective place-based educational design intervention solution that contributes to resolving the human-animal conflict issue across the world. By implementing traditional knowledge coupled with cooperative efforts from various stakeholders, the aim is to restore harmony between human communities and the diverse range of fauna that inhabit any bioregion. This research seeks to devise innovative methods via community participation that reduce human-animal conflict through education and awareness. This is achieved by addressing the root causes of the conflict, such as mismanagement of lands, rapid and uncontrolled development, and a lack of empathy towards non-human stakeholders. Through careful planning and implementation, the aspiration is to alleviate the pressures on both human livelihoods and animal habitat, while showcasing non-human stakeholders as unsung custodians.

Based on the discussion in section 1.2, it is revealed that human-wildlife coexistence is at stake. The situation needs to be reimaged and resolved through a lot of care and empathy towards the non-human stakeholders (Giacomin, 2014). To unpack this perspective, the present research and its associated board game came up with a

thoughtful design intervention that is discussed in detail in the following sections. Educational games are engaging tools that boost learning and thinking skills, such as strategy and problem-solving. Beyond learning, they bring people together, fostering connection and shared experiences for families and communities. Games are versatile, serving as both enjoyable leisure activities and valuable aids for education, skill growth, and social bonding.

Reports indicate that human-animal conflicts have significantly increased in Karnataka, a southern state in India, over recent decades (Mantelingachar, 2024; Sethi and Ghosh, 2023). To develop an effective place-based educational design intervention solution that contributes to resolving the human-animal conflict issue, this research focused on two specific regions: **Anegundi**, located in the northern part of Karnataka, and **Kodagu**, situated in the southern part of the state. These areas were selected as case studies due to their historical legacy of harmonious human-wildlife coexistence, deeply embedded in their religious and traditional practices. The conflict arises from wild animals' reduced access to essential resources like food, water, and shelter, forcing them into human settlements, which unfortunately results in injuries and loss of life for both humans and animals. Both Anegundi and Kodagu now experience substantial human-wildlife conflict, primarily driven by rapid and poorly managed urbanization, construction, tourism, and overall mismanagement. This comparative analysis between a northern and southern district of Karnataka offers crucial insights into the intricate dynamics of human-wildlife interactions within the state (Sharma and Prakash, 2022; Patel and Karanth, 2021; Narayana, 2015).

2. Location of the Case Study Areas

2.1 A Brief History of Anegundi: The Gem of the Vijayanagara Empire

Anegundi, a historic settlement situated on the northern bank of the Tungabhadra River in Karnataka's Vijayanagara district (India), holds the significant distinction of being the initial capital of the powerful Vijayanagara Empire (circa 14th-16th centuries CE). This empire was renowned for its advanced engineering, particularly in water resource management, as evidenced by impressive structures like the Bukka Aqueduct. This remarkable stone aqueduct, supported by sturdy pillars, ingeniously transported water from the Anegundi canal across the Tungabhadra River, demonstrating the empire's sophisticated skills in water diversion and distribution to support both agriculture and its growing settlements.

Strategically located across the river from the later imperial capital of Hampi, Anegundi boasts a rich history that predates the Vijayanagara era, with its origins tracing back to the 3rd century BC. It is even believed to be the mythical Kishkindha from the Hindu epic Ramayana, the storied capital of the monkey kingdom ruled by Sugriva. Before Hampi's rise to prominence, Anegundi flourished as a vital center for trade, culture, and religious activities under the early Vijayanagara rulers. Over the course of its long history, Anegundi has been influenced by various powerful dynasties, including the Shatavahanas, Kadambas, Chalukyas, Rashtrakutas, and Bahamanis, each leaving their imprint on its cultural and architectural landscape (Deccan Herald, 2011).

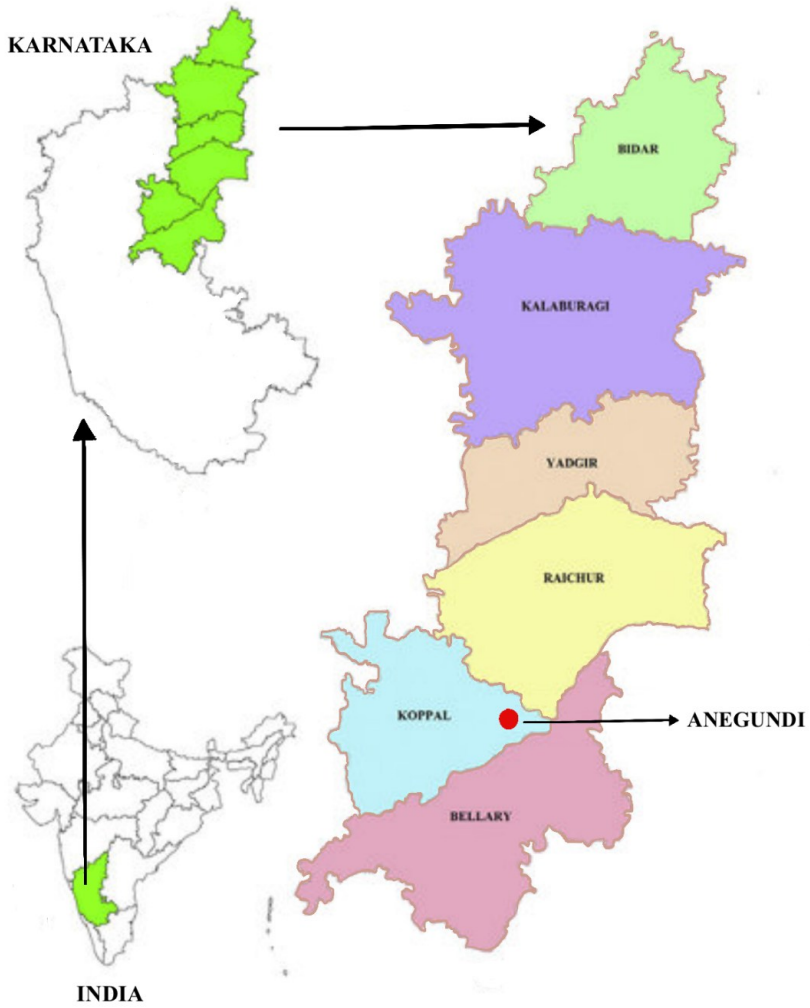


Figure 1: Image of Anegundi in the map of Karnataka, within India

While Anegundi served as the empire's initial seat of power, the capital was eventually relocated to the more strategically advantageous and expansive site of Hampi as the Vijayanagara Empire grew in size and influence. Following this shift and the subsequent decline of the empire, Anegundi gradually transitioned into a smaller, more rural village. Nevertheless, it continues to hold immense historical and cultural significance, attracting those interested in its ancient roots and its pivotal role in the early history of one of South India's most influential empires.

Cement and Conflict: The Toll of Construction on Wildlife

The Vijayanagara Empire played a significant role in constructing historical water systems made with natural lime mortar (Kumar and Kumar, 2020). While they require minimal restoration with lime mortar, they are being completely reconstructed with cement due to its lower cost and faster drying time (Gillard, 2018). This has altered the water quality, affecting both aquatic life and terrestrial animals. Animals that once thrived in the water systems are now venturing into village areas, leading to increased human-animal conflict. The chemical-laden water due to cement has also reduced agricultural yields, forcing some farmers to rely on groundwater. The mismanagement of water systems, which were historically connected to forested areas, has further impacted the survival of non-human species. Further rapid development efforts have led to the encroachment of grasslands and barren lands, disrupting ecosystems and introducing noise pollution from attractions like laser shows and water theme parks into previously tranquil forests.

Despite these development pressures, the 2011 Census of India indicates that Anegundi remains a village with a population of approximately 3,733 residents in about 838 households. This is a modest increase from the 2001 Census figure of around 3,497 (Census of India, 2001 and 2011). While the population has grown slightly, the scale of Anegundi remains that of a village, though recent development trends suggest a push towards a more rapid urbanization. This development has resulted in the conversion of grazing lands to monoculture croplands, degrading soil quality, and the transformation of open lands into concrete structures such as resorts and water parks.

2.2 A Brief History of Kodagu: Heart of Karnataka

Kodagu, often referred to as Coorg, is a picturesque district nestled in the Western Ghats of Karnataka, India. It is renowned for its breathtaking landscapes, lush coffee plantations, and rich cultural heritage. The region's history dates back to ancient times, with various dynasties, including the Gangas, Hoysalas, and Cholas, exerting influence over the area. However, the Haleri dynasty, which ruled from the 16th to the 19th century, left a significant mark on Kodagu's cultural and political landscape. After a brief period of British rule, Kodagu became an independent state post-Independence, before merging with the state of Mysore (now Karnataka) in 1956 (Thelma et al., 2025; Indian History Collective, 2020; Ponnappa and Gurtu, 2013). Figure 2 presents a map highlighting the position of Kodagu within the southern Indian state of Karnataka.

The Price of Progress: Estate Expansion, Forest Mismanagement, and Landslides

Kodagu's topography has seen a transformation, with forest land being converted into profitable estates, primarily for coffee and tea cultivation. This expansion has encroached upon nearby forested areas, disrupting habitats for various species. These estates require significant water, fertilizers, and fencing, often leading to human-animal conflicts, particularly with elephants and wild boars. Elephants, now accustomed to the taste of coffee beans, frequently raid crops and breed within these estate areas.

Meanwhile, forest sanctuaries suffer from mismanagement, characterized by neglected water systems, inadequate food sources, and extensive deforestation. These factors force animals to venture into town and estate areas. Rampant poaching further exacerbates the issue. The decline in water quality and overfishing have led to the depletion of predatory fish species, disrupting the ecological balance. The loss of keystone species (an organism that plays a critical role in maintaining the structure, stability, and diversity of an ecosystem) driven out by construction and habitat destruction can have cascading effects on the entire ecosystem. For tourism purposes, many houses have been converted into homestays by adding extra stories. During the monsoon season, these structures, built on unstable land, are prone to landslides.



Figure 2: Image of Kodagu in the map of Karnataka, within India

2.3. Collective Reflection

The contrasting life of Anegundi (as a village) and the semi-urban landscape of Kodagu (as it consists of both small towns and villages), being the two case study spaces, offer an insightful exploration of societal dynamics, revealing both similarities and differences. While both regions share historical roots and embrace coexistence with non-human stakeholders through Animism, Anegundi illustrates the intimate, interconnected nature of village life, characterized by close-knit communities and localized customs. Conversely, Kodagu's semi-urban landscape presents a broader perspective, showcasing the diverse and complex manifestation of shared values across a larger geographical area, thereby enriching the comparative analysis within the same cultural realm (Ponnappa and Gurtu, 2013; Morrison and Sinopoli, 1992).

3. Motivation of the Research

Human-animal conflict in Anegundi and Kodagu has reached a critical juncture, demanding immediate attention. To address this pressing issue, a forward-thinking approach advocates for an innovative intervention through gamification. The aim is to restore harmony between humans and the ecosystem, countering the effects of mismanaged lands and rapid development. At the core of this initiative lies the need to reduce conflict by ensuring animals' access to essential resources, protecting flora, and conserving biodiversity. It is recognized that many global solutions to human-animal conflict often offer only temporary fixes, exacerbating the problem in the long run (Pardo et al., 2015). In contrast, the cultural ethos of Anegundi and Kodagu, deeply rooted in principles of coexistence, emphasizes practices such as yielding land to animals and prioritizing safe relocation over harm.

Central to this approach is the acknowledgment of the intricate interplay between every element within the ecosystem. Designing interventions for the future demands comprehensive consideration of all stakeholders, human and non-human alike. The current escalation of conflict, fuelled by rapid modernization, throws light on the need for a paradigm shift in our approach. To ensure a just and sustainable future for all beings, it is imperative to take thoughtful actions that safeguard them and recognize their intrinsic connection to our collective wellbeing (Seymour, 2016; Chakraborty, 2015).

We aim to achieve lasting harmony between humans and the natural world through mindful and inclusive efforts. Given the urgent need to address the growing conflicts between humans and animals, this research seeks to explore and propose a new design intervention based on gamification, grounded in the principles of coexistence and a deep understanding of our interconnected ecosystem.

4. More-than-Human Design: Forging a Sustainable Path

Anegundi and Kodagu are currently in a state of transition, grappling with wicked problems, which are complex issues with interconnected factors that appear nearly impossible to solve, requiring a deep understanding of stakeholders and innovative approaches like design thinking (Irwin, 2018). In Anegundi, leopards venture into village areas seeking water and food due to the scarcity in their natural habitat and the construction of parks on biodiverse lands. Meanwhile, in Kodagu, swift estate development encroaches into forest spaces, leading to the destruction of biodiversity along with human-animal conflict issues (Menon, 2023; Vivan, 2022).

More-than-human design represents a vital shift in how we approach urban and infrastructural development, moving beyond solely human considerations to embrace the well-being of all living and non-living entities and the environment (Tarcn et al, 2022; Wright, 2020). This holistic perspective aims to create sustainable solutions that benefit entire ecosystems, fostering a "pluriverse" approach where the intrinsic value and agency of non-human entities are recognized (Kothari, 2019). A powerful illustration of this is the widespread adoption of wildlife crossings, such as those in Canada's Banff National Park. These green bridges, overpasses, and underpasses are specifically engineered to safely guide animals across human-made barriers like highways, demonstrating a commitment to mitigating habitat fragmentation and ensuring the long-term viability of diverse species (Mayer, 2023).

5. The Power of Play: Engaging Audiences Through Games

The power of games extends beyond mere entertainment, offering a multifaceted role in education and social interaction. Purposefully crafted educational games transform learning into an engaging and interactive experience, stimulating cognitive development through strategic thinking, problem-solving, and critical decision-making, requiring players to actively plan and adapt (Prensky, 2001; Shaffer, 2006). Moreover, games act as a catalyst for social cohesion, fostering bonding, communication, and shared memories among families and communities (Gonçalves, 2023). This inherent capacity for engagement and learning, well-documented in the field of Serious Games (Zyda, 2005), where games are designed with primary purposes beyond entertainment, such as *Sea Hero Quest* for dementia research and *Assassin's Creed: Origins Discovery Tour* for historical exploration, underscores the versatility of game design. The engaging mechanism and interactive nature of games make them valuable tools not only for enjoyable pastimes but also for significant learning, skill development, and the strengthening of social bonds (Gee, 2003). This multifaceted potential of games, encompassing both cognitive skill development and the fostering of social connection, is precisely why a game design was chosen as the central intervention for this research.

The game that has been developed through the research places players in the roles of key stakeholders impacted by human-animal conflict in Anegundi and Kodagu: local community members, forest department officials, and heritage department officials. The objective is to collaborate and find solutions to seasonal threats, prioritizing their implementation. The game promotes collaboration, communication, and knowledge sharing, with each character possessing unique abilities that contribute to gameplay. It educates players

about affected species, seasonal threats, mitigation solutions, and the roles of different authorities.

This research introduces an interactive tabletop role-playing game designed to foster collaboration and strategic decision-making in response to the dynamic challenges of human-animal conflict (Fig. 3). Players embody key stakeholders directly impacted by these issues, navigating realistic, scenario-based threats drawn from the study areas across three seasons of gameplay. The core mechanism centres on players working collectively against the game by strategically matching solution cards with emerging threat cards.



Figure 3: Image of cards from the game

Implementing solutions within the game requires players to strategically use action cards to acquire tokens representing key real-world departments: police, forest, and revenue. Reflecting Indian governmental protocols, the approval of all three – police, forest department, and revenue department – is mandatory for any solution or mitigation strategy to be enacted within the game. Also, these departments are extremely critical for keeping vigilance over unethical trade or poaching and land management-related issues, etc. While the fire department plays a crucial role in assessing the severity of incidents, and the media is vital for disseminating information and raising awareness, their tokens contribute to the implementation process but are not prerequisites for approval. This mechanism underscores the critical need for interdepartmental coordination and the specific hierarchical approval processes often involved in addressing human-animal conflict. Furthermore, traditional knowledge tokens enable players to incorporate indigenous methods for mitigating threats, promoting valuable knowledge transfer. A point system tracks the group's progress and the effectiveness of their strategic decisions throughout the game.

6. Design Thinking in the Game

This research outlines the evolution of the study, focusing on human-animal conflict. It explores a time of balance, where traditional ecological knowledge facilitated harmonious coexistence between humans and animals. In India, this concept is embedded in various disciplines, including philosophy, history, architecture, religion, and culture, particularly Hinduism and indigenous traditions.

Drawing upon a diverse range of sources, including scholarly articles, research papers, TED Talks, newspaper articles, journals, museum exhibits, films, media articles, case studies, and primary data collected through observation, shadowing, expert interviews, personal experiences, and sampling methods, the research design map in Figure 4 outlines the study's progression. The research delves into the intricate relationship between humans and animals, examining a time when harmony prevailed. Traditional ecological knowledge, passed down through generations, fostered a deep-rooted reverence for nature, particularly within Indian philosophy, history, architecture, religion, and culture. Hinduism and indigenous communities exemplify this profound connection. Figure 4 depicts the research journey culminating in the More-than-Human design framework.

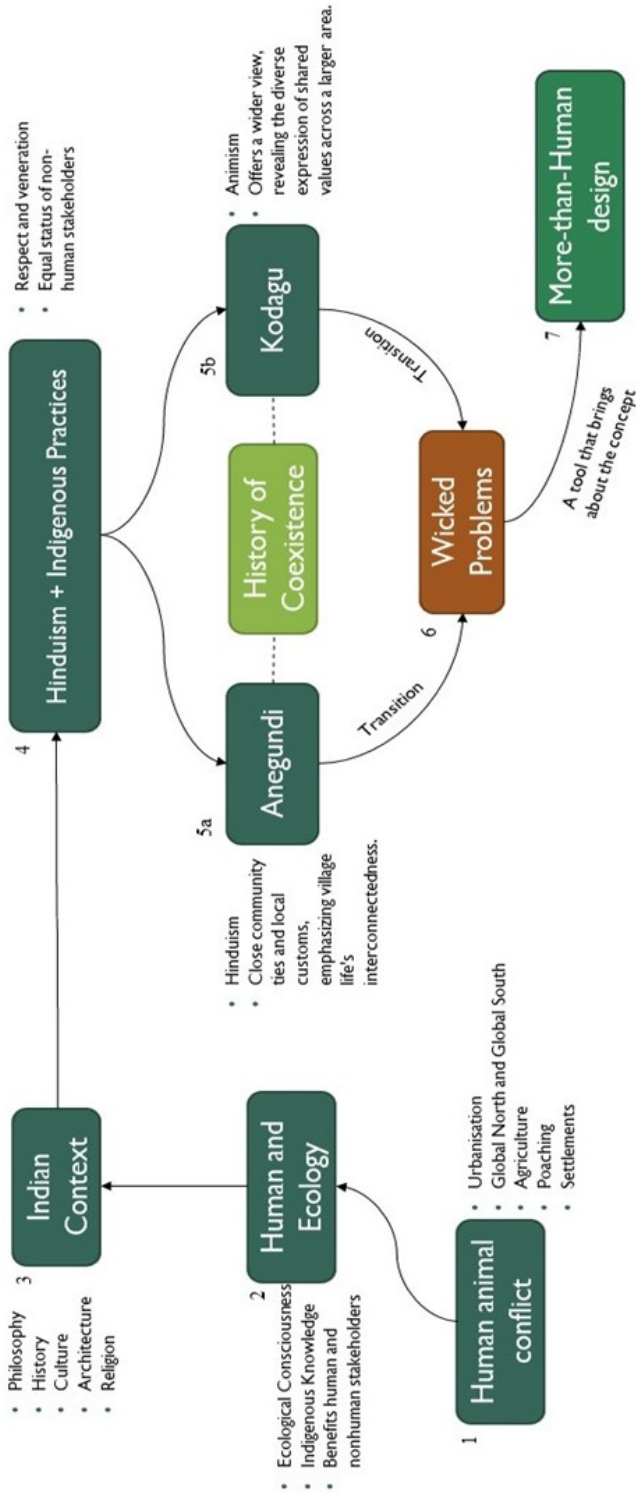


Figure 4: Research Design Map developed during the tenure of this project

Both Kodagu and Anegundi face significant challenges that necessitate a new approach. More-than-Human design, which considers all elements of an ecosystem with equal importance, offers a holistic solution to these wicked problems. This design approach aims to empower all non-human beings. This research seeks to introduce and explore an innovative framework that contributes to a more sustainable and equitable future through a more-than-human design perspective.

7. Stakeholder Mapping

To effectively understand the complex dynamics of human-animal conflict in Anegundi and Kodagu, a stakeholder mapping exercise was conducted utilizing the Power-Influence Matrix (Mulyana et.al, 2023; Gardner et. al, 1986). This strategic tool categorizes stakeholders based on their level of power, defined as their capacity to influence outcomes, and their influence, representing the extent to which they actively shape the situation. By plotting stakeholders on a 2x2 matrix, this analysis allows for the identification of key players (high power, high influence requiring close management), those to keep satisfied (high power, low influence needing regular communication), those to keep informed (low power, high influence requiring engagement), and those to monitor (low power, low influence needing less direct attention). This categorization provides a crucial framework for understanding the varying levels of engagement and tailored management strategies necessary for different stakeholder groups to effectively address human-animal conflict in the study areas.

7.1 Stakeholder Mapping for Anegundi

In Anegundi, secondary research pointed to several influential entities regarding human-wildlife conflict. The Forest Department and local community are recognized as having significant direct influence. The Heritage Department is another key stakeholder, their involvement stemming from Anegundi's historical importance as the Vijayanagara Empire's original capital and the close relationship between its heritage structures and the local forest and fauna. Over recent years, the Fire Department has been crucial in combating forest fires, a growing concern due to climate change. The media contributes by raising local awareness through its reporting, and

the Police are instrumental in mediating and mitigating conflict-related issues. The Revenue Department provides indirect but vital support by generating funding for projects dedicated to the protection and preservation of all stakeholders.

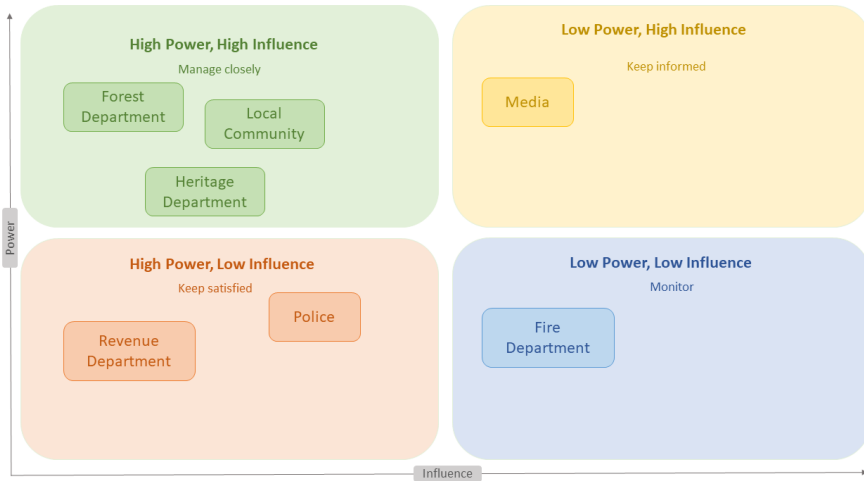


Figure 5: Stakeholder Map of Aneundi using the Power-Influence Matrix

Figure 5 illustrates distinct stakeholder positioning that informs targeted engagement strategies for human-animal conflict management in Aneundi. Two stakeholders occupy the critical "Manage Closely" quadrant with high power and high influence: the Forest Department, which holds direct authority over wildlife management and enforcement, and the Local Community, whose livelihoods are directly impacted and whose collective mobilization capacity is significant. The Heritage Department's medium power over historical sites intersects with tourism interests, which also find themselves in this category, albeit slightly lower than the other stakeholders. The "Keep Satisfied" quadrant includes the Revenue Department, which controls funding mechanisms but has limited direct interest in con-

flict issues, and the Police, who provide law enforcement support but focus primarily on maintaining order rather than wildlife management. Media falls into the "Keep Informed" category due to its capacity to shape public opinion, making them valuable allies despite limited direct authority. Finally, the Fire Department occupies the "Monitor" quadrant with medium power in emergency response but relatively low direct engagement with human-animal conflict issues. This stakeholder mapping demonstrates that effective conflict mitigation requires intensive collaboration with forest authorities and local communities, while maintaining strategic communication with media and heritage interests, and ensuring adequate information flow to supporting agencies with specialized but limited roles in the conflict resolution process.

7.2 Stakeholder Mapping for Kodagu

The stakeholder landscape concerning human-animal conflict in Kodagu is notably more complex than that observed in Anegundi. While the critical roles of local communities and the Forest Department persist, a significant addition is the emergence of private and public coffee and tea estate owners as influential parties. Kodagu's evolution into a major coffee-producing region, bolstered by substantial investments from corporations such as TATA, has resulted in numerous estates sharing direct borders with forested areas. This geographical overlap positions estate owners as pivotal stakeholders in addressing human-animal conflicts within and surrounding the district. Furthermore, the Fire Department has assumed an increasingly significant role in recent years due to erupting forest fires linked to extreme climate change. The media is instrumental in disseminating information and raising local community awareness, while the Police are crucial for mediating and mitigating direct and indirect human-animal conflict issues. Lastly, the Revenue Department indirectly supports these efforts by facilitating funding for projects aimed at the protection and preservation of both human and non-human stakeholders.

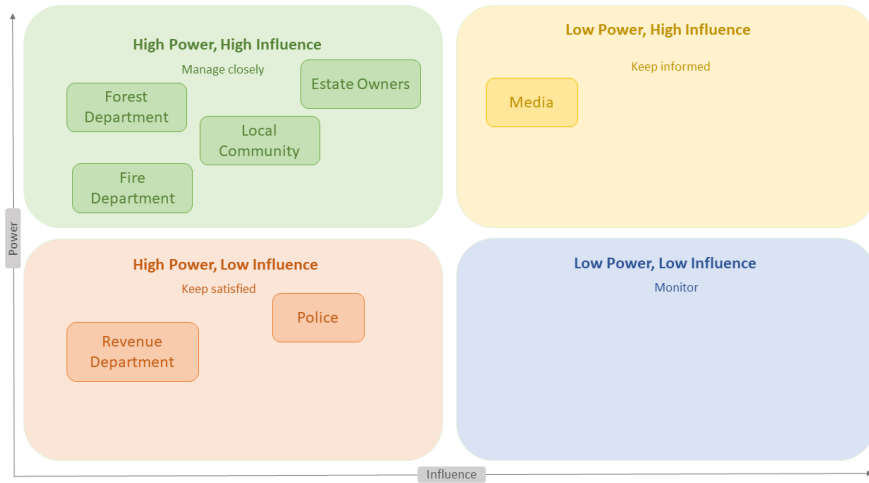


Figure 6: Stakeholder Map of Kodagu using the Power-Influence Matrix

Figure 6 illustrates the Power-Influence Matrix for Kodagu's significantly more complex stakeholder landscape compared to Aneundi, with the emergence of private and public coffee and tea estate owners as a critical new category requiring close management.

Three stakeholders occupy the high-power, high-influence "Manage Closely" quadrant: the Forest Department maintaining its regulatory authority, Local Communities as primary conflict victims, and notably, Coffee/Tea Estate Owners (including major corporations like TATA) whose properties directly border forested areas, making them both conflict contributors and essential partners in mitigation efforts. Compared to the Aneundi stakeholders, the Fire Department has been elevated from a monitoring role to a "Manage Closely" position due to increased forest fires linked to climate change, while the Media remains in the "Keep Informed" category as a crucial communication channel for raising community awareness. The Police continue to occupy the "Keep Satisfied" quadrant for their me-

diation role in conflict situations, and the Revenue Department maintains its position as a funding facilitator with high power but limited direct engagement. This enhanced complexity necessitates a multi-stakeholder approach that particularly emphasizes corporate engagement and climate adaptation strategies, reflecting Kodagu's unique position as a major coffee-producing region where commercial agricultural interests intersect directly with wildlife conservation challenges.

It is important to note that some stakeholders may belong to multiple categories. For instance, a local community member might also work for the forest department, or a coffee estate owner could be a member of the forest department or the local community. This stakeholder map was used to create characters to play in the developing stage of the interactive board game.

8. Game Audience Selection

To ensure that the game appealed to a broad audience, a two-tier audience system was proposed. Tier one would consist of three primary stakeholders from each case study area: local community members, forest department representatives, and heritage department officials for Anegundi, and local community members, forest department members, and coffee estate owners for Kodagu.



Figure 7: Chart depicting the two-tiered audience distribution for the game

Figure 7 showcases the members that fall into either Tier 1 Audience or Tier 2 Audience. This approach prioritized the involvement of local community members and key policy implementers in each case study. Tier two audiences included individuals who grasp the mechanism and have an interest in games related to human-animal conflict mitigation and biodiversity preservation.

A two-tier audience approach for an interactive board game about human-animal conflict offers several advantages. Tier 1, comprising local community members, forest department officials, policy implementers, change-makers, and government bodies, is crucial for

direct impact and knowledge dissemination. The game can be used as a tool to influence policy decisions, allocate resources for conservation, and train stakeholders on conflict resolution techniques.

Tier 2, encompassing anyone above 12 years of age or with an understanding of human-animal conflict, expands the game's reach. It can raise public awareness, transfer knowledge between generations, mobilize citizen scientists, and promote ethical consumer choices. By targeting both tiers, the game bridges the gap between policymakers and the public, fostering a shared commitment to addressing human-animal conflict and empowering local communities.

9. Game Element Selection

To ensure the game's effectiveness in addressing human-animal conflict, the More-than-Human design framework was adopted as a guiding principle. This framework emphasizes the interconnectedness of humans, non-human species, and the environment. Any design intervention, including this board game, must consider all three elements to achieve sustainable solutions.

To foster empathy and understanding, the game's player characters were selected to represent real-world stakeholders directly impacted by human-animal conflict. By stepping into the shoes of these individuals, players can gain insights into the challenges they face and the decisions they must make. To accurately reflect the dynamic nature of human-animal conflict, the game incorporates season-based cards. Different seasons bring unique challenges and opportunities, influencing the interactions between humans and wildlife. By incorporating this seasonal element, the game aims to provide a more realistic and immersive experience. Figures 8 and 9 present a detailed breakdown of the design elements incorporated into the game, aligning with more-than-human design principles.

Figure 8 outlines the three primary elements forming the foundation of the more-than-human design principle guiding this research: human stakeholders, non-human stakeholders, and the environment. These interconnected categories dictate the essential components integrated into the game's design. The figure identifies the three largest stakeholder groups most impacted by human-animal conflict, who will serve as the playable characters within the game.

Figure 9 details the three distinct seasons – Summer (March-June), Monsoon (July-October), and Winter (November-February) – which structure the game's progression, reflecting the seasonal variations inherent in human-animal conflict issues within the study areas.

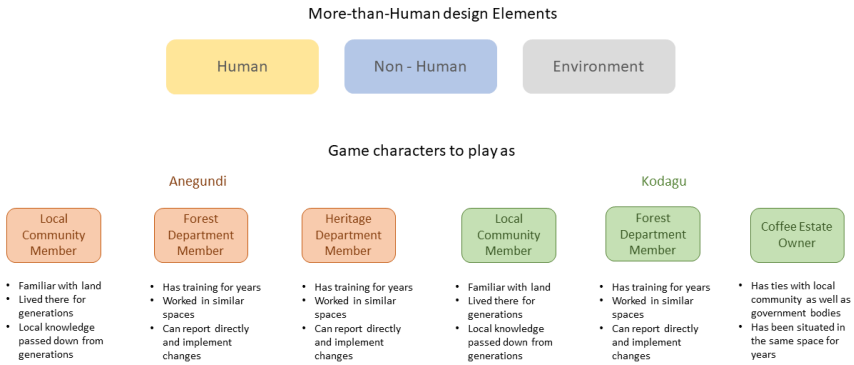


Figure 8: Mapping of the three main elements of More-than-Human design

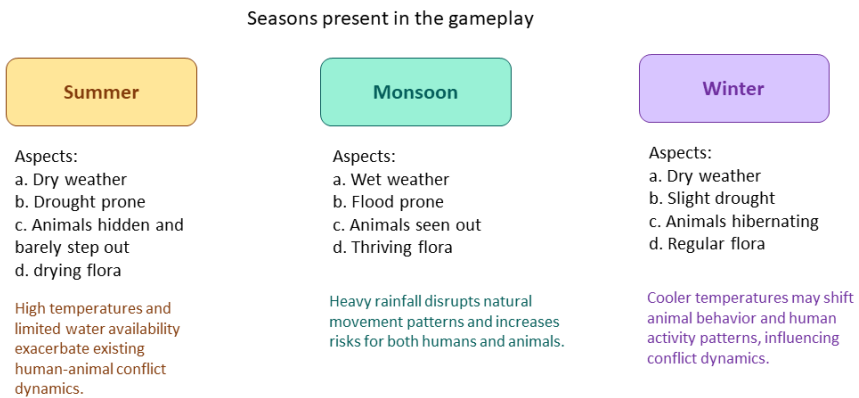


Figure 9: Mapping of three seasons presenting as game elements

10. Species Selection

To ensure the game accurately reflects the ecological realities of Anegundi and Kodagu, the species selection process prioritized both endangered and keystone species. Endangered species, due to factors like habitat loss and poaching, were included to raise awareness about their plight. Species like the pangolin and otters are critically endangered (Karnataka Science and Technology Academy, 2024). Other species named sloth bear, spotted owlet, gecko, leopard, macaques, yellow-browed bulbul, and Niligiri marten come under the endangered list (Karnataka Forest Department, 2019; Karnataka Biodiversity Board, 2017). Additionally, keystone species, whose presence is vital for maintaining the delicate balance of their ecosystems, were incorporated to highlight their critical role. For example, elephants are keystone species due to their role as ecosystem engineers, creating waterholes, managing vegetation, dispersing seeds, creating pathways, and contributing to nutrient cycling, all of which significantly benefit numerous other species and maintain ecosystem structure. While the keystone role of macaque monkey varies by species and ecosystem, many act as crucial seed dispersers and pollinators, regulate insect populations, and serve as prey, particularly impacting plant diversity and forest regeneration in tropical environments; their absence can trigger cascading negative effects within their ecosystems. It is important to note here that leopard, mahseer fish, forests and sacred groves, and gecko come under both the list of keystone species and the endangered species list. Figure 10 showcases the names of these species (both endangered and keystone) from Anegundi and Kodagu.

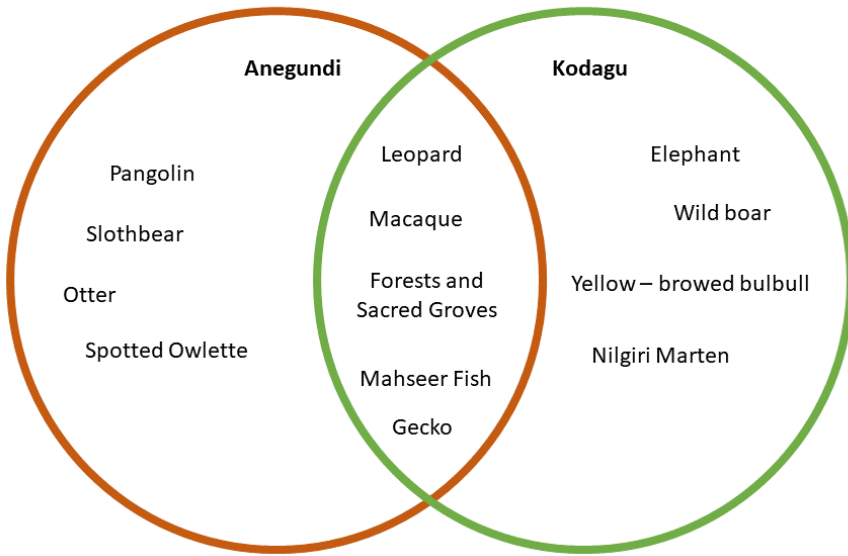


Figure 10: Endangered and keystone species chosen from Anegundi and Kodagu used as game elements

11. Inspiration from Other Games

- Cascadia and Meadow

While delving into the realm of game design, recommendations of a fascinating intersection of gaming and environmental science were presented. Two titles, *Cascadia* and *Meadow*, stood out as exceptional examples of games that not only entertain but also educate players about ecological principles and resource management. Figure 11 showcases the breakdown of the various elements of each game that contributed to the conception and implementation of gameplay in this research.

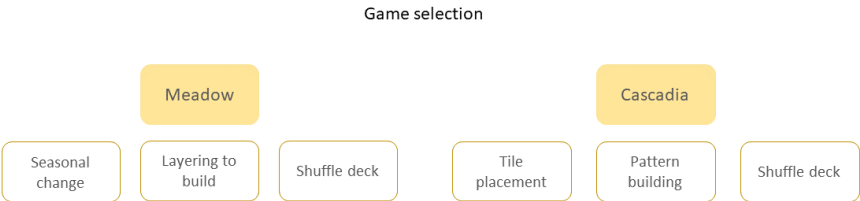


Figure 11: Game selection for inspiration and breakdown of aspects to incorporate

Cascadia is a captivating tile-placement game that invites players to construct a diverse and thriving ecosystem. Each hexagonal tile represents a unique habitat, adorned with various species like bears, deer, and owls. The game’s core mechanism revolves around strategic tile placement, considering the ecological relationships between these species. For instance, a pair of bear tiles must be placed adjacent to each other, mirroring the solitary nature of these magnificent creatures in their natural habitat. To add an extra layer of strategic depth, *Cascadia* introduces the concept of pine cones. These valuable resources can be used to reshuffle the tile

deck, providing players with fresh options, or to score additional points at the end of the game. This ingenious mechanism encourages careful planning and resource management, ensuring that players must balance immediate gains with long-term benefits.

Meadow takes a different approach, offering a card-driven experience where players construct ecosystems from the ground up. Starting with soil, players gradually build upon their meadows, adding plants, insects, and animals. As the game progresses, the seasons change, and the deck shifts from north to south, simulating the migration of various species. The scoring system in *Meadow* rewards players for creating diverse and interconnected ecosystems. By strategically placing cards and fulfilling specific objectives, players can amass points and secure victory. This elegant design encourages players to think critically about the delicate balance of nature and the importance of preserving biodiversity.

Both *Cascadia* and *Meadow* offer engaging and immersive experiences that educate players about ecological concepts. These games not only entertain but also inspire a deeper appreciation for the natural world. By playing these games, players can gain a better understanding of resource management, habitat conservation, and the interconnectedness of all living things (Figure 12 and 13).



Figure 12: Image of the gameplay of Meadow



Figure 13: Image of the gameplay of Cascadia

12. Game Ideation

12.1 Version 1

Version 1 of the game was conceived with a grand vision: to construct ecosystems from the ground up. Inspired by the foundational mechanism of *Meadow*, the initial concept involved building diverse environments, such as wet and dry soils, and populating them with a variety of lifeforms. From the humble beginnings of moss and lichen to the majestic presence of keystone species like elephants, players would carefully curate ecosystems that were not only visually appealing but also ecologically sound. Once the foundations of these ecosystems were laid, the game would introduce a layer of strategic challenge: threat cards. These cards would represent various environmental issues, ranging from pollution to deforestation, each tailored to the specific ecosystem in play. To counter these threats, players would need to identify and implement appropriate solutions. This involved drawing or selecting cards representing government bodies and policies that could mitigate the damage. Figure 14 illustrates a basic understanding of how the gameplay would be carried out.

The game's core mechanism revolved around card collection and set building. Players would strategically collect cards that formed coherent sequences, such as "ecosystem creation," "threat identification," "solution implementation," and "governmental response." By completing these sequences, players would earn points and move closer to winning.

<p>Step 1: Build Habitat for animal in Kodagu</p> <p>eg <i>Elephant in summer</i></p> <p>Base: Forest card</p> <p>First: Plant card</p> <p>Second: Other food card</p> <p>Third: Elephant card</p> <p>or</p> <p>Animal and habitat card</p> <p>base card- forest</p> <p>first- elephant</p>	<p>Step 2: Issue at hand</p> <p>Pick an issue card</p> <p>eg. <i>Elephant in summer</i></p> <p>a. Water scarcity: Elephants raid agricultural land and water sources due to limited availability in forests.</p> <p>b. Forest fires: Elephants displaced by fires may enter human settlements in search of food and water.</p> <p>c. Crop raiding: Increased crop damage as elephants target easily accessible food sources.</p>	<p>Step 3: Solution stage</p> <p>Build a solution</p> <p>eg. <i>Elephant in summer</i></p> <p>a. Early Warning systems: Include cards about community-based warning systems using alarms, text messages, or watchtowers to alert people of elephant presence</p> <p>b. Alternative Water Sources: Create cards depicting the construction of artificial ponds, solar-powered boreholes, and revived natural water sources to reduce reliance on human water supplies.</p> <p>c. Deterrent Strategies: Introduce cards featuring the use of non-harmful deterrents to discourage elephants from entering farms or villages.</p>	<p>Step 4: Policy Implementation</p> <p>Try to get a set of all three or media and any one or two</p> <p>eg. <i>Elephants in summer</i></p> <p>a. Police + Rev Dept. + Forest Dept. = PI</p> <p>b. Police + Media + Forest Dept. = PI</p> <p>c. Forest Dept. + Media = PI</p> <p>Doing all four ensures a set to be complete = points</p>
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Figure 14: Basic write-up of gameplay of Version 1

Revised Version

Upon a comprehensive review of the game's current state by a few independent game developers (who had been engaged as experts on the game), a number of concerns emerged regarding its alignment with the primary objectives. Firstly, the game's initial setup failed to adequately address the core issue of environmental grievances. Instead of immediately engaging players in the process of identifying and mitigating real-world environmental challenges, the focus was primarily on a card-stacking mechanism that, while potentially interesting, did not directly contribute to the game's central theme.

Secondly, the game's progression through four distinct steps, from ecosystem building to threat identification, solution implementation, and governmental response, proved to be excessively time-consuming. This extended gameplay duration risked inducing player fatigue or disengagement, particularly during the initial stages of the game. Finally, the game's competitive nature, while stimulating, lacked opportunities for meaningful discussion and collaboration among players. A more cooperative approach, fostering dialogue and shared decision-making, could have enhanced the game's educational and social impact.

12.2 Game Version 2

The second version of the game prioritized collaboration and introduced a more structured approach to threats. Unlike the previous version, where threats emerged dynamically, pre-determined threats were established from the outset. Players assumed roles as diverse characters, each with unique abilities. These characters included local community members, heritage department officials, forest department officers, and coffee estate owners. Each character possessed a set of common action cards along with specialized cards that leveraged their specific strengths and influence. For in-

stance, local community members excelled at information dissemination to mitigate threats, while forest department officials could secure necessary approvals for solution implementation.

Gameplay involved a cyclical process of drawing threat and solution cards. Once a matching pair was drawn, players collaborated to implement the solution using their action cards. The game setup was streamlined with individual player boards to organize cards efficiently. Action cards played a crucial role in acquiring solutions, mitigating future threats, and advancing the game. Figure 15 illustrates the game setup and core gameplay mechanism of the second version.

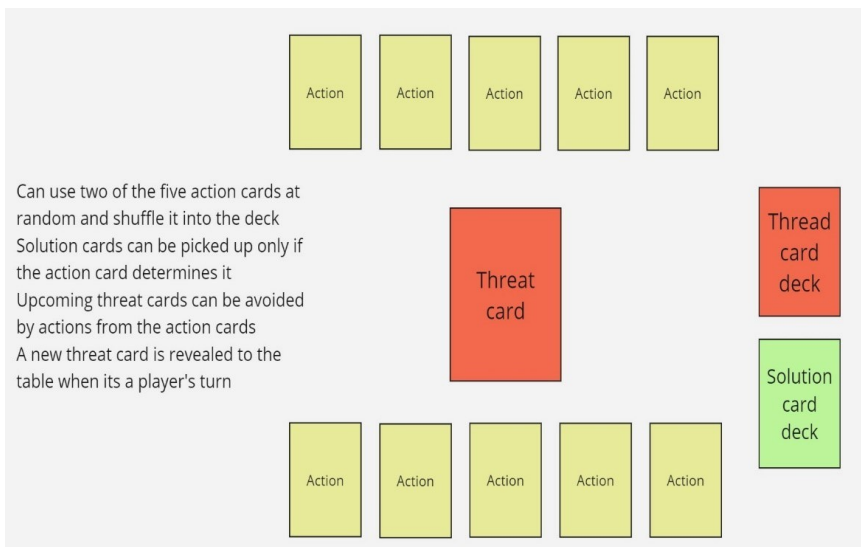


Figure 15: Basic image of gameplay of Version 2

In the development of the second version of the game, a focus was placed on fostering collaboration, and pre-determined threats were established from the outset, in contrast to the previous version, where threats emerged after building the biodiversity space. Additionally, the setup was revamped to include a player board for organizing cards in a specific layout. Action cards became pivotal, allowing players to acquire solution cards to address threats on their turn or to retain for future use if needed.

Revised Version

The second version of the game encountered several challenges during testing with game developers (experts), naturalists (from the state government's side), ecologists, as well as a few interested board game enthusiasts. Firstly, the continual introduction of threat cards without a cap led to an overwhelming number of threats on the table. This made it difficult for players to prioritize and effectively address the most pressing issues. Secondly, starting with a single threat card did not accurately reflect real-world scenarios, where multiple threats would often arise simultaneously.

Furthermore, the heavy reliance on action cards to acquire and implement solution cards created a power imbalance. Players who lacked the necessary action cards were unable to contribute to mitigating threats, leading to a passive and less engaging experience. Additionally, the lack of a definitive end condition resulted in extended gameplay, which could potentially lead to the diminishing of player interest.

12.3 Game Version 3

Version 3.0 was meticulously crafted, drawing upon insights gleaned from both the initial iterations. It retained the fundamental principles of More-than-Human design, i.e., mainly agency and well-being of the non-human world, mindful speculation, and fostering cocreation among diverse stakeholders (Magnone, 2016). Four ad-

ditional games were suggested to imbue the essence of cooperative engine-building dynamics: *Harry Potter Hogwarts Battle*, *The Grizzled*, *Forbidden Island*, and *Pandemic*. Insights gathered from these games were carefully distilled and integrated into the game development process.

The introduction of seasons and the division into four rounds per season (totalling 12 rounds, representing a full annual cycle) incorporated distinct environmental challenges associated with summer, monsoon, and winter. Tokens were introduced as a new mechanism, requiring players to gather one of each of the police, forest department, and revenue department tokens to implement a solution, thereby earning additional points. Introducing these role players is necessary, as they play a critical role in protecting the forest ecosystem through their vigilance. Additionally, a media token was included as a wildcard (because, according to the stakeholders, media plays a vital role regarding creating awareness and making the space more popular), allowing players to substitute it for any of the three major department tokens when implementing a solution. Figure 16 illustrates a basic understanding of how the gameplay would be conducted.

This version of the game underwent testing with employees from Jungle Lodges and Resorts in Hampi, Karnataka. Prototype cards featuring a simple game mechanism were utilized to assess potential elements for inclusion in the final product and areas for improvement. Three candidate roles were selected to test the game: a driver, an accountant, and a naturalist, all of whom are employees of the government resort. Given the lodge's emphasis on employee education in naturalist duties alongside their primary responsibilities (as driving, accounting, etc), the game's mechanism, particularly symbol matching, proved suitable.

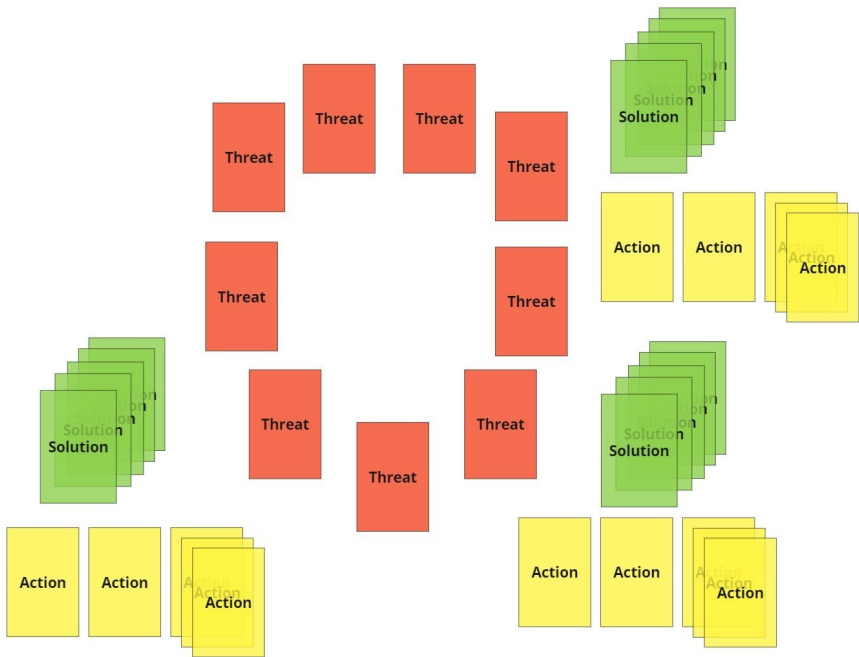


Figure 16: Basic image of gameplay of Version 3

Figures 17 and 18 present images of the employees who took part in the playtesting of version 3 of the game. Employees expressed enthusiasm for the game, praising its educational value and its ability to foster learning. They noted that the game provided a hands-on approach to understanding complex issues, leading to increased knowledge and skill development. The game's engaging nature was evident in the employees' sustained interest and independent exploration, demonstrating its potential as an effective workplace learning tool.



Figure 17: Parashuram (naturalist) and Ravikumar (accounts officer)



Figure 18: Shankar (driver and naturalist) and Ravikumar (accounts officer)

Revised Version

Employee feedback highlighted several areas for improvement in the game's design. To enhance the gaming experience, they suggested increasing the number of players, incorporating the fire department as an additional game entity, and providing bilingual cards (English and Kannada or Telugu). Additionally, they recommended incorporating visual elements into the prototype cards to make them more engaging.

A particularly valuable suggestion was the inclusion of a "traditional knowledge token." This token would allow players to discuss and share real-world experiences and insights related to human-animal conflict, drawing from their own knowledge and the wisdom of their ancestors. This feature would not only enrich the but also foster a deeper connection to local traditions and cultural practices (Asquer and Krachkovskaya, 2015). The employees, who are themselves local community members of Anegundi and have extensive experience working in the Karnataka Forest Department, offered invaluable insights. Their first-hand knowledge of the region and its challenges significantly contributed to the refinement of the game's design.

The primary findings emerging from both the game development process and the larger research topic of human animal conflict (i.e., to propose a design intervention based on game play which will lead to perceiving the more-than-human world, based on a more-than-human approach) can be summarized as follows:

- a. There exists a critical need for education not only on the preservation of biodiversity but also on the individual components comprising this biodiversity realm.
- b. Collaboration among diverse stakeholders facilitates the exchange of perspectives, leading to shifts in perception and subsequent changes in actions taken.

c. Utilizing previously established and understood game mechanisms proves advantageous in reaching a wide audience, as simplicity fosters comprehension and mitigates player overwhelm.

d. This interactive educational method proved that, like other interactive board games (Jadallah et al., 2024; Cheung and Ng, 2021), it can also offer better memory retention and enhance individuals' abilities to understand and adapt to real-world scenarios effectively.

13. The Final Artefact: Guardians of the Grove

Based on feedback, several adjustments and additions were deemed necessary for the existing game. Firstly, the player count was increased from the original three to a maximum of six to enhance gameplay dynamics. Individual point-scoring opportunities were introduced alongside collaborative efforts to prevent the game from feeling monotonous. Additionally, a traditional knowledge token was incorporated to allow players to share traditional methods for addressing threats, promoting knowledge exchange. A debriefing round was added at the end of each season (every four rounds) to facilitate discussions on lessons learned and strategizing for the upcoming season. The final game setup incorporates a fire department token to enhance gameplay complexity. This addition reflects the increasing prevalence of unexpected forest fires in recent years, placing the fire department on constant high alert and making them a central responder to forest-related incidents.

Flora and fauna were integrated into the threat cards to illustrate how each threat impacts the depicted beings. Furthermore, a player board has been introduced to provide players with a designated space to place their various items throughout the game. This addition enhances organization and facilitates clearer decision-making processes as players plan their moves. Additionally, a score board has been implemented to meticulously track each player's points throughout the game, allowing for a transparent and competitive gaming experience. These enhancements not only improve gameplay dynamics but also contribute to a more immersive and enjoyable gaming session for all participants. These aspects of the game have been color-coded, with Anegundi depicted in a yellowish-brown hue and Kodagu in a greenish-grey tone, showcasing regional variations. This decision was influenced by the differing forest

covers of the two regions: Anegundi boasts more shrubs and grasslands, indicative of drier vegetation, while Kodagu is characterized by lush trees and forests.

The name "Guardians of the Grove" was selected for its resonance with the game's thematic essence. Players embody pivotal stakeholders whose choices wield direct influence over both nearby and far-reaching biodiverse environments. This title aptly encapsulates the players' role as stewards entrusted with the protection and preservation of natural habitats, fostering a sense of responsibility and agency within the game's narrative framework.

Figure 19 showcases all the elements present in the game for *Guardians of the Grove: Anegundi*. Figure 20 and Figure 21 are the season-based threat cards along with information cards of the species incorporated into the game.

Figure 22 showcases all the elements present in the game for *Guardians of the Grove: Kodagu*. Figure 23 and Figure 24 are the season-based threat cards along with information cards of the species incorporated into the game, and Figure 25 shows the common solution cards used in both games.



Figure 19: The set-up of Guardians of the Grove: Aneundi



Figure 20: The Threat cards of Guardians of the Grove: Anegundi
(L-R summer, all season, winter, monsoon)



Figure 21: Information cards of the various flora and fauna of Guardians of the Grove: Anegundi



Figure 22: The set-up of Guardians of the Grove: Kodagu



Figure 23: The threat cards of Guardians of the Grove: Kodagu (L-R monsoon, all season, summer, winter)



Figure 24: Information cards of the various flora and fauna of Guardians of the Grove: Kodagu



Figure 25: Solution cards – common to both Guardians of the Grove: Aneundi and Guardians of the Grove: Kodagu

In the Anegundi version of the game, players assume the roles of local community members, forest department members, or heritage department members. Conversely, in the Kodagu version, players take on the personas of local community members, forest department members, or coffee estate owners. Central to the gameplay are three major tokens representing the police, revenue department, and forest department—essential bodies for implementing any solution. Additionally, media and fire department tokens serve as wildcard elements, capable of representing any of the three major tokens to enact solutions. This mirrors real-world dynamics, where the media wields significant influence in driving change, and the fire department's role is increasingly crucial. An implementation meter tracks the progress of solutions from a scale of 1 to 10, while each player possesses a score board to monitor their individual advancement. Traditional knowledge tokens, denoted by the letters "TK," allow players to share insights on threat cards that have "TK" on them.

14. Game Choreography

The game choreography operates on a consistent two-step cycle. At the start of the game, each player receives six solution cards. Subsequently, whenever a player uses a card, they immediately draw a replacement from the deck, ensuring they maintain a hand of six solution cards at all times. Players match solution cards to threat cards on the table. A solution card can either address one threat, forming a pair, or multiple threats, creating a set. Players score points: one point for each one-to-one match and multiple points for a solution card addressing multiple threats (equal to the number of threats solved). If a player lacks a matching solution card, they can use a traditional knowledge token. This allows them to identify a threat card marked with "TK" and propose a traditional solution to the group. The other players then decide on the validity of the proposed solution. If accepted, the player earns a point. If rejected, no points are awarded.

The second step involves action cards. Players can only keep two action cards face-up at a time, with the remaining three face-down. A player chooses and plays one of the two face-up cards, then replaces it with the top card from the face-down pile. Action cards allow players to acquire tokens. To implement a threat-solution pair or set, three tokens (one each from the police, revenue department, and forest department are required. Players can collect only one token per round. Collaboration is key, as players must pool their tokens to form a set. No single player can collect all three tokens and implement a solution; the tokens must come from at least three different players.

The strategic element lies in deciding which threat-solution pair or set to implement each round, as only one can be addressed. Players must justify their choices, leading to discussions about the urgency of threats, the feasibility of solutions, and other relevant factors.

The player whose set or pair is chosen receives an extra point, while all contributing players earn two points. This dynamic encourages knowledge sharing and strategic decision-making.

15. Conclusion

The development of the collaborative game as an artefact represents a significant step towards addressing pressing environmental concerns such as habitat loss, climate change, encroachment, and biodiversity depletion. By utilizing cards to identify and solve threats, players engage in collaborative problem-solving, reflecting real-world challenges related to human-animal conflict. This interactive approach facilitates the transfer of traditional ecological knowledge alongside community engagement, thereby enhancing awareness of mitigation strategies. Moreover, this project acts as a tool that introduces the framework for a More-than-Human design perspective, which highlights the importance of prioritizing non-human stakeholders in decision-making processes. By fostering discussions and practices that promote harmonious coexistence, the game serves as a catalyst for envisioning a sustainable future that embraces the needs of all living beings.

The completion of the final product was constrained by time limitations, resulting in its development following the testing of the 3.0 version of the game. Ideally, the game would have undergone testing with stakeholders representing various positions within specific environmental contexts along with creating a version in Kannada and Telugu.

Moving forward, several avenues for the game's advancement are proposed:

- a. Establishing a resource pool wherein stakeholders from both case study areas contribute their traditional knowledge and local practices to enrich and refine the game, enhancing its depth and authenticity.
- b. Incorporating a record of the behavioural component, whereby discussions held at the conclusion of each round are documented to further enrich the immersive experience of the game.

c. Introducing expansion packs that feature additional case study areas, each tailored to reflect unique species, threats, and corresponding solution and implementation strategies, thereby broadening the game's scope and relevance.

d. Exploring the potential for adapting the game into a training tool for use in workshops, leveraging its interactive nature to facilitate experiential learning and skill development among participants.

In conclusion, the development of this collaborative game offers a tangible and engaging approach to tackling critical environmental challenges, particularly human-animal conflict. By immersing players in the roles of diverse stakeholders and requiring them to collaboratively devise and implement solutions to realistic threats, the game fosters a deeper understanding of ecological complexities and the importance of considering all beings in decision-making. While acknowledging the time constraints that shaped the final product and the recognized need for further testing and linguistic adaptation, the game demonstrably introduces the more-than-human design perspective and its potential to cultivate awareness and promote harmonious coexistence for a sustainable future. The proposed future advancements, including the incorporation of stakeholder knowledge, behavioural insights, expanded case studies, and their adaptation as a training tool, underscore the significant potential of this interactive medium to contribute to a more just and sustainable future for both human and non-human communities.

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Appendix

Game Components (in English and in Kannada):

A player board

Threat cards – Summer, Winter, Monsoon and All Seasons

Solution cards

Action cards

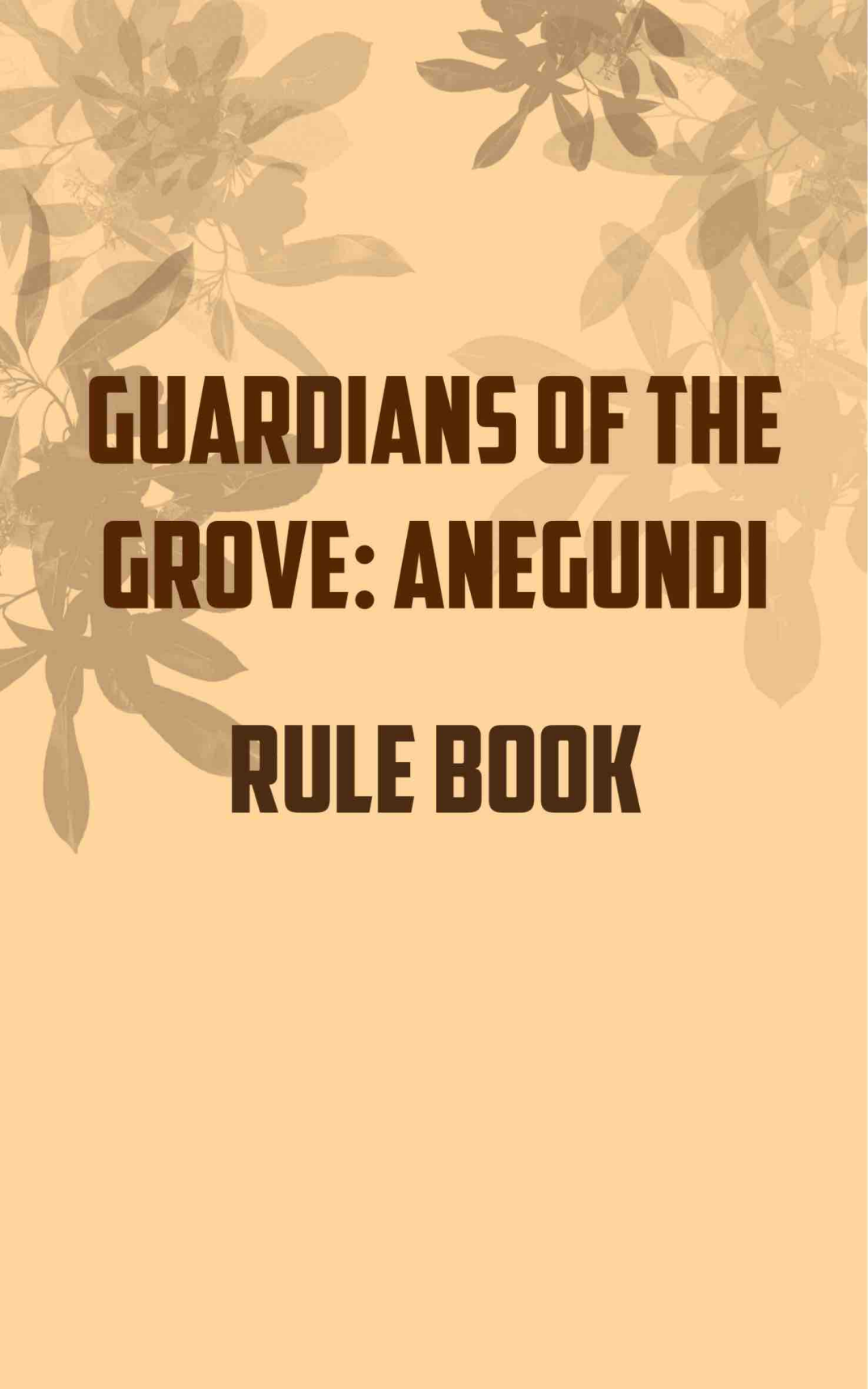
Species information cards

Traditional Knowledge tokens

Implementation meter

Scoreboards

Tokens – Police, Revenue Department, Fire Department, Forest Department, Media



GUARDIANS OF THE GROVE: ANEGUNDI RULE BOOK

Game Components

1. Threat cards (summer (orange) monsoon (green), winter (purple) and all seasons (pink))
2. Solution cards
3. Action cards (Local Community Member, Forest Department Member, Heritage Department Member) (6 sets)
4. Traditional Knowledge cards
5. Tokens (Police, Forest Department, Revenue Department, Media, Fire Department)
6. Score cards (6)
7. Implementation meter (1)



8. Information cards (Slothbear, Pangolin, Forest and Sacred Groves, Otter, Spotted Owlette, Gecko, Indian Leopard, Langoor) (8 cards)

9. Rule Book (1)

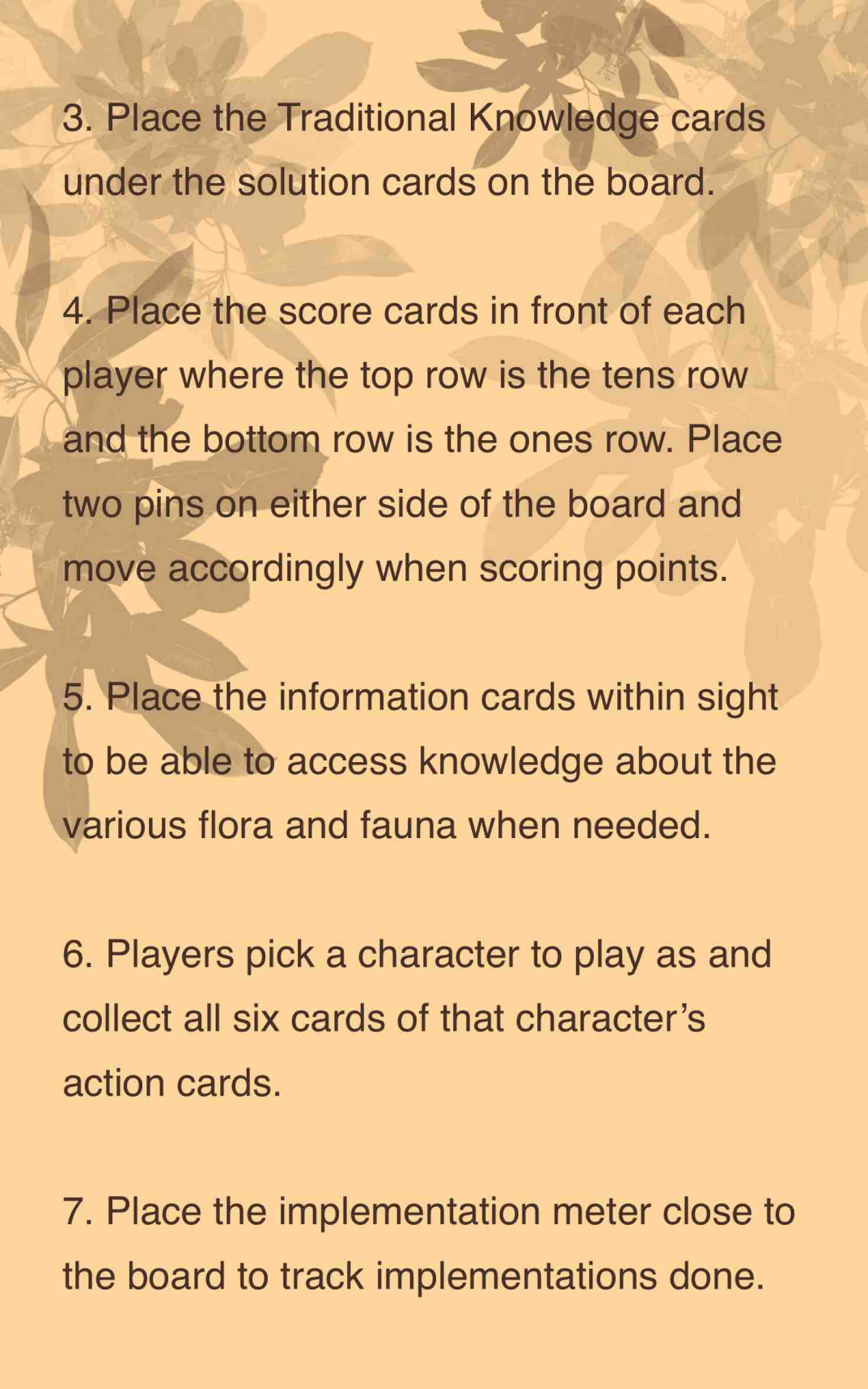
10. Player Board (1)

11. Paper clips (13)

Game set-up

1. Divide the threat cards of all seasons into three sections and shuffle them into the summer, monsoon and winter threat card decks respectively. Once done, keep the now shuffled summer, monsoon and winter threat cards separately so they do not mix. Place the summer deck on the demarcation of the first rectangle on the left-most side of the board. Collect the first nine cards and place them in a circular set up as per the demarcation on the right side of the board.

2. Shuffle the solution cards and place them on the second rectangle on the left-most side of the board.



3. Place the Traditional Knowledge cards under the solution cards on the board.

4. Place the score cards in front of each player where the top row is the tens row and the bottom row is the ones row. Place two pins on either side of the board and move accordingly when scoring points.

5. Place the information cards within sight to be able to access knowledge about the various flora and fauna when needed.

6. Players pick a character to play as and collect all six cards of that character's action cards.

7. Place the implementation meter close to the board to track implementations done.

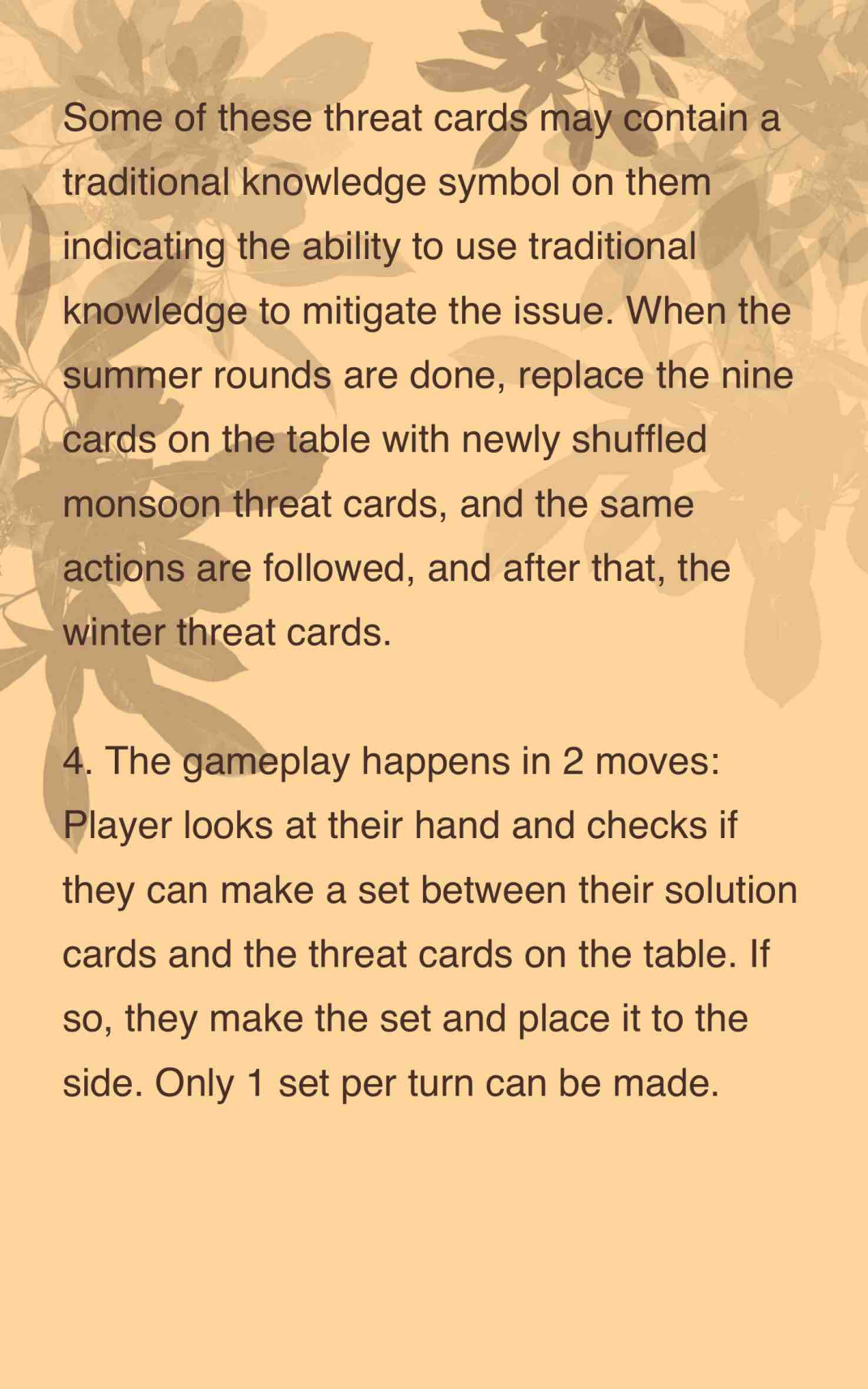
Gameplay

1. Players are given action cards based on which character they want to play as.

These actions allow for players to, gain tokens or avert threats, using abilities given on the cards.

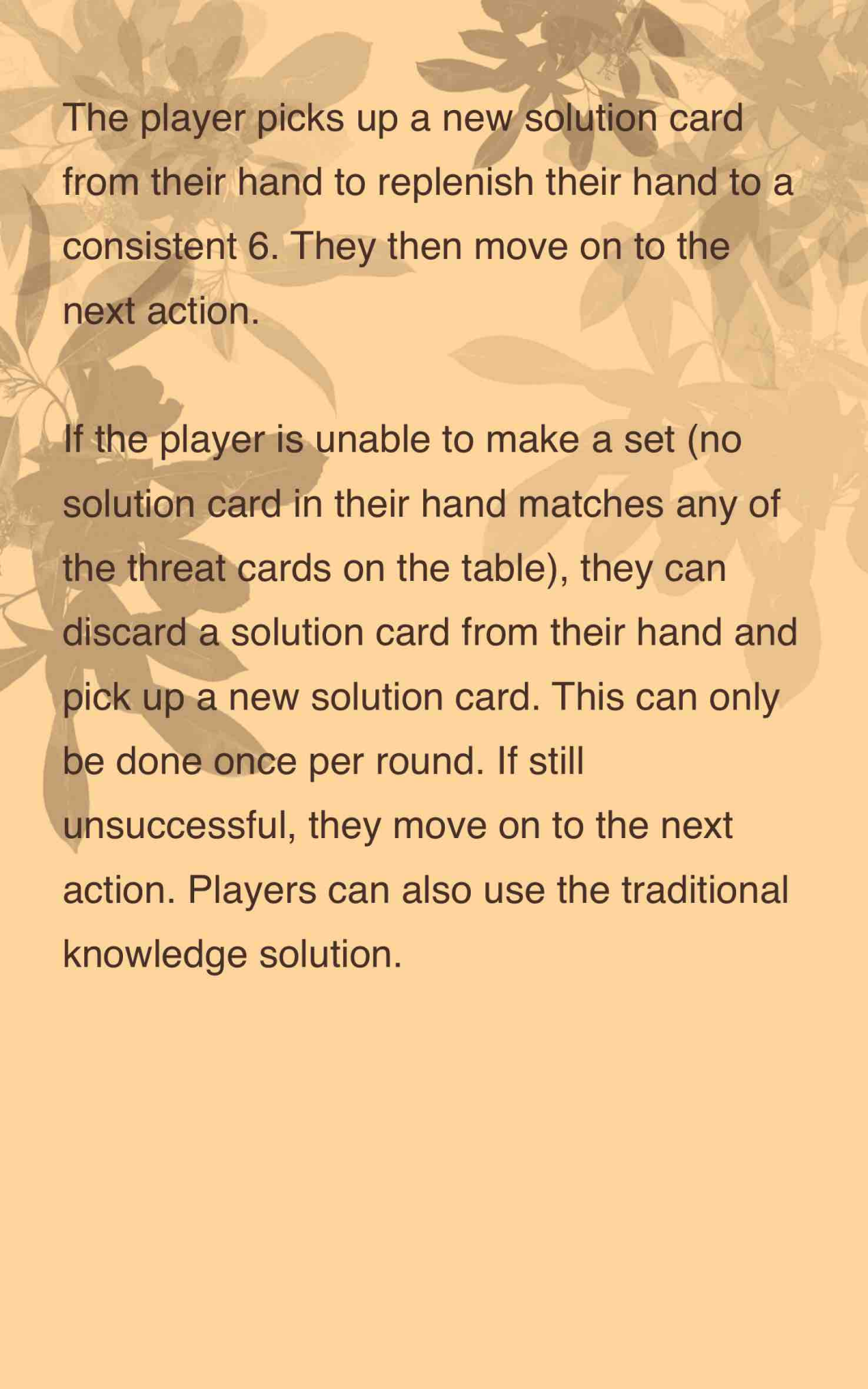
2. Shuffle solution cards and give players 6 solution cards each to create their hand.

3. The game is played in 12 rounds, 4 rounds per season, where at the end of each season a new deck of threat cards is dealt onto the table. Players start with summer season where the summer threat deck is taken, shuffled and nine cards are placed on the table.



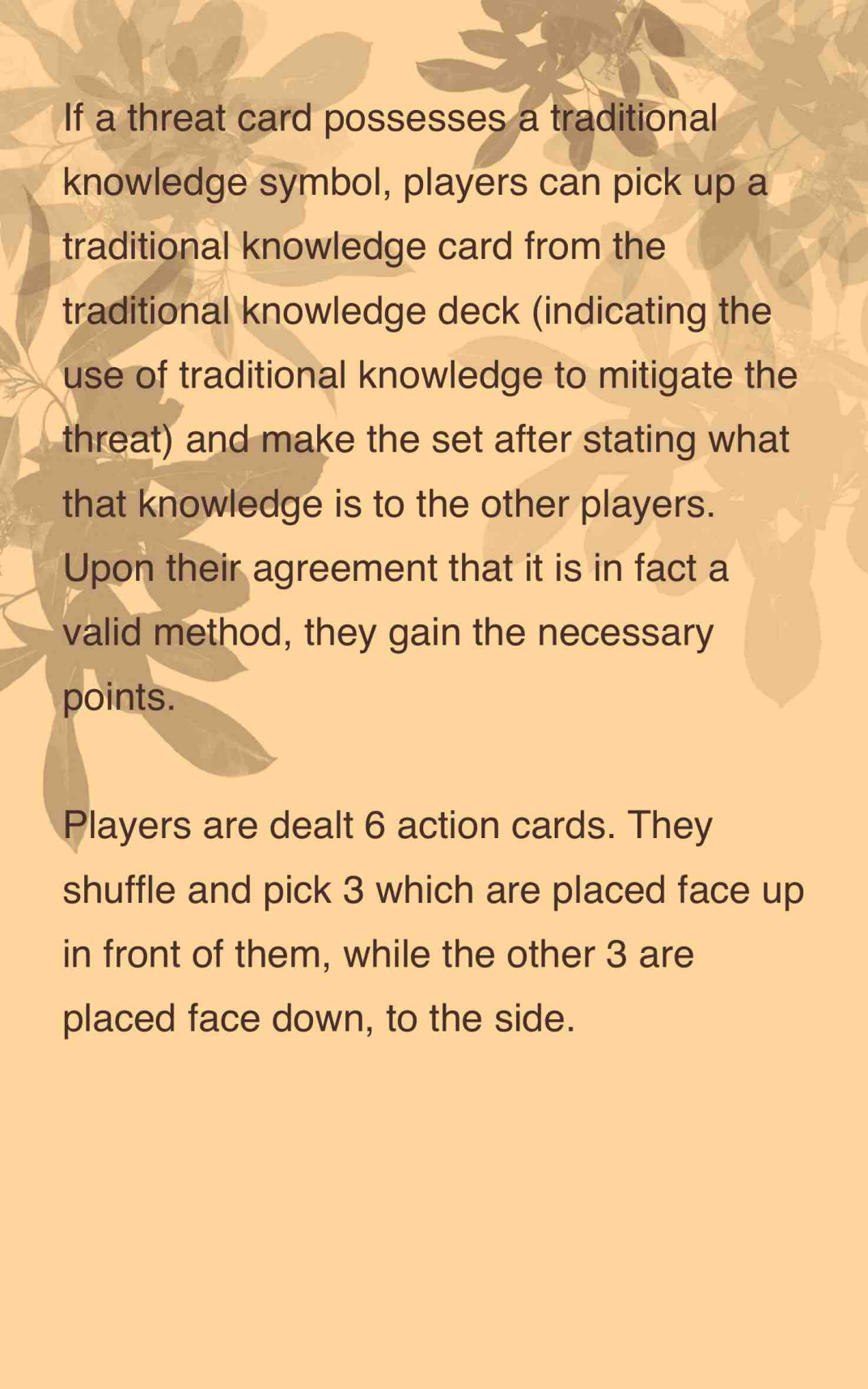
Some of these threat cards may contain a traditional knowledge symbol on them indicating the ability to use traditional knowledge to mitigate the issue. When the summer rounds are done, replace the nine cards on the table with newly shuffled monsoon threat cards, and the same actions are followed, and after that, the winter threat cards.

4. The gameplay happens in 2 moves:
Player looks at their hand and checks if they can make a set between their solution cards and the threat cards on the table. If so, they make the set and place it to the side. Only 1 set per turn can be made.



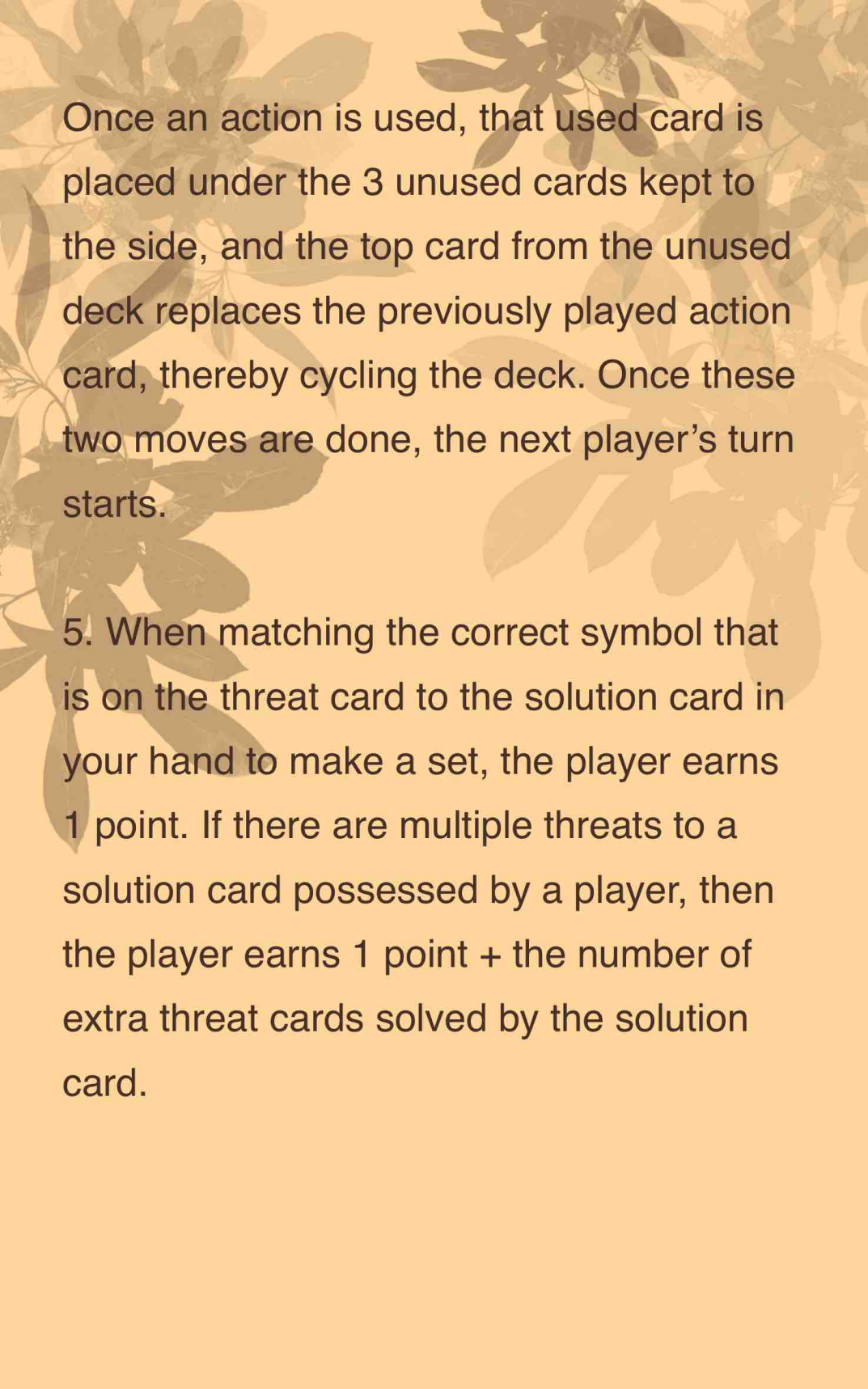
The player picks up a new solution card from their hand to replenish their hand to a consistent 6. They then move on to the next action.

If the player is unable to make a set (no solution card in their hand matches any of the threat cards on the table), they can discard a solution card from their hand and pick up a new solution card. This can only be done once per round. If still unsuccessful, they move on to the next action. Players can also use the traditional knowledge solution.



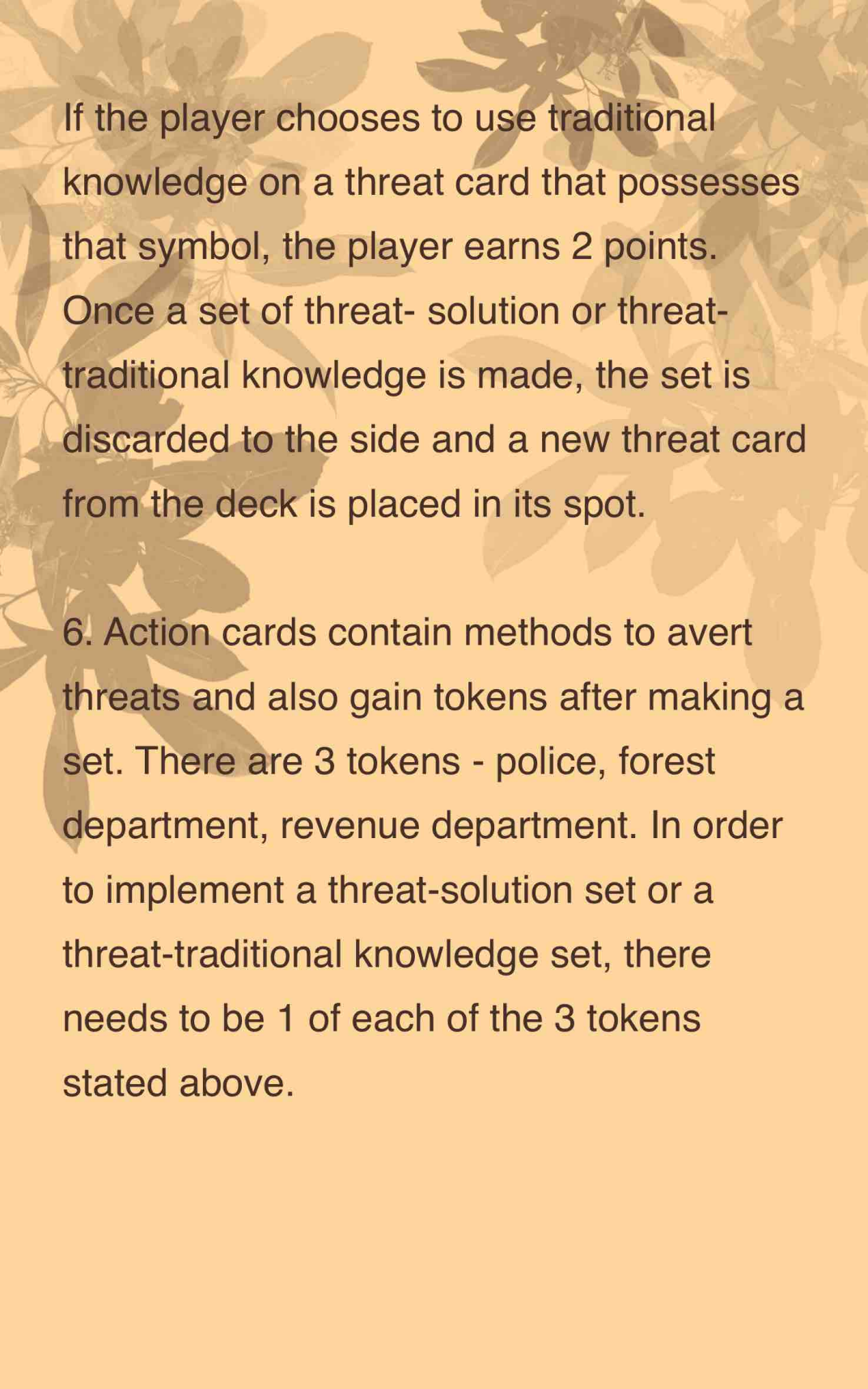
If a threat card possesses a traditional knowledge symbol, players can pick up a traditional knowledge card from the traditional knowledge deck (indicating the use of traditional knowledge to mitigate the threat) and make the set after stating what that knowledge is to the other players. Upon their agreement that it is in fact a valid method, they gain the necessary points.

Players are dealt 6 action cards. They shuffle and pick 3 which are placed face up in front of them, while the other 3 are placed face down, to the side.



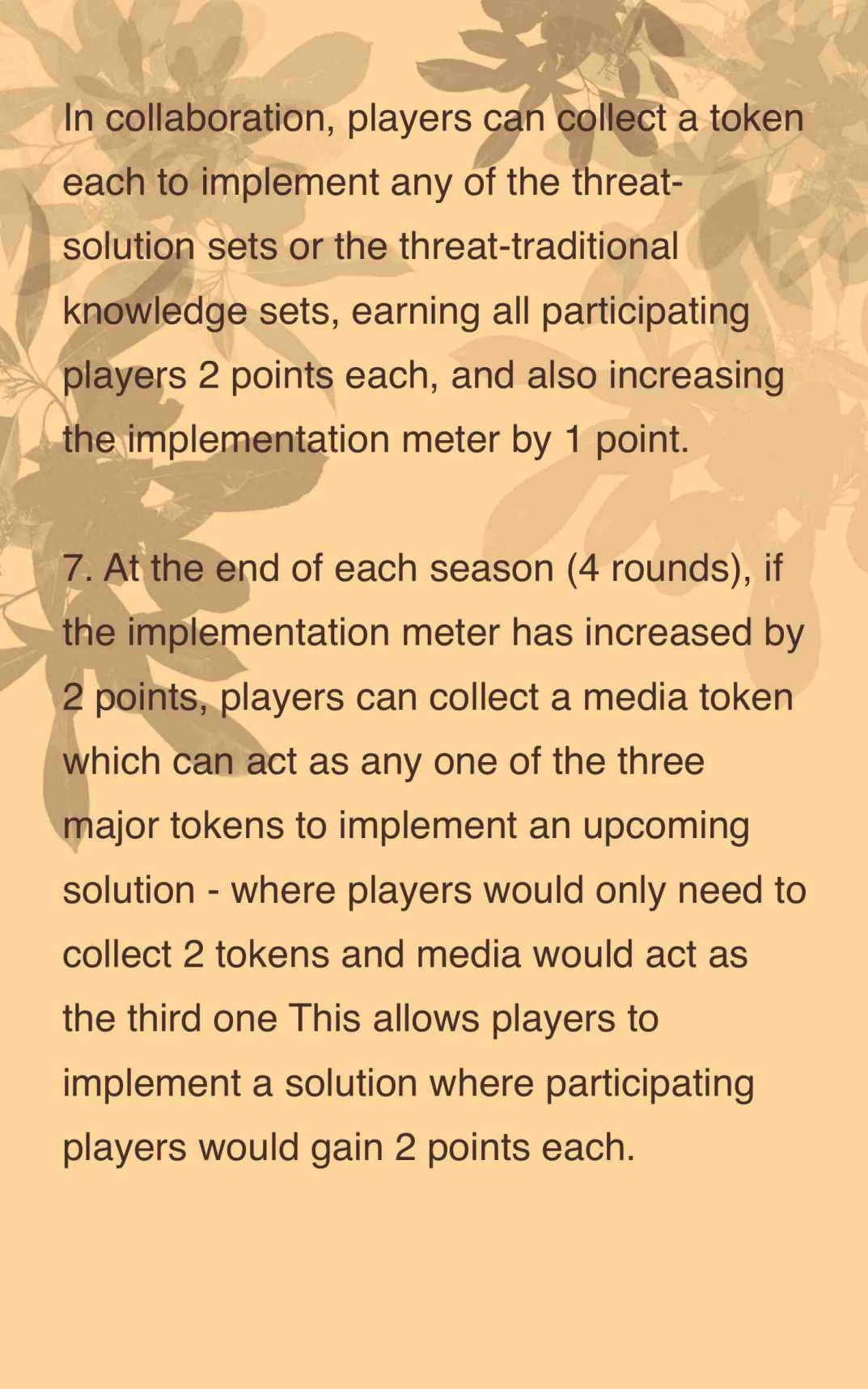
Once an action is used, that used card is placed under the 3 unused cards kept to the side, and the top card from the unused deck replaces the previously played action card, thereby cycling the deck. Once these two moves are done, the next player's turn starts.

5. When matching the correct symbol that is on the threat card to the solution card in your hand to make a set, the player earns 1 point. If there are multiple threats to a solution card possessed by a player, then the player earns 1 point + the number of extra threat cards solved by the solution card.



If the player chooses to use traditional knowledge on a threat card that possesses that symbol, the player earns 2 points. Once a set of threat- solution or threat-traditional knowledge is made, the set is discarded to the side and a new threat card from the deck is placed in its spot.

6. Action cards contain methods to avert threats and also gain tokens after making a set. There are 3 tokens - police, forest department, revenue department. In order to implement a threat-solution set or a threat-traditional knowledge set, there needs to be 1 of each of the 3 tokens stated above.



In collaboration, players can collect a token each to implement any of the threat-solution sets or the threat-traditional knowledge sets, earning all participating players 2 points each, and also increasing the implementation meter by 1 point.

7. At the end of each season (4 rounds), if the implementation meter has increased by 2 points, players can collect a media token which can act as any one of the three major tokens to implement an upcoming solution - where players would only need to collect 2 tokens and media would act as the third one. This allows players to implement a solution where participating players would gain 2 points each.

The fire department token can be collected that can act as any one of the 3 major tokens only when a previous flora related threat was implemented (forest and sacred groves related).

8. At the end of every season, a debriefing conversation takes place where players discuss what they have learnt from the rounds, what strategies to work towards next along with passing on traditional knowledge systems used in the game. At the end of the game, the points are tabulated and the player with the most points wins.

Game Scoring

1 threat + 1 solution set = 1 point

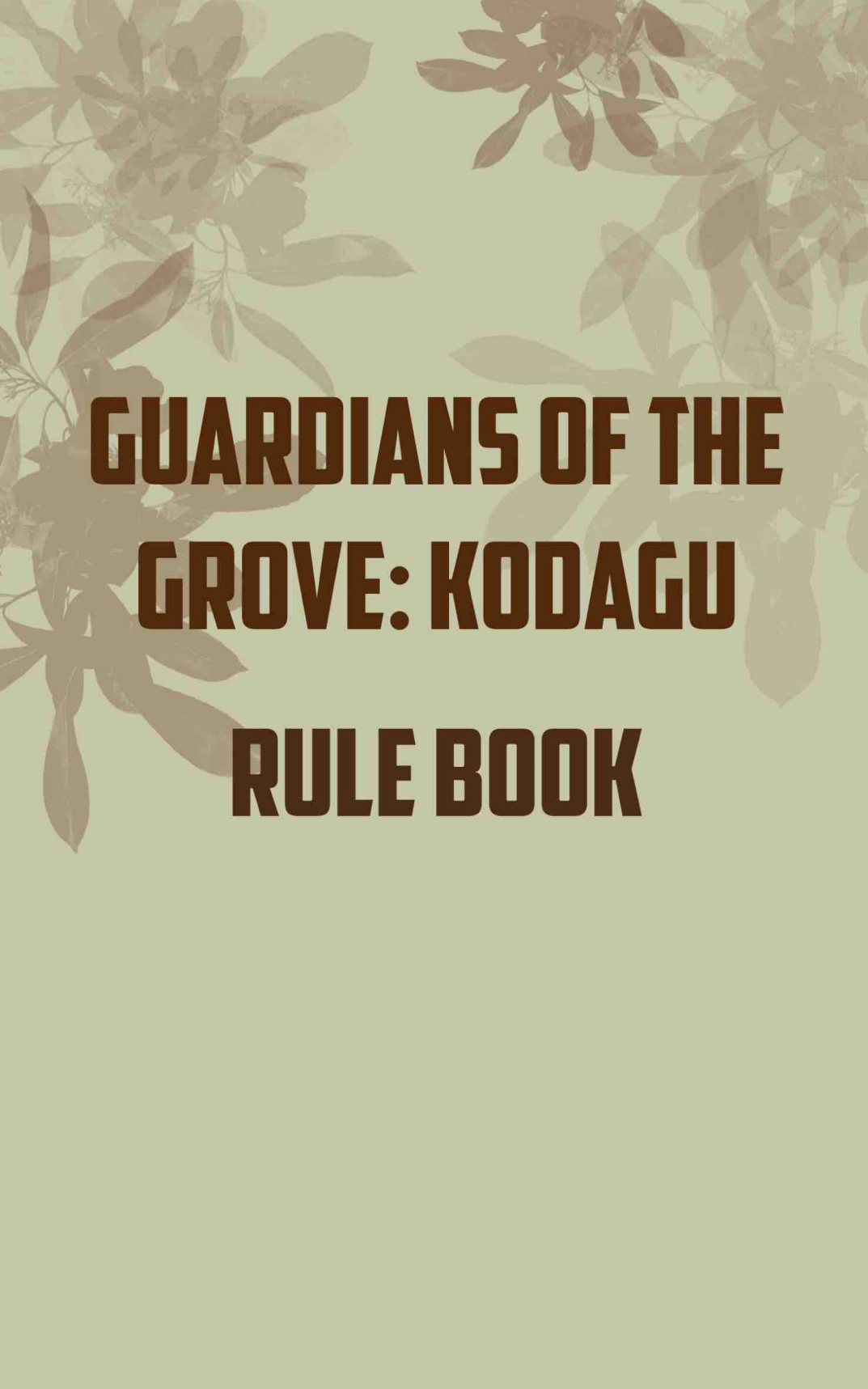
n threats + 1 solution set = n points

1 threat + 1 traditional knowledge set = 2 points

1 threat + 1 solution implementation = 2 points for each player who contributed through token collection

n threats + 1 solution implementation = 3 points for each player who contributed through token collection





GUARDIANS OF THE GROVE: KODAGU RULE BOOK

Game Components

1. Threat cards (summer (orange) monsoon (green), winter (purple) and all seasons (pink))
2. Solution cards
3. Action cards (Local Community Member, Forest Department Member, Coffee Estate Owner) (6 sets)
4. Traditional Knowledge cards
5. Tokens (Police, Forest Department, Revenue Department, Media, Fire Department)
6. Score cards (6)
7. Implementation meter (1)



8. Information cards (Indian Elephant, Yellow-browed Bulbul, Mahseer Fish, Wild Boar, Nilgiri Marten, Forest and Sacred Groves, Indian Leopard, Langoor) (8 cards)

9. Rule Book (1)

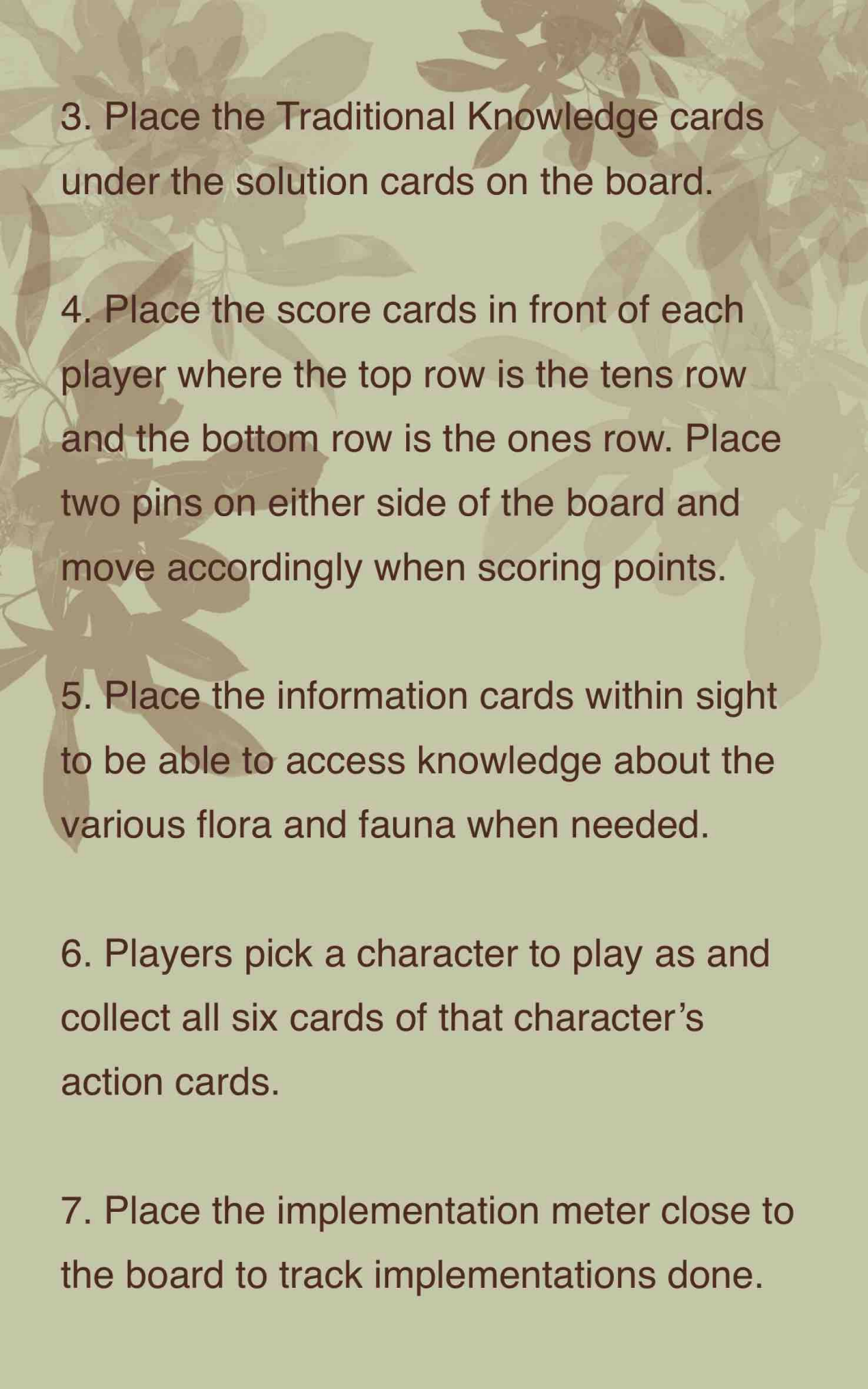
10. Player Board (1)

11. Paper clips (13)

Game set-up

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4. Place the score cards in front of each player where the top row is the tens row and the bottom row is the ones row. Place two pins on either side of the board and move accordingly when scoring points.

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6. Players pick a character to play as and collect all six cards of that character's action cards.

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Gameplay

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GUARDIANS OF THE GROVE: ANEGUNDI



GUARDIANS OF THE GROVE: KODAGU



THREAT CARD

**Water
Scarcity**



Tk



**Water
Scarcity**



Tk



Encroachment



Encroachment



Forest Fires



Tk



Forest Fires



TK



**Livestock
Predation**



TK



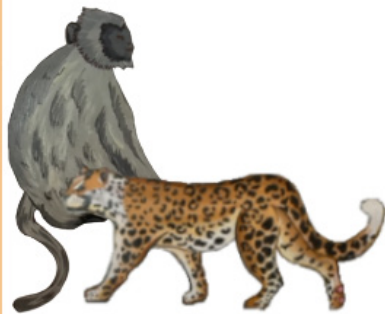
**Livestock
Predation**



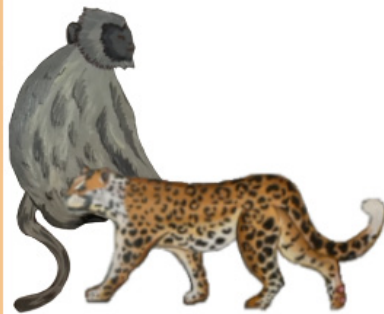
TK



**Crop
Damage**



**Crop
Damage**



**Habitat Loss
and
Fragmentation**



TK



**Habitat Loss
and
Fragmentation**



TK



**Food
Theft**



**Food
Theft**



**Poaching
Activities**



**Poaching
Activities**



**Insecticide
Poisoning**



**Insecticide
Poisoning**



**Food
Scarcity**



**Food
Scarcity**



**Garbage/
Waste sites**



Tk



**Garbage/
Waste sites**



Tk



**Competition
for Shelter**



**Competition
for Shelter**



**Human Fauna
Interaction
Increase**



TK



**Human Fauna
Interaction
Increase**



TK



Overgrazing



TK



Overgrazing



TK



THREAT CARD

**Water
Scarcity**



**Water
Scarcity**



**Livestock
Predation**



**Livestock
Predation**



**Habitat Loss
and
Fragmentation**



**Habitat Loss
and
Fragmentation**



TK



**Food
Theft**



**Food
Theft**



**Poaching
Activities**



**Poaching
Activities**



**Food
Scarcity**



**Food
Scarcity**



**Garbage/
Waste sites**



Tk



**Garbage/
Waste sites**



Tk



**Competition
for Shelter**



**Competition
for Shelter**



**Human Fauna
Interaction
Increase**



Tk



**Human Fauna
Interaction
Increase**



Encroachment



Encroachment



**Neglect/
Disease
Outbreak**



**Neglect/
Disease
Outbreak**



THREAT CARD

**Livestock
Predation**



Tk



**Livestock
Predation**



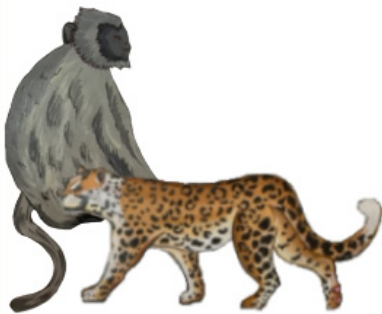
Tk



**Crop
Damage**



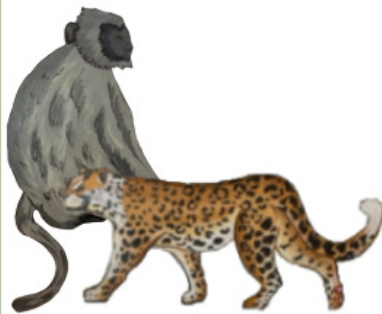
Tk



**Crop
Damage**



Tk



**Habitat Loss
and
Fragmentation**



Tk



**Habitat Loss
and
Fragmentation**



TK



**Food
Theft**



**Food
Theft**



**Poaching
Activities**



**Poaching
Activities**



**Insecticide
Poisoning**



**Insecticide
Poisoning**



Overgrazing



TK



Overgrazing



TK



**Food
Scarcity**



**Food
Scarcity**



**Garbage/
Waste sites**



TK



**Garbage/
Waste sites**



Tk



**Competition
for Shelter**



**Competition
for Shelter**



**Human Fauna
Interaction
Increase**



Tk



**Human Fauna
Interaction
Increase**



Tk



Encroachment



Encroachment



**Neglect/
Disease
Outbreak**



**Neglect/
Disease
Outbreak**



Flooding



Tk



Flooding



Tk



Soil Erosion



Soil Erosion



**Strong Winds
and
Heavy Rains**



TK



**Strong Winds
and
Heavy Rains**



TK



THREAT CARD

**Livestock
Predation**



Tk



**Livestock
Predation**



Tk



**Livestock
Predation**



Tk



**Livestock
Predation**



Tk



**Livestock
Predation**



Tk



**Livestock
Predation**



TK



**Habitat Loss
and
Fragmentation**



TK



**Habitat Loss
and
Fragmentation**



TK



**Habitat Loss
and
Fragmentation**



TK



**Habitat Loss
and
Fragmentation**



TK



**Habitat Loss
and
Fragmentation**



TK



**Habitat Loss
and
Fragmentation**



Tk



**Food
Theft**



Tk



**Food
Theft**



Tk



**Food
Theft**



Tk



**Food
Theft**



Tk



**Food
Theft**



Tk



Food Theft



Tk



Food Scarcity



Food Scarcity



Food Scarcity



Food Scarcity



Food Scarcity



**Food
Scarcity**



**Poaching
Activities**



**Poaching
Activities**



**Poaching
Activities**



**Poaching
Activities**



**Poaching
Activities**



**Poaching
Activities**



**Human Fauna
Interaction
Increase**



**Human Fauna
Interaction
Increase**



**Human Fauna
Interaction
Increase**



**Human Fauna
Interaction
Increase**



**Human Fauna
Interaction
Increase**



Human Fauna
Interaction
Increase



TK



Encroachment



Encroachment



Encroachment



Encroachment



Encroachment



Encroachment



**Competition
for Shelter**



**Competition
for Shelter**



**Competition
for Shelter**



**Competition
for Shelter**



**Competition
for Shelter**



**Competition
for Shelter**



**Garbage/
Waste sites**



Tk



**Garbage/
Waste sites**



Tk



**Garbage/
Waste sites**



Tk



**Garbage/
Waste sites**



Tk



**Garbage/
Waste sites**



Tk



**Garbage/
Waste sites**



TK



THREAT CARD

**Water
Scarcity**



Tk



**Water
Scarcity**



Tk



Encroachment



Encroachment



Forest Fires



Tk



Forest Fires



Tk



**Crop
Damage**



**Crop
Damage**



**Livestock
Predation**



Tk



**Livestock
Predation**



Tk



**Habitat Loss
and
Fragmentation**



Tk



**Habitat Loss
and
Fragmentation**



TK



**Food
Theft**



**Food
Theft**



**Poaching
Activities**



**Poaching
Activities**



**Insecticide
Poisoning**



**Insecticide
Poisoning**



**Food
Scarcity**



**Food
Scarcity**



Overgrazing



Tk



Overgrazing



Tk



**Garbage/
Waste sites**



Tk



**Garbage/
Waste sites**



Tk



**Competition
for Shelter**



**Competition
for Shelter**



**Human Fauna
Interaction
Increase**



Tk



**Human Fauna
Interaction
Increase**



Tk



THREAT CARD

**Water
Scarcity**



Tk



**Water
Scarcity**



Tk



**Livestock
Predation**



Tk



**Livestock
Predation**



Tk



**Habitat Loss
and
Fragmentation**



Tk



**Habitat Loss
and
Fragmentation**



TK



**Food
Theft**



**Food
Theft**



**Poaching
Activities**



**Poaching
Activities**



**Food
Scarcity**



**Food
Scarcity**



**Garbage/
Waste sites**



Tk



**Garbage/
Waste sites**



Tk



**Competition
for Shelter**



**Competition
for Shelter**



**Human Fauna
Interaction
Increase**



Tk



**Human Fauna
Interaction
Increase**



TK



**Neglect/
Disease
Outbreak**



**Neglect/
Disease
Outbreak**



Encroachment



Encroachment



THREAT CARD

**Livestock
Predation**



Tk



**Livestock
Predation**



Tk



**Crop
Damage**



**Crop
Damage**



**Habitat Loss
and
Fragmentation**



Tk



**Habitat Loss
and
Fragmentation**



TK



**Food
Theft**



**Food
Theft**



**Poaching
Activities**



**Poaching
Activities**



**Insecticide
Poisoning**



**Insecticide
Poisoning**



Overgrazing



TK



Overgrazing



TK



**Food
Scarcity**



**Food
Scarcity**



**Garbage/
Waste sites**



TK



**Garbage/
Waste sites**



Tk



**Competition
for Shelter**



**Competition
for Shelter**



**Human Fauna
Interaction
Increase**



Tk



**Human Fauna
Interaction
Increase**



Tk



Flooding



Tk



Flooding



Tk



Soil Erosion



Soil Erosion



**Neglect/
Disease
Outbreak**



**Neglect/
Disease
Outbreak**



**Strong Winds
and
Heavy Rains**



Tk



**Strong Winds
and
Heavy Rains**



TK



Encroachment



Encroachment



THREAT CARD

Livestock
Predation



TK



Livestock
Predation



TK



Livestock
Predation



TK



Livestock
Predation



TK



Livestock
Predation



TK



**Livestock
Predation**



Tk



**Habitat Loss
and
Fragmentation**



Tk



**Habitat Loss
and
Fragmentation**



Tk



**Habitat Loss
and
Fragmentation**



Tk



**Habitat Loss
and
Fragmentation**



Tk



**Habitat Loss
and
Fragmentation**



Tk



**Habitat Loss
and
Fragmentation**



TK



**Food
Theft**



**Food
Theft**



**Food
Theft**



**Food
Theft**



**Food
Theft**



Food Theft



Poaching Activities



Poaching Activities



Poaching Activities



Poaching Activities



Poaching Activities



**Poaching
Activities**



**Food
Scarcity**



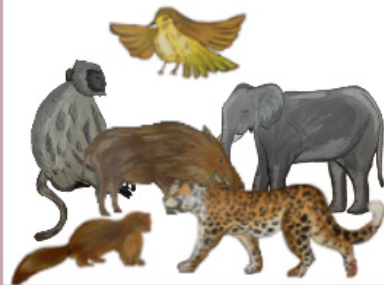
**Food
Scarcity**



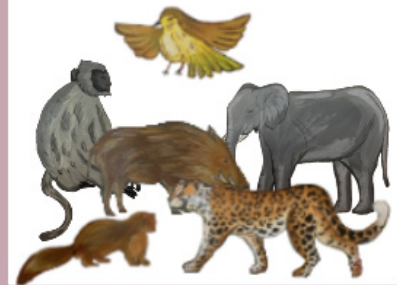
**Food
Scarcity**



**Food
Scarcity**



**Food
Scarcity**



**Food
Scarcity**



**Garbage/
Waste sites**



Tk



**Garbage/
Waste sites**



Tk



**Garbage/
Waste sites**



Tk



**Garbage/
Waste sites**



Tk



**Garbage/
Waste sites**



Tk



**Garbage/
Waste sites**



TK



**Competition
for Shelter**



**Competition
for Shelter**



**Competition
for Shelter**



**Competition
for Shelter**



**Competition
for Shelter**



**Competition
for Shelter**



**Human Fauna
Interaction
Increase**



Tk



**Human Fauna
Interaction
Increase**



Tk



**Human Fauna
Interaction
Increase**



Tk



**Human Fauna
Interaction
Increase**



Tk



**Human Fauna
Interaction
Increase**



Tk



Human Fauna
Interaction
Increase



Encroachment



Encroachment



Encroachment



Encroachment



Encroachment



Encroachment



SOLUTION CARD



**Water Conservation
Techniques**



**Water Conservation
Techniques**



**Water Conservation
Techniques**



**Water Conservation
Techniques**



**Artificial Shaded
Tanks**



**Artificial Shaded
Tanks**



**Artificial Shaded
Tanks**



**Artificial Shaded
Tanks**



**Improved Livestock
Enclosures**



**Improved Livestock
Enclosures**



**Improved Livestock
Enclosures**



**Improved Livestock
Enclosures**



**Community
Awareness
Programmes**



**Community
Awareness
Programmes**



**Community
Awareness
Programmes**



**Community
Awareness
Programmes**



Strong Fencing



Strong Fencing



Strong Fencing



Strong Fencing



Netting



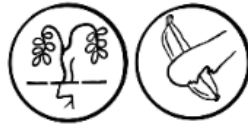
Netting



Netting



Netting



**Light and Sound
Deterrants**



**Light and Sound
Deterrants**



**Light and Sound
Deterrants**



**Light and Sound
Deterrants**



**Habitat Restoration
and Conservation
Projects**



**Habitat Restoration
and Conservation
Projects**



**Habitat Restoration
and Conservation
Projects**



**Habitat Restoration
and Conservation
Projects**



Corridor Creation



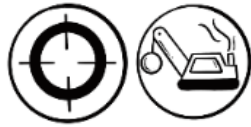
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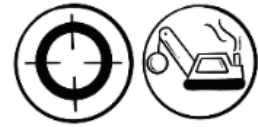
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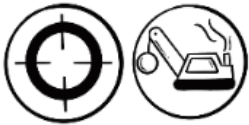
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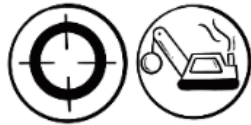
Increased Patrolling



Increased Patrolling



Increased Patrolling



Increased Patrolling



Grazing Management



Grazing Management



Grazing Management



Grazing Management



**Supplementary
Feeding Techniques**



**Supplementary
Feeding Techniques**



**Supplementary
Feeding Techniques**



**Supplementary
Feeding Techniques**



**Solid Waste
Management**



**Solid Waste
Management**



**Solid Waste
Management**



**Solid Waste
Management**



**Strategic Bin
Placement**



**Strategic Bin
Placement**



**Strategic Bin
Placement**



**Strategic Bin
Placement**



**Artificial Caves and
Burrows**



**Artificial Caves and
Burrows**



**Artificial Caves and
Burrows**



**Artificial Caves and
Burrows**



**Increased Vegetation
Around Periphery**



**Increased Vegetation
Around Periphery**



**Increased Vegetation
Around Periphery**



**Increased Vegetation
Around Periphery**



**Desilting Water
Channels**



**Desilting Water
Channels**



**Desilting Water
Channels**



**Desilting Water
Channels**



Reduced Attractants



Reduced Attractants



Reduced Attractants



Reduced Attractants



Mulching



Mulching



Mulching



Mulching



Drainage Channels



Drainage Channels



Drainage Channels



Drainage Channels



**Promotion of Plant
Diversity**



**Promotion of Plant
Diversity**



**Promotion of Plant
Diversity**



**Promotion of Plant
Diversity**



**Eco-tourism
Initiatives**



**Eco-tourism
Initiatives**



**Eco-tourism
Initiatives**



**Eco-tourism
Initiatives**



Local Crafts Market

Collect one of the three tokens

- a. Police**
- b. Forest Department**
- c. Revenue Department**

Shared Traditional Practices

If you or another player implements a solution, each of you gain an extra point

Spread Awareness

Peek at the top threat card

Community Clean up

Discard a solution in your hand and collect another from the solution deck

Planning Programme

Discard 2 threat cards from the top of the deck to the bottom

Forest Patrol Card

Discard 2 threat cards from the top of the deck to the bottom

**Forest
Department
Member**

Plantation Drive

Collect one of the two tokens

- a. Police**
- b. Revenue Department**

Track Animal Movement

Look at the top three threat cards in the deck, discard one to the bottom of the deck and shuffle the two and place it on the top of the deck

Community Outreach Programme

Choose another player to pick up any one of the three tokens

- a. Police**
- b. Forest Department**
- c. Revenue Department**

Spread Awareness

Peek at the top threat card

Spread Awareness

Peek at the top threat card

Sustainable Solutions Workshop

Collect one of the two tokens

- a. Police**
- b. Revenue Department**

A rectangular card with a light beige background and a red grid pattern. The text "Heritage Department Member" is written in a bold, red, serif font, centered on the card.

**Heritage
Department
Member**

Spread Awareness

Peek at the top threat card

Spread Awareness

Peek at the top threat card

Ancient Knowledge Card

**Gain an additional point
when finding the solution
to a non-fauna based
threat**

Temple Festival Preparations

Discard 2 threat cards from the top of the deck to the bottom

Community Outreach Programme

Choose another player to pick up any one of the three tokens

- a. Police**
- b. Forest Department**
- c. Revenue Department**

Shared Traditional Practices

If you or another player implements a solution, each of you gain an extra point



Local Crafts Market

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Spread Awareness

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Choose another player to pick up any one of the three tokens

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- b. Forest Department**
- c. Revenue Department**

Shared Traditional Practices

If you or another player implements a solution, each of you gain an extra point



INDIAN ELEPHANT



Seed Dispensers

Habitat Architects

Water Source Creators



LANGOOR



Seed Dispensers

Pollinators

Pest Control



FORESTS AND SACRED GROVES



Clean Air
Water Filtration
Habitat Haven
Biodiversity Hotspot
Gene Banks
Cultural Connection



INDIAN LEOPARD



Apex Predator

Disease Control

Seed Dispensers



MAHSEER FISH



Bio Indicator

Top Predators

Economic Driver



NILGIRI MARTEN



Seed Dispersal

Natural Pest Control

Pollinators



WILD BOAR



Natural Tillers

Seed Dispensers

Prey Species



YELLOW-BROWED BULBUL



Seed Dispenser

Pollinator

Insect Control



SLOTHBEAR



Termite Terminator

Seed Dispenser

Soil Tiller



INDIAN LEOPARD



Apex Predator

Disease Control

Seed Dispensers



LANGOOR



Seed Dispensers

Pollinators

Pest Control



PANGOLIN



Insect Control

Ecosystem Engineers

Seed Dispensers



OTTER



Waterway Checkers

Clean Water Indicators

Habitat Architects



INDIAN GECKO



Insect Control

Pollinators

Seed Dispensers



FORESTS AND SACRED GROVES



Clean Air
Water Filtration
Habitat Haven
Biodiversity Hotspot
Gene Banks
Cultural Connection




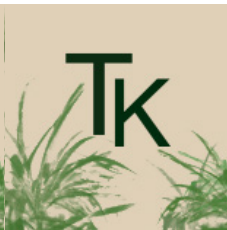
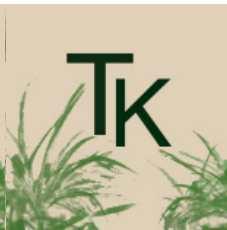
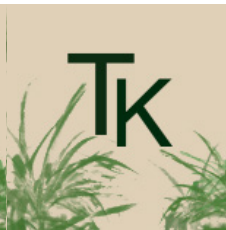
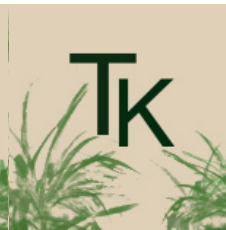
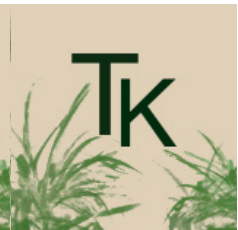
















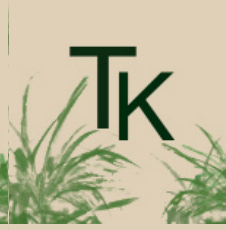




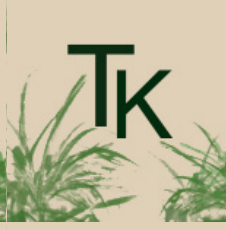



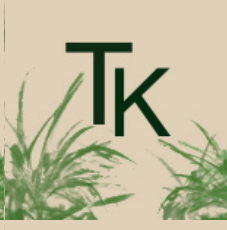
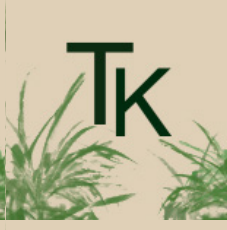

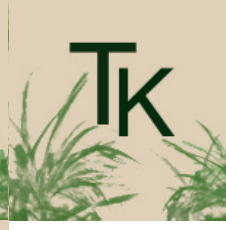
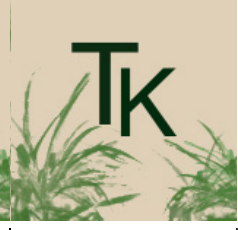
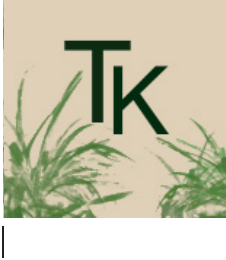
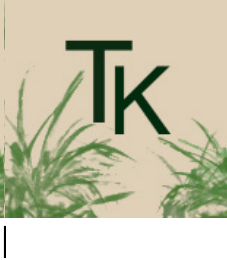
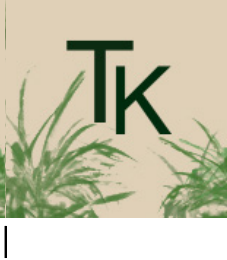
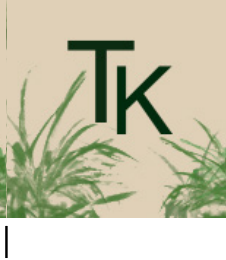
SPOTTED OWLETTE



Rodent Regulators

Balanced Ecosystem

Indicator Species



1

2

3

4

5

6

7

8

9

10



1

2

3

4

5

6

7

8

9

10



1 2 3 4 5 6 7 8 9 0

1 2 3 4 5 6 7 8 9 0



1 2 3 4 5 6 7 8 9 0

1 2 3 4 5 6 7 8 9 0



1 2 3 4 5 6 7 8 9 0

1 2 3 4 5 6 7 8 9 0



1 2 3 4 5 6 7 8 9 0

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1 2 3 4 5 6 7 8 9 0



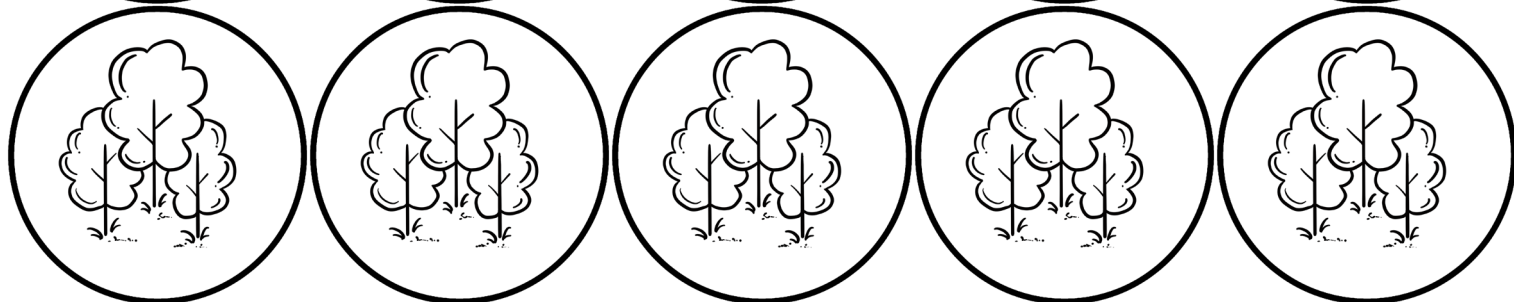
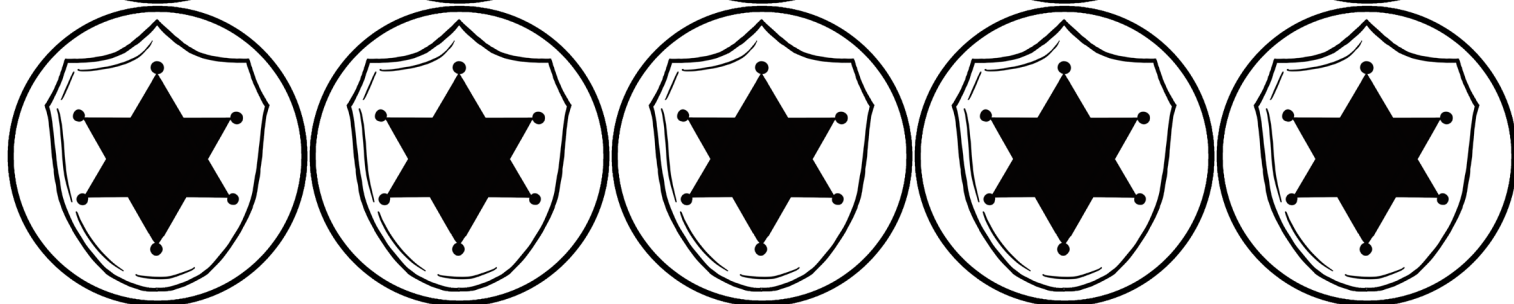
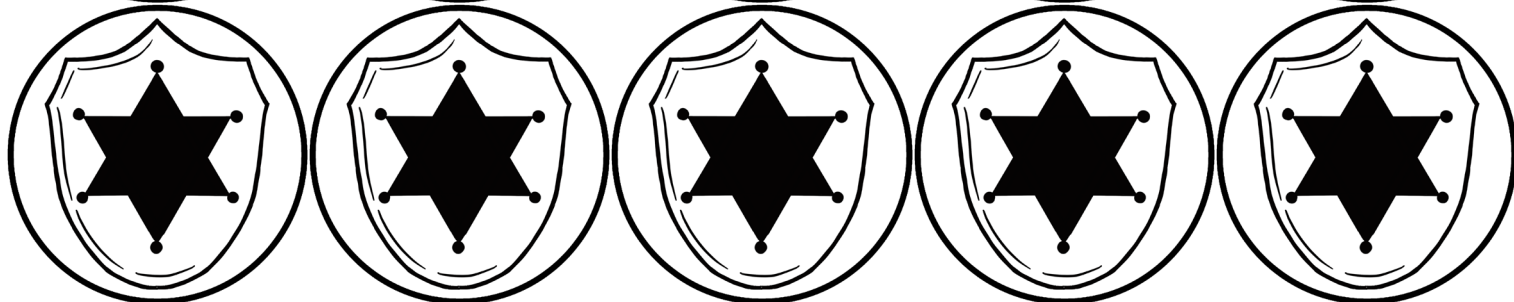
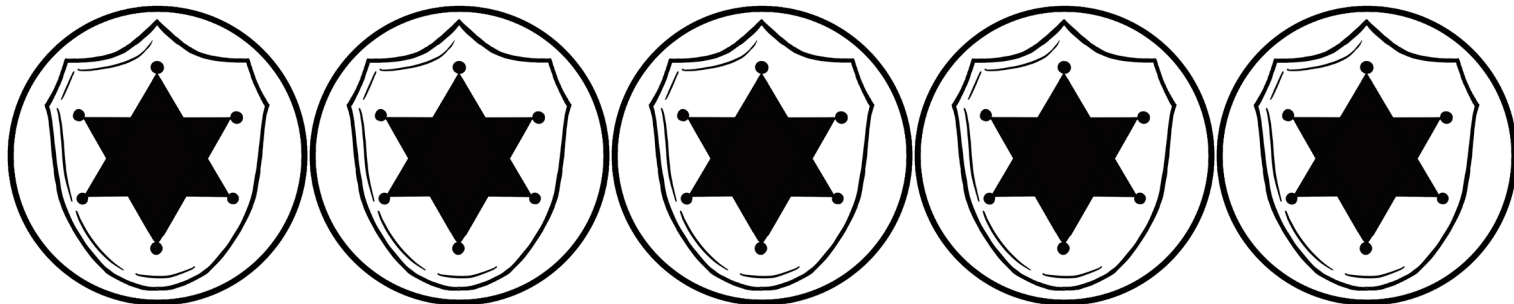
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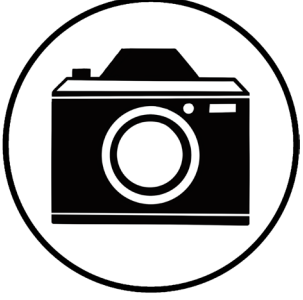
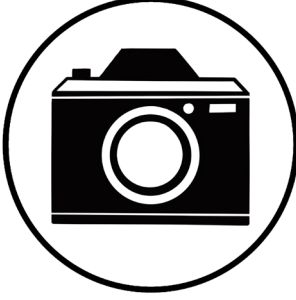
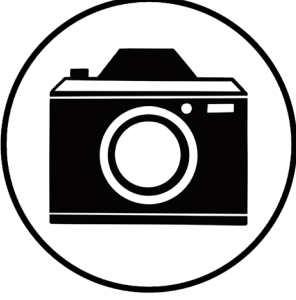
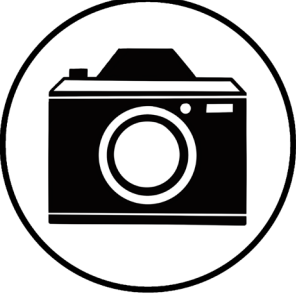
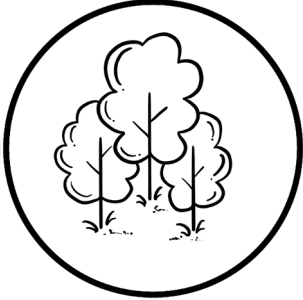
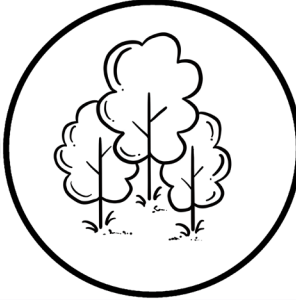
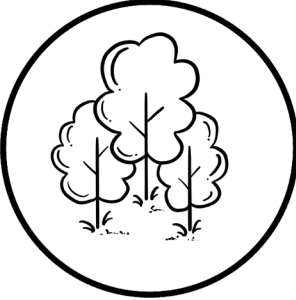
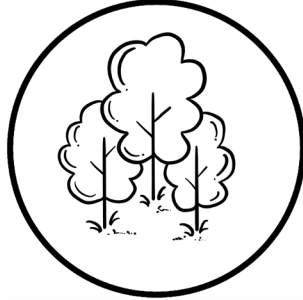
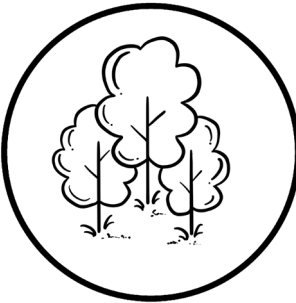
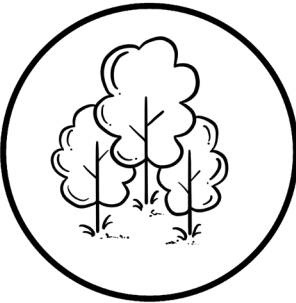
1 2 3 4 5 6 7 8 9 0

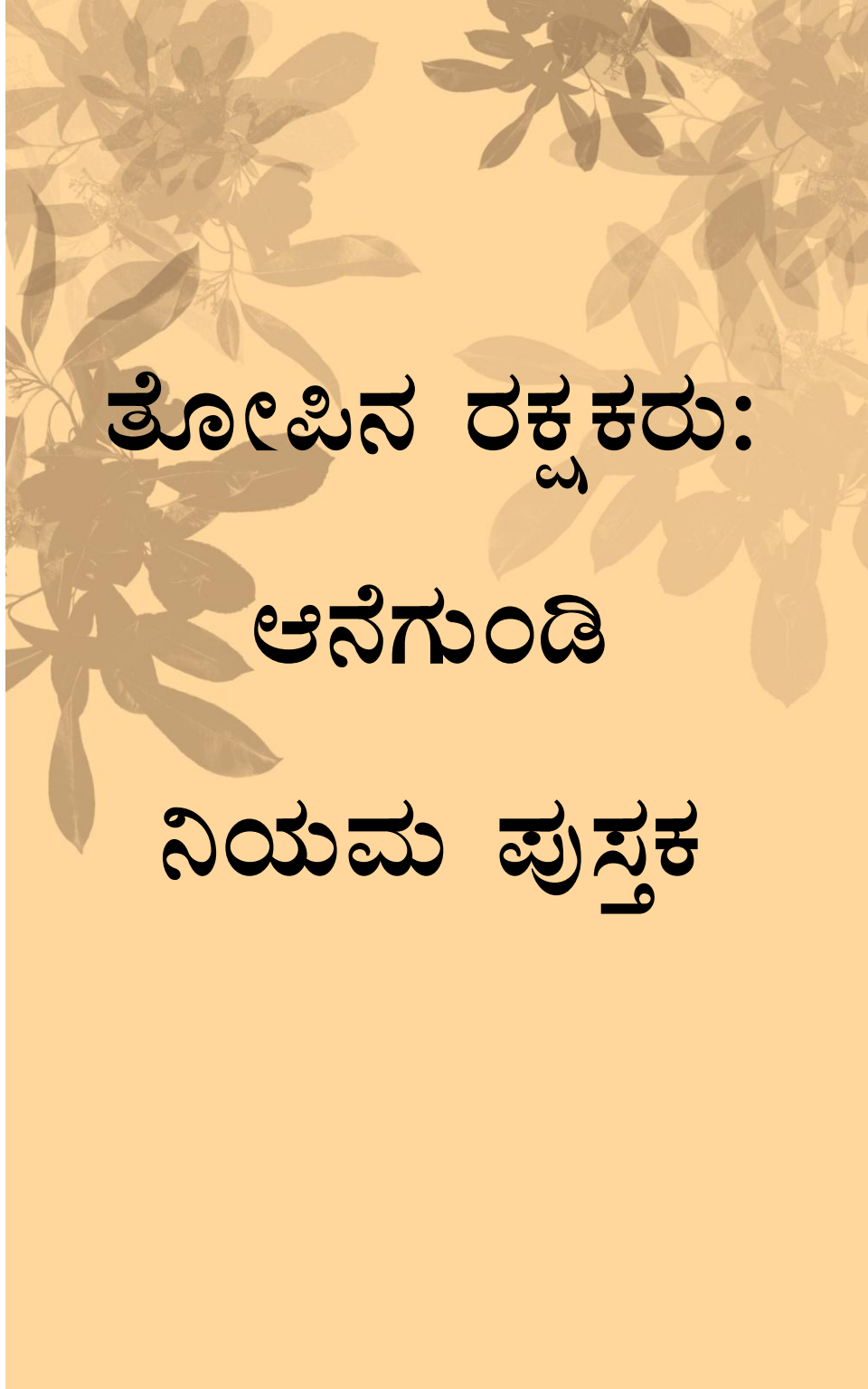


1 2 3 4 5 6 7 8 9 0

1 2 3 4 5 6 7 8 9 0







ತೋಪಿನ ರಕ್ಷಕರು:

ಆನೆಗುಂಡಿ

ನಿಯಮ ಪುಸ್ತಕ

ಆಟದ ಘಟಕಗಳು

1. ಬೆದರಿಕೆ ಕಾರ್ಡ್‌ಗಳು ಬೇಸಿಗೆ (ಕಿತ್ತಳೆ),
ಮಳೆಗಾಲ (ಹಸಿರು), ಚಳಿಗಾಲ (ನೇರಳೆ) ಮತ್ತು
ಸಾರ್ವಕಾಲಿಕ (ಗುಲಾಬಿ)

2. ಪರಿಹಾರ ಕಾರ್ಡ್‌ಗಳು

3. ಕ್ರಿಯಾ ಕಾರ್ಡ್‌ಗಳು (ಸ್ಥಳೀಯ
ಸಮುದಾಯದ ಸದಸ್ಯ, ಅರಣ್ಯ ಇಲಾಖೆಯ
ಸದಸ್ಯ, ಪರಂಪರೆ ಇಲಾಖೆಯ ಸದಸ್ಯ)
(ಸಂಖ್ಯೆಯಲ್ಲಿ 6 ಸೆಟ್‌ಗಳು)

4. ಸಾಂಪ್ರದಾಯಿಕ ಜ್ಞಾನ ಕಾರ್ಡ್‌ಗಳು

5. ಟೋಕನ್‌ಗಳು (ಪೊಲೀಸ್, ಅರಣ್ಯ ಇಲಾಖೆ,
ಕಂದಾಯ ಇಲಾಖೆ, ಮಾಧ್ಯಮ, ಅಗ್ನಿಶಾಮಕ
ದಳ)

6. ಸ್ಕೋರ್ ಕಾರ್ಡ್‌ಗಳು (ಸಂಖ್ಯೆಯಲ್ಲಿ 6)

7. ಅನುಷ್ಠಾನ ಮೀಟರ್ (ಸಂಖ್ಯೆಯಲ್ಲಿ 1)

8. ಮಾಹಿತಿ ಕಾರ್ಡ್‌ಗಳು (ಕರಡಿ, ಚಿಪ್ಪುಹಂದಿ, ಅರಣ್ಯ ಮತ್ತು ಪವಿತ್ರ ತೋಪುಗಳು, ನೀರು ನಾಯಿ, ಚುಕ್ಕೆ ಗೂಬೆ ಮರಿ, ಗೆಕ್ಕೊ, ಭಾರತೀಯ ಚಿರತೆ, ಲಂಗೂರ್) (ಸಂಖ್ಯೆಯಲ್ಲಿ 8)

9. ನಿಯಮ ಪುಸ್ತಕ (ಸಂಖ್ಯೆಯಲ್ಲಿ 1)

10. ಆಟಗಾರರ ಬೋರ್ಡ್ (ಸಂಖ್ಯೆಯಲ್ಲಿ 1)

11. ಪೇಪರ್ ಕ್ಲಿಪ್‌ಗಳು (ಸಂಖ್ಯೆಯಲ್ಲಿ 13)

ಆಟದ ಸಿದ್ಧತೆ

1. ಸಾರ್ವಕಾಲಿಕ ಬೆದರಿಕೆ ಕಾರ್ಡ್‌ಗಳನ್ನು ಮೂರು ವಿಭಾಗಗಳಾಗಿ ವಿಂಗಡಿಸಿ, ಅವುಗಳನ್ನು ಕ್ರಮವಾಗಿ ಬೇಸಿಗೆ, ಮಳೆಗಾಲ ಮತ್ತು ಚಳಿಗಾಲದ ಬೆದರಿಕೆ ಕಾರ್ಡ್‌ಗಳಲ್ಲಿ ಮಿಶ್ರಣ ಮಾಡಿ. ಮಿಶ್ರಣ ಮಾಡಿದ ನಂತರ, ಈಗ ಸಿದ್ಧವಾದ ಬೇಸಿಗೆ, ಮಳೆಗಾಲ ಮತ್ತು ಚಳಿಗಾಲದ ಬೆದರಿಕೆ ಕಾರ್ಡ್‌ಗಳನ್ನು ಅವು ಪರಸ್ಪರ ಬೆರೆಯದಂತೆ ಪ್ರತ್ಯೇಕವಾಗಿ ಇರಿಸಿ. ಬೋರ್ಡ್‌ನ ಎಡಭಾಗದಲ್ಲಿರುವ ಮೊದಲ ಆಯತದ ಗುರುತಿನ ಮೇಲೆ ಬೇಸಿಗೆ ಡೆಕ್ ಅನ್ನು ಇರಿಸಿ. ಮೊದಲ ಒಂಬತ್ತು ಕಾರ್ಡ್‌ಗಳನ್ನು ತೆಗೆದುಕೊಂಡು ಬೋರ್ಡ್‌ನ ಬಲಭಾಗದಲ್ಲಿರುವ ಗುರುತಿನ ಪ್ರಕಾರ ವೃತ್ತಾಕಾರದ ವಿನ್ಯಾಸದಲ್ಲಿ ಜೋಡಿಸಿ.

2. ಪರಿಹಾರ ಕಾರ್ಡ್‌ಗಳನ್ನು ಮಿಶ್ರಣ ಮಾಡಿ ಮತ್ತು ಅವುಗಳನ್ನು ಬೋರ್ಡ್‌ನ ಎಡ ಭಾಗದಲ್ಲಿರುವ ಎರಡನೇ ಆಯತದ ಮೇಲೆ ಇರಿಸಿ.

3. ಸಾಂಪ್ರದಾಯಿಕ ಜ್ಞಾನ ಕಾರ್ಡ್‌ಗಳನ್ನು ಬೋರ್ಡ್‌ನಲ್ಲಿರುವ ಪರಿಹಾರ ಕಾರ್ಡ್‌ಗಳ ಕೆಳಗೆ ಇರಿಸಿ.

4. ಪ್ರತಿಯೊಬ್ಬ ಆಟಗಾರನ ಮುಂದೆ ಸ್ಕೋರ್ ಕಾರ್ಡ್‌ಗಳನ್ನು ಇರಿಸಿ. ಅಲ್ಲಿ ಮೇಲಿನ ಸಾಲು ಹತ್ತರ ಸ್ಥಾನ ಮತ್ತು ಕೆಳಗಿನ ಸಾಲು ಒಂದರ ಸ್ಥಾನವಾಗಿರುತ್ತದೆ. ಬೋರ್ಡ್‌ನ ಎರಡೂ ಬದಿಗಳಲ್ಲಿ ಎರಡು ಪಿನ್‌ಗಳನ್ನು ಇರಿಸಿ ಮತ್ತು ಅಂಕಗಳನ್ನು ಗಳಿಸಿದಾಗ ಅದಕ್ಕೆ ಅನುಗುಣವಾಗಿ ಅವುಗಳನ್ನು ಚಲಾಯಿಸಿ.

ಅಗತ್ಯವಿದ್ದಾಗ ವಿವಿಧ ಸಸ್ಯ ಮತ್ತು ಪ್ರಾಣಿಗಳ ಬಗ್ಗೆ ಜ್ಞಾನವನ್ನು ಪಡೆಯಲು ಸಾಧ್ಯವಾಗುವಂತೆ ಮಾಹಿತಿ ಕಾರ್ಡ್‌ಗಳನ್ನು ಕಾಣುವ ಸ್ಥಳದಲ್ಲಿ ಇರಿಸಿ.

5. ಆಟಗಾರರು ಆಡಲು ಒಂದು ಪಾತ್ರವನ್ನು ಆಯ್ಕೆ ಮಾಡಿಕೊಳ್ಳುತ್ತಾರೆ ಮತ್ತು ಆ ಪಾತ್ರದ ಕ್ರಿಯಾ ಕಾರ್ಡ್‌ಗಳ ಆರು ಕಾರ್ಡ್‌ಗಳನ್ನು ಸಂಗ್ರಹಿಸುತ್ತಾರೆ.

6. ಮಾಡಿದ ಅನುಷ್ಠಾನಗಳನ್ನು ಟ್ರ್ಯಾಕ್ ಮಾಡಲು ಅನುಷ್ಠಾನ ಮೀಟರ್ ಅನ್ನು ಬೋರ್ಡ್‌ಗೆ ಹತ್ತಿರವಾಗಿ ಇರಿಸಿ.

ಆಟದ ನಿಯಮಗಳು

1. ಆಟಗಾರರು ಯಾವ ಪಾತ್ರವಾಗಿ ಆಡಲು ಬಯಸುತ್ತಾರೋ, ಅದರ ಆಧಾರದ ಮೇಲೆ ಅವರಿಗೆ ಕ್ರಿಯೆ ಕಾರ್ಡ್‌ಗಳನ್ನು ನೀಡಲಾಗುತ್ತದೆ. ಈ ಕ್ರಿಯೆಗಳು, ಕಾರ್ಡ್‌ಗಳಲ್ಲಿ ನೀಡಿರುವ ಸಾಮರ್ಥ್ಯಗಳನ್ನು ಬಳಸಿಕೊಂಡು, ಆಟಗಾರರು ಟೋಕನ್‌ಗಳನ್ನು ಗಳಿಸಲು ಅಥವಾ ಬೆದರಿಕೆಗಳನ್ನು ನಿವಾರಿಸಲು ಅವಕಾಶ ನೀಡುತ್ತವೆ.

2. ಪರಿಹಾರ ಕಾರ್ಡ್‌ಗಳನ್ನು ಕಲಕಿ ಮತ್ತು ಪ್ರತಿ ಆಟಗಾರನಿಗೆ ಅವರ ಕೈಯನ್ನು ರೂಪಿಸಲು ತಲಾ 6 ಪರಿಹಾರ ಕಾರ್ಡ್‌ಗಳನ್ನು ನೀಡಿ.

3. ಆಟವನ್ನು 12 ಸುತ್ತುಗಳಲ್ಲಿ ಆಡಲಾಗುತ್ತದೆ, ಪ್ರತಿ ಋತುವಿಗೆ 4 ಸುತ್ತುಗಳು. ಪ್ರತಿ ಋತುವಿನ ಕೊನೆಯಲ್ಲಿ, ಬೆದರಿಕೆ ಕಾರ್ಡ್‌ಗಳ ಹೊಸ ಡೆಕ್ ಅನ್ನು ಮೇಜಿನ ಮೇಲೆ ಹಂಚಲಾಗುತ್ತದೆ. ಆಟಗಾರರು ಬೇಸಿಗೆ ಋತುವಿನೊಂದಿಗೆ ಆಟವನ್ನು ಪ್ರಾರಂಭಿಸುತ್ತಾರೆ. ಇಲ್ಲಿ, ಬೇಸಿಗೆ ಬೆದರಿಕೆ ಡೆಕ್ ಅನ್ನು ತೆಗೆದುಕೊಂಡು, ಕಲಕಿ, ಮತ್ತು ಒಂಬತ್ತು ಕಾರ್ಡ್‌ಗಳನ್ನು ಮೇಜಿನ ಮೇಲೆ ಇರಿಸಲಾಗುತ್ತದೆ.

ಈ ಬೆದರಿಕೆ ಕಾರ್ಡ್‌ಗಳಲ್ಲಿ ಕೆಲವು ಸಾಂಪ್ರದಾಯಿಕ ಜ್ಞಾನದ ಚಿಹ್ನೆಯನ್ನು ಹೊಂದಿರಬಹುದು. ಈ ಚಿಹ್ನೆಯು, ಸಮಸ್ಯೆಯನ್ನು ತಗ್ಗಿಸಲು ಸಾಂಪ್ರದಾಯಿಕ ಜ್ಞಾನವನ್ನು ಬಳಸುವ ಸಾಮರ್ಥ್ಯವನ್ನು ಸೂಚಿಸುತ್ತದೆ. ಬೇಸಿಗೆಯ ಸುತ್ತುಗಳು ಮುಗಿದಾಗ, ಮೇಜಿನ ಮೇಲಿರುವ ಒಂಬತ್ತು ಕಾರ್ಡ್‌ಗಳನ್ನು ಹೊಸದಾಗಿ ಕಲಕಿದ ಮಾನ್ಸೂನ್ ಬೆದರಿಕೆ ಕಾರ್ಡ್‌ಗಳಿಂದ ಬದಲಾಯಿಸಲಾಗುತ್ತದೆ. ಅದೇ ಕ್ರಿಯೆಗಳನ್ನು ಅನುಸರಿಸಲಾಗುತ್ತದೆ, ಮತ್ತು ಅದರ ನಂತರ, ಚಳಿಗಾಲದ ಬೆದರಿಕೆ ಕಾರ್ಡ್‌ಗಳನ್ನು ಬಳಸಲಾಗುತ್ತದೆ.

4. ಆಟವು 2 ನಡೆಗಳಲ್ಲಿ ನಡೆಯುತ್ತದೆ:

* ಆಟಗಾರನು ತಮ್ಮ ಕೈಯಲ್ಲಿರುವ ಕಾರ್ಡ್‌ಗಳನ್ನು ನೋಡುತ್ತಾನೆ, ಅವರ ಪರಿಹಾರ ಕಾರ್ಡ್‌ಗಳು ಮತ್ತು ಮೇಜಿನ ಮೇಲಿರುವ ಬೆದರಿಕೆ ಕಾರ್ಡ್‌ಗಳ ನಡುವೆ ಒಂದು ಸೆಟ್ ರಚಿಸಲು ಸಾಧ್ಯವೇ ಎಂದು ನೋಡುತ್ತಾನೆ. ಹೌದು ಎಂದಾದರೆ, ಅವರು ಆ ಸೆಟ್ ಅನ್ನು ಮಾಡಿ ಪಕ್ಕಕ್ಕೆ ಇಡುತ್ತಾರೆ. ಪ್ರತಿ ಸರದಿಗೂ ಕೇವಲ 1 ಸೆಟ್ ಮಾತ್ರ ಮಾಡಲು ಅವಕಾಶವಿದೆ. ಆಟಗಾರನು ತಮ್ಮ ಕೈಯಲ್ಲಿರುವ ಕಾರ್ಡ್‌ಗಳ ಸಂಖ್ಯೆಯನ್ನು ಸ್ಥಿರವಾಗಿ 6 ರಲ್ಲಿ ಇರಿಸಲು, ತಮ್ಮ ಡೆಕ್‌ನಿಂದ ಒಂದು ಹೊಸ ಪರಿಹಾರ ಕಾರ್ಡ್ ಅನ್ನು ತೆಗೆದುಕೊಳ್ಳುತ್ತಾರೆ. ನಂತರ ಅವರು ಮುಂದಿನ ಕ್ರಿಯೆಗೆ ತೆರಳುತ್ತಾರೆ.

***ಆಟಗಾರನು ಸೆಟ್ ಮಾಡಲು ಸಾಧ್ಯವಾಗದಿದ್ದರೆ (ಅವರ ಕೈಯಲ್ಲಿರುವ ಯಾವುದೇ ಪರಿಹಾರ ಕಾರ್ಡ್ ಮೇಜಿನ ಮೇಲಿರುವ ಯಾವುದೇ ಬೆದರಿಕೆ ಕಾರ್ಡ್‌ಗೆ ಹೊಂದಿಕೆಯಾಗದಿದ್ದರೆ), ಅವರು ತಮ್ಮ ಕೈಯಿಂದ ಒಂದು ಪರಿಹಾರ ಕಾರ್ಡ್ ಅನ್ನು ತೆಗೆದುಹಾಕಬಹುದು ಮತ್ತು ಒಂದು ಹೊಸ ಪರಿಹಾರ ಕಾರ್ಡ್ ಅನ್ನು ತೆಗೆದುಕೊಳ್ಳಬಹುದು. ಪ್ರತಿ ಸುತ್ತಿನಲ್ಲಿ ಇದನ್ನು ಕೇವಲ 1 ಬಾರಿ ಮಾತ್ರ ಮಾಡಲು ಸಾಧ್ಯ. ಈ ಪ್ರಯತ್ನದಲ್ಲೂ ಸೆಟ್ ಮಾಡಲು ಸಾಧ್ಯವಾಗದಿದ್ದರೆ, ಅವರು ಮುಂದಿನ ಕ್ರಿಯೆಗೆ ತೆರಳುತ್ತಾರೆ.

ಆಟಗಾರರು ಸಾಂಪ್ರದಾಯಿಕ ಜ್ಞಾನದ ಪರಿಹಾರವನ್ನು ಬಳಸಲು ಸಹ ನಿರ್ಧರಿಸಬಹುದು.

ಯಾವುದೇ ಬೆದರಿಕೆ ಕಾರ್ಡ್ ಸಾಂಪ್ರದಾಯಿಕ ಜ್ಞಾನದ ಚಿಹ್ನೆಯನ್ನು ಹೊಂದಿದ್ದರೆ, ಆಟಗಾರರು ಸಾಂಪ್ರದಾಯಿಕ ಜ್ಞಾನದ ಡೆಕ್‌ನಿಂದ ಒಂದು ಸಾಂಪ್ರದಾಯಿಕ ಜ್ಞಾನದ ಕಾರ್ಡ್ ಅನ್ನು ತೆಗೆದುಕೊಳ್ಳಬಹುದು (ಇದು ಬೆದರಿಕೆಯನ್ನು ತಗ್ಗಿಸಲು ಸಾಂಪ್ರದಾಯಿಕ ಜ್ಞಾನದ ಬಳಕೆಯನ್ನು ಸೂಚಿಸುತ್ತದೆ). ಇತರ ಆಟಗಾರರಿಗೆ ಆ ಜ್ಞಾನ ಏನು ಎಂದು ತಿಳಿಸಿದ ನಂತರ ಅವರು ಸೆಟ್ ಮಾಡಬಹುದು. ಇದು ಮಾನ್ಯವಾದ ವಿಧಾನ ಎಂದು ಇತರ ಆಟಗಾರರು ಒಪ್ಪಿಕೊಂಡ ನಂತರ, ಅವರು ಅಗತ್ಯ ಅಂಕಗಳನ್ನು ಗಳಿಸುತ್ತಾರೆ

*ಆಟಗಾರರಿಗೆ 6 ಕ್ರಿಯೆ ಕಾರ್ಡ್‌ಗಳನ್ನು ಹಂಚಲಾಗುತ್ತದೆ. ಅವರು ಅವುಗಳನ್ನು ಕಲಕಿ ಮತ್ತು 3 ಕಾರ್ಡ್‌ಗಳನ್ನು ಆರಿಸಿ, ಅವುಗಳನ್ನು ನೋಡಲು ತಮ್ಮ ಮುಂದೆ ಇಡುತ್ತಾರೆ. ಉಳಿದ 3 ಕಾರ್ಡ್‌ಗಳನ್ನು ಮುಖ ಕೆಳಗೆ ಮಾಡಿ ಪಕ್ಕದಲ್ಲಿ ಇಡಲಾಗುತ್ತದೆ. ಒಮ್ಮೆ ಒಂದು ಕ್ರಿಯೆಯನ್ನು ಬಳಸಿದ ನಂತರ, ಆ ಬಳಸಿದ ಕಾರ್ಡ್ ಅನ್ನು ಪಕ್ಕದಲ್ಲಿ ಇರಿಸಿರುವ 3 ಬಳಕೆಯಾಗದ ಕಾರ್ಡ್‌ಗಳ ಕೆಳಗೆ ಇಡಲಾಗುತ್ತದೆ, ಮತ್ತು ಬಳಕೆಯಾಗದ ಡೆಕ್‌ನ ಮೇಲಿನ ಕಾರ್ಡ್ ಹಿಂದೆ ಆಡಿದ ಕ್ರಿಯೆ ಕಾರ್ಡ್‌ನ ಜಾಗವನ್ನು ತೆಗೆದುಕೊಳ್ಳುತ್ತದೆ. ಹೀಗೆ ಡೆಕ್ ಚಕ್ರದಂತೆ ಸುತ್ತುತ್ತದೆ. ಈ ಎರಡು ನಡೆಗಳು ಮುಗಿದ ನಂತರ, ಮುಂದಿನ ಆಟಗಾರನ ಸರದಿ ಪ್ರಾರಂಭವಾಗುತ್ತದೆ.

5. ನಿಮ್ಮ ಕೈಯಲ್ಲಿರುವ ಪರಿಹಾರ ಕಾರ್ಡ್‌ಗೆ ಬೆದರಿಕೆ ಕಾರ್ಡ್‌ನಲ್ಲಿರುವ ಸರಿಯಾದ ಚಿಹ್ನೆಯನ್ನು ಹೊಂದಿಸಿ ಸೆಟ್ ಮಾಡಿದಾಗ, ಆ ಆಟಗಾರನಿಗೆ 1 ಅಂಕ ದೊರೆಯುತ್ತದೆ. ಆಟಗಾರನು ಹೊಂದಿರುವ ಒಂದು ಪರಿಹಾರ ಕಾರ್ಡ್‌ಗೆ ಬಹು ಬೆದರಿಕೆಗಳು ಇದ್ದರೆ, ಆ ಆಟಗಾರನು 1 ಅಂಕ ಜೊತೆಗೆ ಆ ಪರಿಹಾರ ಕಾರ್ಡ್‌ನಿಂದ ಬಗೆಹರಿಸಿದ ಹೆಚ್ಚುವರಿ ಬೆದರಿಕೆ ಕಾರ್ಡ್‌ಗಳ ಸಂಖ್ಯೆಗೆ ಸಮನಾದ ಅಂಕಗಳನ್ನು ಗಳಿಸುತ್ತಾನೆ.

ಆಟಗಾರನು ಸಾಂಪ್ರದಾಯಿಕ ಜ್ಞಾನದ ಚಿಹ್ನೆಯನ್ನು ಹೊಂದಿರುವ ಬೆದರಿಕೆ ಕಾರ್ಡ್‌ನ ಮೇಲೆ ಸಾಂಪ್ರದಾಯಿಕ ಜ್ಞಾನವನ್ನು ಬಳಸಲು ನಿರ್ಧರಿಸಿದರೆ, ಆ ಆಟಗಾರನು 2 ಅಂಕಗಳನ್ನು ಗಳಿಸುತ್ತಾನೆ. ಒಮ್ಮೆ ಬೆದರಿಕೆ-ಪರಿಹಾರ ಅಥವಾ ಬೆದರಿಕೆ-ಸಾಂಪ್ರದಾಯಿಕ ಜ್ಞಾನದ ಸೆಟ್ ಅನ್ನು ಮಾಡಿದ ನಂತರ, ಆ ಸೆಟ್ ಅನ್ನು ಪಕ್ಕಕ್ಕೆ ತೆಗೆದುಹಾಕಲಾಗುತ್ತದೆ ಮತ್ತು ಅದರ ಜಾಗದಲ್ಲಿ ಡೆಕ್‌ನಿಂದ ಹೊಸ ಬೆದರಿಕೆ ಕಾರ್ಡ್ ಅನ್ನು ಇಡಲಾಗುತ್ತದೆ.

6. ಕ್ರಿಯೆ ಕಾರ್ಡ್‌ಗಳು ಬೆದರಿಕೆಗಳನ್ನು ನಿವಾರಿಸಲು ಮತ್ತು ಸೆಟ್ ಮಾಡಿದ ನಂತರ ಟೋಕನ್‌ಗಳನ್ನು ಗಳಿಸಲು ವಿಧಾನಗಳನ್ನು ಒಳಗೊಂಡಿರುತ್ತವೆ. ಇಲ್ಲಿ 3 ಟೋಕನ್‌ಗಳಿವೆ: ಪೊಲೀಸ್ ಇಲಾಖೆ, ಅರಣ್ಯ ಇಲಾಖೆ, ಮತ್ತು ಕಂದಾಯ ಇಲಾಖೆ. ಒಂದು ಬೆದರಿಕೆ-ಪರಿಹಾರ ಸೆಟ್ ಅಥವಾ ಬೆದರಿಕೆ-ಸಾಂಪ್ರದಾಯಿಕ ಜ್ಞಾನ ಸೆಟ್ ಅನ್ನು ಕಾರ್ಯಗತಗೊಳಿಸಲು ಮೇಲೆ ತಿಳಿಸಿದ ಮೂರು ಟೋಕನ್‌ಗಳಲ್ಲಿ ತಲಾ 1 ಟೋಕನ್ ಇರುವುದು ಅಗತ್ಯ.

ಸಹಯೋಗದಲ್ಲಿ, ಆಟಗಾರರು ಪ್ರತಿ ಬೆದರಿಕೆ-
ಪರಿಹಾರ ಸೆಟ್ ಅಥವಾ ಬೆದರಿಕೆ-ಸಾಂಪ್ರದಾಯಿಕ
ಜ್ಞಾನ ಸೆಟ್ ಅನ್ನು ಕಾರ್ಯಗತಗೊಳಿಸಲು ತಲಾ
ಒಂದು ಟೋಕನ್ ಅನ್ನು ಸಂಗ್ರಹಿಸಬಹುದು. ಹೀಗೆ
ಭಾಗವಹಿಸುವ ಎಲ್ಲಾ ಆಟಗಾರರು ತಲಾ 2
ಅಂಕಗಳನ್ನು ಗಳಿಸುತ್ತಾರೆ ಮತ್ತು
ಕಾರ್ಯಗತಗೊಳಿಸುವ ಮೀಟರ್ ಕೂಡ 1
ಅಂಕದಿಂದ ಹೆಚ್ಚಾಗುತ್ತದೆ.

7. ಪ್ರತಿ ಋತುವಿನ (4 ಸುತ್ತಗಳು) ಕೊನೆಯಲ್ಲಿ,
ಕಾರ್ಯಗತಗೊಳಿಸುವ ಮೀಟರ್ 2 ಅಂಕಗಳಿಂದ
ಹೆಚ್ಚಾಗಿದ್ದರೆ, ಆಟಗಾರರು ಒಂದು ಮಾಧ್ಯಮ ಟೋಕನ್
ಅನ್ನು ಸಂಗ್ರಹಿಸಬಹುದು. ಈ ಮಾಧ್ಯಮ ಟೋಕನ್,
ಮುಂಬರುವ ಪರಿಹಾರವನ್ನು ಕಾರ್ಯಗತಗೊಳಿಸಲು
ಅಗತ್ಯವಿರುವ ಮೂರು ಪ್ರಮುಖ ಟೋಕನ್‌ಗಳಲ್ಲಿ
(ಪೊಲೀಸ್, ಅರಣ್ಯ, ಕಂದಾಯ) ಯಾವುದಾದರೂ
ಒಂದಾಗಿ ಕಾರ್ಯನಿರ್ವಹಿಸುತ್ತದೆ; ಇದರಿಂದ
ಆಟಗಾರರು ಕೇವಲ 2 ಟೋಕನ್‌ಗಳನ್ನು ಸಂಗ್ರಹಿಸಿ,
ಮಾಧ್ಯಮ ಟೋಕನ್ ಅನ್ನು ಮೂರನೇಯದಾಗಿ ಬಳಸಿ
ಪರಿಹಾರವನ್ನು ಜಾರಿಗೊಳಿಸಬಹುದು ಮತ್ತು
ಭಾಗವಹಿಸುವ ಆಟಗಾರರು ತಲಾ 2 ಅಂಕಗಳನ್ನು
ಪಡೆಯುತ್ತಾರೆ.

ಅಗ್ನಿಶಾಮಕ ಇಲಾಖೆಯ ಟೋಕನ್ ಅನ್ನು (ಇದು
3 ಪ್ರಮುಖ ಟೋಕನ್‌ಗಳಲ್ಲಿ ಒಂದಾಗಿ
ಕಾರ್ಯನಿರ್ವಹಿಸುತ್ತದೆ) ಹಿಂದಿನ ಸಸ್ಯಸಂಕುಲಕ್ಕೆ
ಸಂಬಂಧಿಸಿದ ಬೆದರಿಕೆಯನ್ನು (ಅರಣ್ಯ ಮತ್ತು
ಪವಿತ್ರ ತೋಪುಗಳಿಗೆ ಸಂಬಂಧಿಸಿದ್ದು)
ಯಶಸ್ವಿಯಾಗಿ ಕಾರ್ಯಗತಗೊಳಿಸಿದಾಗ ಮಾತ್ರ
ಸಂಗ್ರಹಿಸಲು ಸಾಧ್ಯ.

8. ಪ್ರತಿ ಋತುವಿನ ಕೊನೆಯಲ್ಲಿ, ಒಂದು ಸಂಕ್ಷಿಪ್ತ
ಸಮಾಲೋಚನಾ ಸಭೆ ನಡೆಯುತ್ತದೆ. ಈ
ಸಭೆಯಲ್ಲಿ ಆಟಗಾರರು ಸುತ್ತುಗಳಿಂದ ತಾವು ಏನು
ಕಲಿತರು, ಮುಂದೆ ಯಾವ ತಂತ್ರಗಳನ್ನು
ಅನುಸರಿಸಬೇಕು, ಮತ್ತು ಆಟದಲ್ಲಿ ಬಳಸಿದ
ಸಾಂಪ್ರದಾಯಿಕ ಜ್ಞಾನ ಪದ್ಧತಿಗಳನ್ನು
ಹಂಚಿಕೊಳ್ಳುತ್ತಾರೆ. ಆಟದ ಕೊನೆಯಲ್ಲಿ,
ಅಂಕಗಳನ್ನು ಪಟ್ಟಿ ಮಾಡಿ ಮತ್ತು ಅತ್ಯಧಿಕ
ಅಂಕಗಳನ್ನು ಗಳಿಸಿದ ಆಟಗಾರನು
ವಿಜೇತನಾಗುತ್ತಾನೆ.

ಆಟದ ಅಂಕಗಳಿಗೆ

1 ಬೆದರಿಕೆ + 1 ಪರಿಹಾರ ಸೆಟ್ 1 ಅಂಕ

n ಬೆದರಿಕೆಗಳು + 1 ಪರಿಹಾರ ಸೆಟ್ =
 n ಅಂಕಗಳು

1 ಬೆದರಿಕೆ + 1 ಸಾಂಪ್ರದಾಯಿಕ ಜ್ಞಾನ
ಸೆಟ್ = 2 ಅಂಕಗಳು

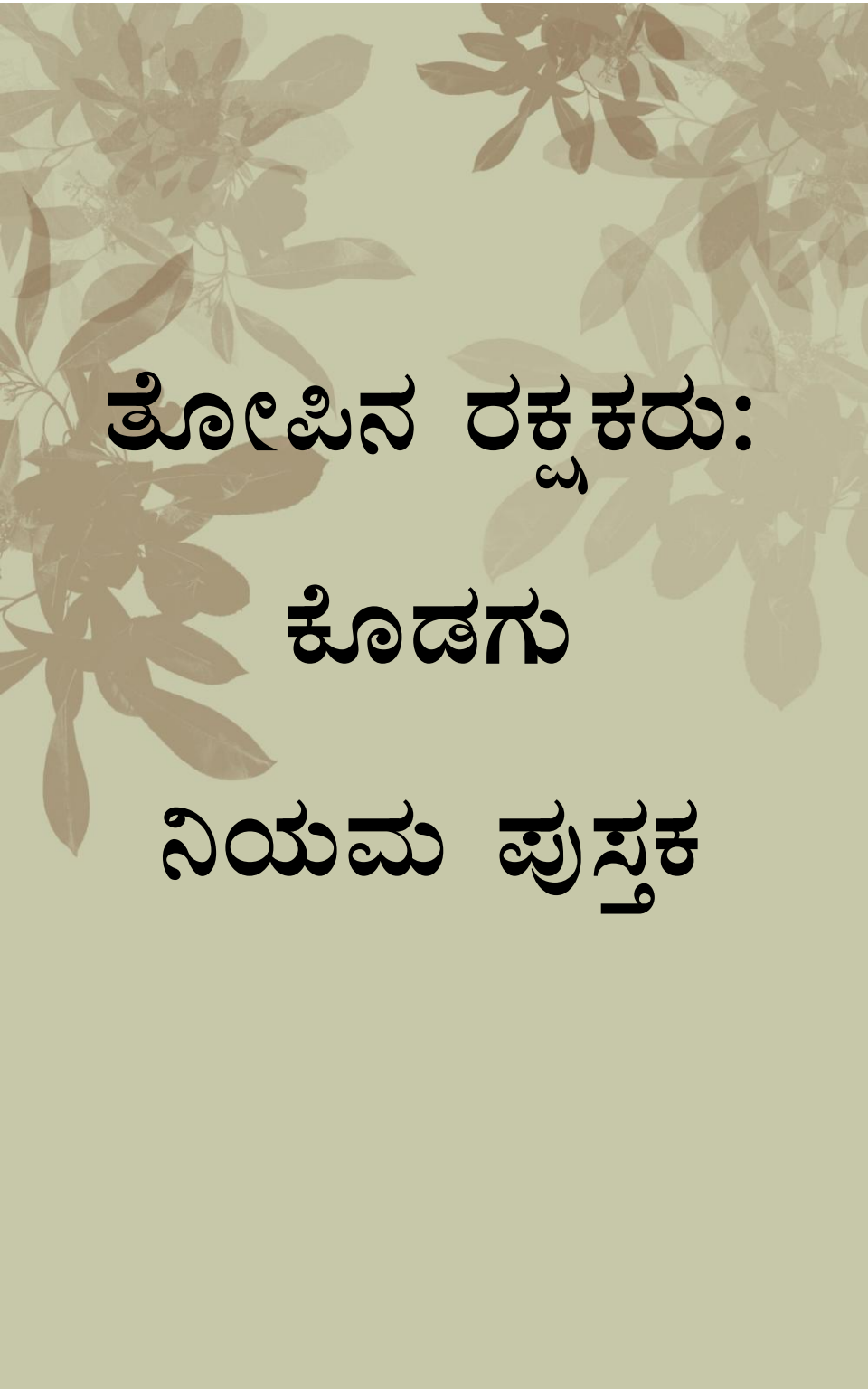
1 ಬೆದರಿಕೆ + 1 ಪರಿಹಾರ
ಕಾರ್ಯಗತಗೊಳಿಸುವಿಕೆ = ಟೋಕನ್
ಸಂಗ್ರಹದ ಮೂಲಕ ಕೊಡುಗೆ ನೀಡಿದ
ಪ್ರತಿ ಆಟಗಾರನಿಗೆ 2 ಅಂಕಗಳು

n ಬೆದರಿಕೆಗಳು + 1 ಪರಿಹಾರ
ಕಾರ್ಯಗತಗೊಳಿಸುವಿಕೆ = ಟೋಕನ್
ಸಂಗ್ರಹದ ಮೂಲಕ ಕೊಡುಗೆ ನೀಡಿದ
ಪ್ರತಿ ಆಟಗಾರನಿಗೆ 3 ಅಂಕಗಳು









ತೋಪಿನ ರಕ್ಷಕರು:

ಕೊಡಗು

ನಿಯಮ ಪುಸ್ತಕ

ಆಟದ ಘಟಕಗಳು

1. ಬೆದರಿಕೆ ಕಾರ್ಡ್‌ಗಳು ಬೇಸಿಗೆ (ಕಿತ್ತಳೆ),
ಮಳೆಗಾಲ (ಹಸಿರು), ಚಳಿಗಾಲ (ನೇರಳೆ) ಮತ್ತು
ಸಾರ್ವಕಾಲಿಕ (ಗುಲಾಬಿ)

2. ಪರಿಹಾರ ಕಾರ್ಡ್‌ಗಳು

3. ಕ್ರಿಯಾ ಕಾರ್ಡ್‌ಗಳು (ಸ್ಥಳೀಯ
ಸಮುದಾಯದ ಸದಸ್ಯ, ಅರಣ್ಯ ಇಲಾಖೆಯ
ಸದಸ್ಯ, ಪರಂಪರೆ ಇಲಾಖೆಯ ಸದಸ್ಯ)
(ಸಂಖ್ಯೆಯಲ್ಲಿ 6 ಸೆಟ್‌ಗಳು)

4. ಸಾಂಪ್ರದಾಯಿಕ ಜ್ಞಾನ ಕಾರ್ಡ್‌ಗಳು

5. ಟೋಕನ್‌ಗಳು (ಪೊಲೀಸ್, ಅರಣ್ಯ ಇಲಾಖೆ,
ಕಂದಾಯ ಇಲಾಖೆ, ಮಾಧ್ಯಮ, ಅಗ್ನಿಶಾಮಕ
ದಳ)

6. ಸ್ಕೋರ್ ಕಾರ್ಡ್‌ಗಳು (ಸಂಖ್ಯೆಯಲ್ಲಿ 6)

7. ಅನುಷ್ಠಾನ ಮೀಟರ್ (ಸಂಖ್ಯೆಯಲ್ಲಿ 1)

8. ಮಾಹಿತಿ ಕಾರ್ಡ್‌ಗಳು (ಕರಡಿ, ಚಿಪ್ಪುಹಂದಿ, ಅರಣ್ಯ ಮತ್ತು ಪವಿತ್ರ ತೋಪುಗಳು, ನೀರು ನಾಯಿ, ಚುಕ್ಕೆ ಗೂಬೆ ಮರಿ, ಗೆಕ್ಕೊ, ಭಾರತೀಯ ಚಿರತೆ, ಲಂಗೂರ್) (ಸಂಖ್ಯೆಯಲ್ಲಿ 8)

9. ನಿಯಮ ಪುಸ್ತಕ (ಸಂಖ್ಯೆಯಲ್ಲಿ 1)

10. ಆಟಗಾರರ ಬೋರ್ಡ್ (ಸಂಖ್ಯೆಯಲ್ಲಿ 1)

11. ಪೇಪರ್ ಕ್ಲಿಪ್‌ಗಳು (ಸಂಖ್ಯೆಯಲ್ಲಿ 13)

ಆಟದ ಸಿದ್ಧತೆ

1. ಸಾರ್ವಕಾಲಿಕ ಬೆದರಿಕೆ ಕಾರ್ಡ್‌ಗಳನ್ನು ಮೂರು ವಿಭಾಗಗಳಾಗಿ ವಿಂಗಡಿಸಿ, ಅವುಗಳನ್ನು ಕ್ರಮವಾಗಿ ಬೇಸಿಗೆ, ಮಳೆಗಾಲ ಮತ್ತು ಚಳಿಗಾಲದ ಬೆದರಿಕೆ ಕಾರ್ಡ್‌ಗಳಲ್ಲಿ ಮಿಶ್ರಣ ಮಾಡಿ. ಮಿಶ್ರಣ ಮಾಡಿದ ನಂತರ, ಈಗ ಸಿದ್ಧವಾದ ಬೇಸಿಗೆ, ಮಳೆಗಾಲ ಮತ್ತು ಚಳಿಗಾಲದ ಬೆದರಿಕೆ ಕಾರ್ಡ್‌ಗಳನ್ನು ಅವು ಪರಸ್ಪರ ಬೆರೆಯದಂತೆ ಪ್ರತ್ಯೇಕವಾಗಿ ಇರಿಸಿ. ಬೋರ್ಡ್‌ನ ಎಡಭಾಗದಲ್ಲಿರುವ ಮೊದಲ ಆಯತದ ಗುರುತಿನ ಮೇಲೆ ಬೇಸಿಗೆ ಡೆಕ್ ಅನ್ನು ಇರಿಸಿ. ಮೊದಲ ಒಂಬತ್ತು ಕಾರ್ಡ್‌ಗಳನ್ನು ತೆಗೆದುಕೊಂಡು ಬೋರ್ಡ್‌ನ ಬಲಭಾಗದಲ್ಲಿರುವ ಗುರುತಿನ ಪ್ರಕಾರ ವೃತ್ತಾಕಾರದ ವಿನ್ಯಾಸದಲ್ಲಿ ಜೋಡಿಸಿ.

2. ಪರಿಹಾರ ಕಾರ್ಡ್‌ಗಳನ್ನು ಮಿಶ್ರಣ ಮಾಡಿ ಮತ್ತು ಅವುಗಳನ್ನು ಬೋರ್ಡ್‌ನ ಎಡ ಭಾಗದಲ್ಲಿರುವ ಎರಡನೇ ಆಯತದ ಮೇಲೆ ಇರಿಸಿ.

3. ಸಾಂಪ್ರದಾಯಿಕ ಜ್ಞಾನ ಕಾರ್ಡ್‌ಗಳನ್ನು ಬೋರ್ಡ್‌ನಲ್ಲಿರುವ ಪರಿಹಾರ ಕಾರ್ಡ್‌ಗಳ ಕೆಳಗೆ ಇರಿಸಿ.

4. ಪ್ರತಿಯೊಬ್ಬ ಆಟಗಾರನ ಮುಂದೆ ಸ್ಕೋರ್ ಕಾರ್ಡ್‌ಗಳನ್ನು ಇರಿಸಿ. ಅಲ್ಲಿ ಮೇಲಿನ ಸಾಲು ಹತ್ತರ ಸ್ಥಾನ ಮತ್ತು ಕೆಳಗಿನ ಸಾಲು ಒಂದರ ಸ್ಥಾನವಾಗಿರುತ್ತದೆ. ಬೋರ್ಡ್‌ನ ಎರಡೂ ಬದಿಗಳಲ್ಲಿ ಎರಡು ಪಿನ್‌ಗಳನ್ನು ಇರಿಸಿ ಮತ್ತು ಅಂಕಗಳನ್ನು ಗಳಿಸಿದಾಗ ಅದಕ್ಕೆ ಅನುಗುಣವಾಗಿ ಅವುಗಳನ್ನು ಚಲಾಯಿಸಿ.

ಅಗತ್ಯವಿದ್ದಾಗ ವಿವಿಧ ಸಸ್ಯ ಮತ್ತು ಪ್ರಾಣಿಗಳ ಬಗ್ಗೆ ಜ್ಞಾನವನ್ನು ಪಡೆಯಲು ಸಾಧ್ಯವಾಗುವಂತೆ ಮಾಹಿತಿ ಕಾರ್ಡ್‌ಗಳನ್ನು ಕಾಣುವ ಸ್ಥಳದಲ್ಲಿ ಇರಿಸಿ.

5. ಆಟಗಾರರು ಆಡಲು ಒಂದು ಪಾತ್ರವನ್ನು ಆಯ್ಕೆ ಮಾಡಿಕೊಳ್ಳುತ್ತಾರೆ ಮತ್ತು ಆ ಪಾತ್ರದ ಕ್ರಿಯಾ ಕಾರ್ಡ್‌ಗಳ ಆರು ಕಾರ್ಡ್‌ಗಳನ್ನು ಸಂಗ್ರಹಿಸುತ್ತಾರೆ.

6. ಮಾಡಿದ ಅನುಷ್ಠಾನಗಳನ್ನು ಟ್ರ್ಯಾಕ್ ಮಾಡಲು ಅನುಷ್ಠಾನ ಮೀಟರ್ ಅನ್ನು ಬೋರ್ಡ್‌ಗೆ ಹತ್ತಿರವಾಗಿ ಇರಿಸಿ.

ಆಟದ ನಿಯಮಗಳು

1. ಆಟಗಾರರು ಯಾವ ಪಾತ್ರವಾಗಿ ಆಡಲು ಬಯಸುತ್ತಾರೋ, ಅದರ ಆಧಾರದ ಮೇಲೆ ಅವರಿಗೆ ಕ್ರಿಯೆ ಕಾರ್ಡ್‌ಗಳನ್ನು ನೀಡಲಾಗುತ್ತದೆ. ಈ ಕ್ರಿಯೆಗಳು, ಕಾರ್ಡ್‌ಗಳಲ್ಲಿ ನೀಡಿರುವ ಸಾಮರ್ಥ್ಯಗಳನ್ನು ಬಳಸಿಕೊಂಡು, ಆಟಗಾರರು ಟೋಕನ್‌ಗಳನ್ನು ಗಳಿಸಲು ಅಥವಾ ಬೆದರಿಕೆಗಳನ್ನು ನಿವಾರಿಸಲು ಅವಕಾಶ ನೀಡುತ್ತವೆ.

2. ಪರಿಹಾರ ಕಾರ್ಡ್‌ಗಳನ್ನು ಕಲಕಿ ಮತ್ತು ಪ್ರತಿ ಆಟಗಾರನಿಗೆ ಅವರ ಕೈಯನ್ನು ರೂಪಿಸಲು ತಲಾ 6 ಪರಿಹಾರ ಕಾರ್ಡ್‌ಗಳನ್ನು ನೀಡಿ.

3. ಆಟವನ್ನು 12 ಸುತ್ತುಗಳಲ್ಲಿ ಆಡಲಾಗುತ್ತದೆ, ಪ್ರತಿ ಋತುವಿಗೆ 4 ಸುತ್ತುಗಳು. ಪ್ರತಿ ಋತುವಿನ ಕೊನೆಯಲ್ಲಿ, ಬೆದರಿಕೆ ಕಾರ್ಡ್‌ಗಳ ಹೊಸ ಡೆಕ್ ಅನ್ನು ಮೇಜಿನ ಮೇಲೆ ಹಂಚಲಾಗುತ್ತದೆ. ಆಟಗಾರರು ಬೇಸಿಗೆ ಋತುವಿನೊಂದಿಗೆ ಆಟವನ್ನು ಪ್ರಾರಂಭಿಸುತ್ತಾರೆ. ಇಲ್ಲಿ, ಬೇಸಿಗೆ ಬೆದರಿಕೆ ಡೆಕ್ ಅನ್ನು ತೆಗೆದುಕೊಂಡು, ಕಲಕಿ, ಮತ್ತು ಒಂಬತ್ತು ಕಾರ್ಡ್‌ಗಳನ್ನು ಮೇಜಿನ ಮೇಲೆ ಇರಿಸಲಾಗುತ್ತದೆ.

ಈ ಬೆದರಿಕೆ ಕಾರ್ಡ್‌ಗಳಲ್ಲಿ ಕೆಲವು ಸಾಂಪ್ರದಾಯಿಕ ಜ್ಞಾನದ ಚಿಹ್ನೆಯನ್ನು ಹೊಂದಿರಬಹುದು. ಈ ಚಿಹ್ನೆಯು, ಸಮಸ್ಯೆಯನ್ನು ತಗ್ಗಿಸಲು ಸಾಂಪ್ರದಾಯಿಕ ಜ್ಞಾನವನ್ನು ಬಳಸುವ ಸಾಮರ್ಥ್ಯವನ್ನು ಸೂಚಿಸುತ್ತದೆ. ಬೇಸಿಗೆಯ ಸುತ್ತುಗಳು ಮುಗಿದಾಗ, ಮೇಜಿನ ಮೇಲಿರುವ ಒಂಬತ್ತು ಕಾರ್ಡ್‌ಗಳನ್ನು ಹೊಸದಾಗಿ ಕಲಕಿದ ಮಾನ್ಸೂನ್ ಬೆದರಿಕೆ ಕಾರ್ಡ್‌ಗಳಿಂದ ಬದಲಾಯಿಸಲಾಗುತ್ತದೆ. ಅದೇ ಕ್ರಿಯೆಗಳನ್ನು ಅನುಸರಿಸಲಾಗುತ್ತದೆ, ಮತ್ತು ಅದರ ನಂತರ, ಚಳಿಗಾಲದ ಬೆದರಿಕೆ ಕಾರ್ಡ್‌ಗಳನ್ನು ಬಳಸಲಾಗುತ್ತದೆ.

4. ಆಟವು 2 ನಡೆಗಳಲ್ಲಿ ನಡೆಯುತ್ತದೆ:

* ಆಟಗಾರನು ತಮ್ಮ ಕೈಯಲ್ಲಿರುವ ಕಾರ್ಡ್‌ಗಳನ್ನು ನೋಡುತ್ತಾನೆ, ಅವರ ಪರಿಹಾರ ಕಾರ್ಡ್‌ಗಳು ಮತ್ತು ಮೇಜಿನ ಮೇಲಿರುವ ಬೆದರಿಕೆ ಕಾರ್ಡ್‌ಗಳ ನಡುವೆ ಒಂದು ಸೆಟ್ ರಚಿಸಲು ಸಾಧ್ಯವೇ ಎಂದು ನೋಡುತ್ತಾನೆ. ಹೌದು ಎಂದಾದರೆ, ಅವರು ಆ ಸೆಟ್ ಅನ್ನು ಮಾಡಿ ಪಕ್ಕಕ್ಕೆ ಇಡುತ್ತಾರೆ. ಪ್ರತಿ ಸರದಿಗೂ ಕೇವಲ 1 ಸೆಟ್ ಮಾತ್ರ ಮಾಡಲು ಅವಕಾಶವಿದೆ. ಆಟಗಾರನು ತಮ್ಮ ಕೈಯಲ್ಲಿರುವ ಕಾರ್ಡ್‌ಗಳ ಸಂಖ್ಯೆಯನ್ನು ಸ್ಥಿರವಾಗಿ 6 ರಲ್ಲಿ ಇರಿಸಲು, ತಮ್ಮ ಡೆಕ್‌ನಿಂದ ಒಂದು ಹೊಸ ಪರಿಹಾರ ಕಾರ್ಡ್ ಅನ್ನು ತೆಗೆದುಕೊಳ್ಳುತ್ತಾರೆ. ನಂತರ ಅವರು ಮುಂದಿನ ಕ್ರಿಯೆಗೆ ತೆರಳುತ್ತಾರೆ.

***ಆಟಗಾರನು ಸೆಟ್ ಮಾಡಲು ಸಾಧ್ಯವಾಗದಿದ್ದರೆ (ಅವರ ಕೈಯಲ್ಲಿರುವ ಯಾವುದೇ ಪರಿಹಾರ ಕಾರ್ಡ್ ಮೇಜಿನ ಮೇಲಿರುವ ಯಾವುದೇ ಬೆದರಿಕೆ ಕಾರ್ಡ್‌ಗೆ ಹೊಂದಿಕೆಯಾಗದಿದ್ದರೆ), ಅವರು ತಮ್ಮ ಕೈಯಿಂದ ಒಂದು ಪರಿಹಾರ ಕಾರ್ಡ್ ಅನ್ನು ತೆಗೆದುಹಾಕಬಹುದು ಮತ್ತು ಒಂದು ಹೊಸ ಪರಿಹಾರ ಕಾರ್ಡ್ ಅನ್ನು ತೆಗೆದುಕೊಳ್ಳಬಹುದು. ಪ್ರತಿ ಸುತ್ತಿನಲ್ಲಿ ಇದನ್ನು ಕೇವಲ 1 ಬಾರಿ ಮಾತ್ರ ಮಾಡಲು ಸಾಧ್ಯ. ಈ ಪ್ರಯತ್ನದಲ್ಲೂ ಸೆಟ್ ಮಾಡಲು ಸಾಧ್ಯವಾಗದಿದ್ದರೆ, ಅವರು ಮುಂದಿನ ಕ್ರಿಯೆಗೆ ತೆರಳುತ್ತಾರೆ.

ಆಟಗಾರರು ಸಾಂಪ್ರದಾಯಿಕ ಜ್ಞಾನದ ಪರಿಹಾರವನ್ನು ಬಳಸಲು ಸಹ ನಿರ್ಧರಿಸಬಹುದು.

ಯಾವುದೇ ಬೆದರಿಕೆ ಕಾರ್ಡ್ ಸಾಂಪ್ರದಾಯಿಕ ಜ್ಞಾನದ ಚಿಹ್ನೆಯನ್ನು ಹೊಂದಿದ್ದರೆ, ಆಟಗಾರರು ಸಾಂಪ್ರದಾಯಿಕ ಜ್ಞಾನದ ಡೆಕ್‌ನಿಂದ ಒಂದು ಸಾಂಪ್ರದಾಯಿಕ ಜ್ಞಾನದ ಕಾರ್ಡ್ ಅನ್ನು ತೆಗೆದುಕೊಳ್ಳಬಹುದು (ಇದು ಬೆದರಿಕೆಯನ್ನು ತಗ್ಗಿಸಲು ಸಾಂಪ್ರದಾಯಿಕ ಜ್ಞಾನದ ಬಳಕೆಯನ್ನು ಸೂಚಿಸುತ್ತದೆ). ಇತರ ಆಟಗಾರರಿಗೆ ಆ ಜ್ಞಾನ ಏನು ಎಂದು ತಿಳಿಸಿದ ನಂತರ ಅವರು ಸೆಟ್ ಮಾಡಬಹುದು. ಇದು ಮಾನ್ಯವಾದ ವಿಧಾನ ಎಂದು ಇತರ ಆಟಗಾರರು ಒಪ್ಪಿಕೊಂಡ ನಂತರ, ಅವರು ಅಗತ್ಯ ಅಂಕಗಳನ್ನು ಗಳಿಸುತ್ತಾರೆ

*ಆಟಗಾರರಿಗೆ 6 ಕ್ರಿಯೆ ಕಾರ್ಡ್‌ಗಳನ್ನು ಹಂಚಲಾಗುತ್ತದೆ. ಅವರು ಅವುಗಳನ್ನು ಕಲಕಿ ಮತ್ತು 3 ಕಾರ್ಡ್‌ಗಳನ್ನು ಆರಿಸಿ, ಅವುಗಳನ್ನು ನೋಡಲು ತಮ್ಮ ಮುಂದೆ ಇಡುತ್ತಾರೆ. ಉಳಿದ 3 ಕಾರ್ಡ್‌ಗಳನ್ನು ಮುಖ ಕೆಳಗೆ ಮಾಡಿ ಪಕ್ಕದಲ್ಲಿ ಇಡಲಾಗುತ್ತದೆ. ಒಮ್ಮೆ ಒಂದು ಕ್ರಿಯೆಯನ್ನು ಬಳಸಿದ ನಂತರ, ಆ ಬಳಸಿದ ಕಾರ್ಡ್ ಅನ್ನು ಪಕ್ಕದಲ್ಲಿ ಇರಿಸಿರುವ 3 ಬಳಕೆಯಾಗದ ಕಾರ್ಡ್‌ಗಳ ಕೆಳಗೆ ಇಡಲಾಗುತ್ತದೆ, ಮತ್ತು ಬಳಕೆಯಾಗದ ಡೆಕ್‌ನ ಮೇಲಿನ ಕಾರ್ಡ್ ಹಿಂದೆ ಆಡಿದ ಕ್ರಿಯೆ ಕಾರ್ಡ್‌ನ ಜಾಗವನ್ನು ತೆಗೆದುಕೊಳ್ಳುತ್ತದೆ. ಹೀಗೆ ಡೆಕ್ ಚಕ್ರದಂತೆ ಸುತ್ತುತ್ತದೆ. ಈ ಎರಡು ನಡೆಗಳು ಮುಗಿದ ನಂತರ, ಮುಂದಿನ ಆಟಗಾರನ ಸರದಿ ಪ್ರಾರಂಭವಾಗುತ್ತದೆ.

5. ನಿಮ್ಮ ಕೈಯಲ್ಲಿರುವ ಪರಿಹಾರ ಕಾರ್ಡ್‌ಗೆ ಬೆದರಿಕೆ ಕಾರ್ಡ್‌ನಲ್ಲಿರುವ ಸರಿಯಾದ ಚಿಹ್ನೆಯನ್ನು ಹೊಂದಿಸಿ ಸೆಟ್ ಮಾಡಿದಾಗ, ಆ ಆಟಗಾರನಿಗೆ 1 ಅಂಕ ದೊರೆಯುತ್ತದೆ. ಆಟಗಾರನು ಹೊಂದಿರುವ ಒಂದು ಪರಿಹಾರ ಕಾರ್ಡ್‌ಗೆ ಬಹು ಬೆದರಿಕೆಗಳು ಇದ್ದರೆ, ಆ ಆಟಗಾರನು 1 ಅಂಕ ಜೊತೆಗೆ ಆ ಪರಿಹಾರ ಕಾರ್ಡ್‌ನಿಂದ ಬಗೆಹರಿಸಿದ ಹೆಚ್ಚುವರಿ ಬೆದರಿಕೆ ಕಾರ್ಡ್‌ಗಳ ಸಂಖ್ಯೆಗೆ ಸಮನಾದ ಅಂಕಗಳನ್ನು ಗಳಿಸುತ್ತಾನೆ.

ಆಟಗಾರನು ಸಾಂಪ್ರದಾಯಿಕ ಜ್ಞಾನದ ಚಿಹ್ನೆಯನ್ನು ಹೊಂದಿರುವ ಬೆದರಿಕೆ ಕಾರ್ಡ್‌ನ ಮೇಲೆ ಸಾಂಪ್ರದಾಯಿಕ ಜ್ಞಾನವನ್ನು ಬಳಸಲು ನಿರ್ಧರಿಸಿದರೆ, ಆ ಆಟಗಾರನು 2 ಅಂಕಗಳನ್ನು ಗಳಿಸುತ್ತಾನೆ. ಒಮ್ಮೆ ಬೆದರಿಕೆ-ಪರಿಹಾರ ಅಥವಾ ಬೆದರಿಕೆ-ಸಾಂಪ್ರದಾಯಿಕ ಜ್ಞಾನದ ಸೆಟ್ ಅನ್ನು ಮಾಡಿದ ನಂತರ, ಆ ಸೆಟ್ ಅನ್ನು ಪಕ್ಕಕ್ಕೆ ತೆಗೆದುಹಾಕಲಾಗುತ್ತದೆ ಮತ್ತು ಅದರ ಜಾಗದಲ್ಲಿ ಡೆಕ್‌ನಿಂದ ಹೊಸ ಬೆದರಿಕೆ ಕಾರ್ಡ್ ಅನ್ನು ಇಡಲಾಗುತ್ತದೆ.

6. ಕ್ರಿಯೆ ಕಾರ್ಡ್‌ಗಳು ಬೆದರಿಕೆಗಳನ್ನು ನಿವಾರಿಸಲು ಮತ್ತು ಸೆಟ್ ಮಾಡಿದ ನಂತರ ಟೋಕನ್‌ಗಳನ್ನು ಗಳಿಸಲು ವಿಧಾನಗಳನ್ನು ಒಳಗೊಂಡಿರುತ್ತವೆ. ಇಲ್ಲಿ 3 ಟೋಕನ್‌ಗಳಿವೆ: ಪೊಲೀಸ್ ಇಲಾಖೆ, ಅರಣ್ಯ ಇಲಾಖೆ, ಮತ್ತು ಕಂದಾಯ ಇಲಾಖೆ. ಒಂದು ಬೆದರಿಕೆ-ಪರಿಹಾರ ಸೆಟ್ ಅಥವಾ ಬೆದರಿಕೆ-ಸಾಂಪ್ರದಾಯಿಕ ಜ್ಞಾನ ಸೆಟ್ ಅನ್ನು ಕಾರ್ಯಗತಗೊಳಿಸಲು ಮೇಲೆ ತಿಳಿಸಿದ ಮೂರು ಟೋಕನ್‌ಗಳಲ್ಲಿ ತಲಾ 1 ಟೋಕನ್ ಇರುವುದು ಅಗತ್ಯ.

ಸಹಯೋಗದಲ್ಲಿ, ಆಟಗಾರರು ಪ್ರತಿ ಬೆದರಿಕೆ-
ಪರಿಹಾರ ಸೆಟ್ ಅಥವಾ ಬೆದರಿಕೆ-ಸಾಂಪ್ರದಾಯಿಕ
ಜ್ಞಾನ ಸೆಟ್ ಅನ್ನು ಕಾರ್ಯಗತಗೊಳಿಸಲು ತಲಾ
ಒಂದು ಟೋಕನ್ ಅನ್ನು ಸಂಗ್ರಹಿಸಬಹುದು. ಹೀಗೆ
ಭಾಗವಹಿಸುವ ಎಲ್ಲಾ ಆಟಗಾರರು ತಲಾ 2
ಅಂಕಗಳನ್ನು ಗಳಿಸುತ್ತಾರೆ ಮತ್ತು
ಕಾರ್ಯಗತಗೊಳಿಸುವ ಮೀಟರ್ ಕೂಡ 1
ಅಂಕದಿಂದ ಹೆಚ್ಚಾಗುತ್ತದೆ.

7. ಪ್ರತಿ ಋತುವಿನ (4 ಸುತ್ತಗಳು) ಕೊನೆಯಲ್ಲಿ,
ಕಾರ್ಯಗತಗೊಳಿಸುವ ಮೀಟರ್ 2 ಅಂಕಗಳಿಂದ
ಹೆಚ್ಚಾಗಿದ್ದರೆ, ಆಟಗಾರರು ಒಂದು ಮಾಧ್ಯಮ ಟೋಕನ್
ಅನ್ನು ಸಂಗ್ರಹಿಸಬಹುದು. ಈ ಮಾಧ್ಯಮ ಟೋಕನ್,
ಮುಂಬರುವ ಪರಿಹಾರವನ್ನು ಕಾರ್ಯಗತಗೊಳಿಸಲು
ಅಗತ್ಯವಿರುವ ಮೂರು ಪ್ರಮುಖ ಟೋಕನ್‌ಗಳಲ್ಲಿ
(ಪೊಲೀಸ್, ಅರಣ್ಯ, ಕಂದಾಯ) ಯಾವುದಾದರೂ
ಒಂದಾಗಿ ಕಾರ್ಯನಿರ್ವಹಿಸುತ್ತದೆ; ಇದರಿಂದ
ಆಟಗಾರರು ಕೇವಲ 2 ಟೋಕನ್‌ಗಳನ್ನು ಸಂಗ್ರಹಿಸಿ,
ಮಾಧ್ಯಮ ಟೋಕನ್ ಅನ್ನು ಮೂರನೇಯದಾಗಿ ಬಳಸಿ
ಪರಿಹಾರವನ್ನು ಜಾರಿಗೊಳಿಸಬಹುದು ಮತ್ತು
ಭಾಗವಹಿಸುವ ಆಟಗಾರರು ತಲಾ 2 ಅಂಕಗಳನ್ನು
ಪಡೆಯುತ್ತಾರೆ.

ಅಗ್ನಿಶಾಮಕ ಇಲಾಖೆಯ ಟೋಕನ್ ಅನ್ನು (ಇದು
3 ಪ್ರಮುಖ ಟೋಕನ್‌ಗಳಲ್ಲಿ ಒಂದಾಗಿ
ಕಾರ್ಯನಿರ್ವಹಿಸುತ್ತದೆ) ಹಿಂದಿನ ಸಸ್ಯಸಂಕುಲಕ್ಕೆ
ಸಂಬಂಧಿಸಿದ ಬೆದರಿಕೆಯನ್ನು (ಅರಣ್ಯ ಮತ್ತು
ಪವಿತ್ರ ತೋಪುಗಳಿಗೆ ಸಂಬಂಧಿಸಿದ್ದು)
ಯಶಸ್ವಿಯಾಗಿ ಕಾರ್ಯಗತಗೊಳಿಸಿದಾಗ ಮಾತ್ರ
ಸಂಗ್ರಹಿಸಲು ಸಾಧ್ಯ.

8. ಪ್ರತಿ ಋತುವಿನ ಕೊನೆಯಲ್ಲಿ, ಒಂದು ಸಂಕ್ಷಿಪ್ತ
ಸಮಾಲೋಚನಾ ಸಭೆ ನಡೆಯುತ್ತದೆ. ಈ
ಸಭೆಯಲ್ಲಿ ಆಟಗಾರರು ಸುತ್ತುಗಳಿಂದ ತಾವು ಏನು
ಕಲಿತರು, ಮುಂದೆ ಯಾವ ತಂತ್ರಗಳನ್ನು
ಅನುಸರಿಸಬೇಕು, ಮತ್ತು ಆಟದಲ್ಲಿ ಬಳಸಿದ
ಸಾಂಪ್ರದಾಯಿಕ ಜ್ಞಾನ ಪದ್ಧತಿಗಳನ್ನು
ಹಂಚಿಕೊಳ್ಳುತ್ತಾರೆ. ಆಟದ ಕೊನೆಯಲ್ಲಿ,
ಅಂಕಗಳನ್ನು ಪಟ್ಟಿ ಮಾಡಿ ಮತ್ತು ಅತ್ಯಧಿಕ
ಅಂಕಗಳನ್ನು ಗಳಿಸಿದ ಆಟಗಾರನು
ವಿಜೇತನಾಗುತ್ತಾನೆ.

ಆಟದ ಅಂಕಗಳಿಗೆ

1 ಬೆದರಿಕೆ + 1 ಪರಿಹಾರ ಸೆಟ್ 1 ಅಂಕ

n ಬೆದರಿಕೆಗಳು + 1 ಪರಿಹಾರ ಸೆಟ್ =
n ಅಂಕಗಳು

1 ಬೆದರಿಕೆ + 1 ಸಾಂಪ್ರದಾಯಿಕ ಜ್ಞಾನ
ಸೆಟ್ = 2 ಅಂಕಗಳು

1 ಬೆದರಿಕೆ + 1 ಪರಿಹಾರ
ಕಾರ್ಯಗತಗೊಳಿಸುವಿಕೆ = ಟೋಕನ್
ಸಂಗ್ರಹದ ಮೂಲಕ ಕೊಡುಗೆ ನೀಡಿದ
ಪ್ರತಿ ಆಟಗಾರನಿಗೆ 2 ಅಂಕಗಳು

n ಬೆದರಿಕೆಗಳು + 1 ಪರಿಹಾರ
ಕಾರ್ಯಗತಗೊಳಿಸುವಿಕೆ = ಟೋಕನ್
ಸಂಗ್ರಹದ ಮೂಲಕ ಕೊಡುಗೆ ನೀಡಿದ
ಪ್ರತಿ ಆಟಗಾರನಿಗೆ 3 ಅಂಕಗಳು







ತೋಪುಗಳ ರಕ್ಷಕರು ಆನೆಗುಂಡಿ



ತೋಪುಗಳ ರಕ್ಷಕರು: ಆನೆಗುಂಡಿ



ಅಪಾಯದ ಕಾರ್ಡ್

ನೀರಿನ ಕೊರತೆ



Tk



ನೀರಿನ ಕೊರತೆ



Tk



ಅತಿಕ್ರಮಣ



ಅತಿಕ್ರಮಣ



ಕಾಡ್ಗಿಚ್ಚುಗಳು



Tk



ಕಾಡುಚುಗಲು



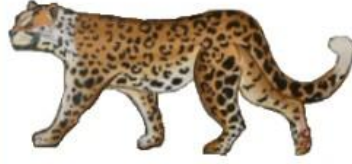
TK



ಜಾನುವಾರುಗಳ
ಬೇಟೆ



TK



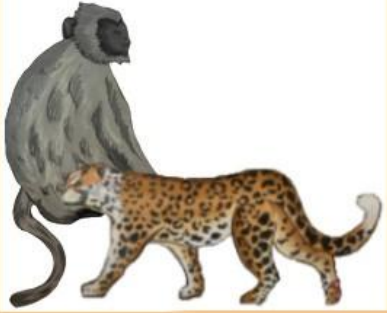
ಜಾನುವಾರುಗಳ
ಬೇಟೆ



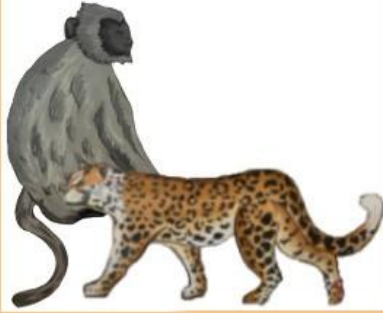
TK



ಬೆಳೆ
ಹಾನಿ



ಬೆಳೆ
ಹಾನಿ



ಅವಾಸಸ್ಥಾನ ನಷ್ಟ
ಮತ್ತು ವಿಘಟನೆ



TK



ಆವಾಸಸ್ಥಾನ ನಷ್ಟ
ಮತ್ತು ವಿಘಟನೆ



TK



ಆಹಾರ
ಕಳ್ಳತನ



ಆಹಾರ
ಕಳ್ಳತನ



ಕಳ್ಳ ಬೇಟೆ
ಚಟುವಟಿಕೆಗಳು



ಕಳ್ಳ ಬೇಟೆ
ಚಟುವಟಿಕೆಗಳು



ಕೀಟನಾಶಕ
ವಿಷ



ಕೀಟನಾಶಕ
ವಿಷ



ಆಹಾರದ
ಕೊರತೆ



ಆಹಾರದ
ಕೊರತೆ



ತ್ಯಾಜ್ಯ / ಕಸದ
ಸ್ಥಳಗಳು



Tk



ತ್ಯಾಜ್ಯ / ಕಸದ
ಸ್ಥಳಗಳು



Tk



ಆಶ್ರಯಕ್ಕಾಗಿ
ಪೈಪೋಟಿ



ಆಶ್ರಯಕ್ಕಾಗಿ
ಪೈಪೋಟಿ



ಮನುಷ್ಯ-ಪ್ರಾಣಿಗಳ
ಪರಸ್ಪರ ಕ್ರಿಯೆ
ಹೆಚ್ಚಳ



TK



ಮನುಷ್ಯ-ಪ್ರಾಣಿಗಳ
ಪರಸ್ಪರ ಕ್ರಿಯೆ
ಹೆಚ್ಚಳ



TK



ಅತಿಯಾದ
ಮೇಯಿಸುವಿಕೆ



TK



ಅತಿಯಾದ
ಮೇಯಿಸುವಿಕೆ



TK



ಅಪಾಯದ ಕಾರ್ಡ್

ನೀರಿನ ಕೊರತೆ



TK



ನೀರಿನ ಕೊರತೆ



TK



ಜಾನುವಾರುಗಳ
ಬೇಟೆ



TK



ಜಾನುವಾರುಗಳ
ಬೇಟೆ



TK



ಆವಾಸಸ್ಥಾನ ನಷ್ಟ
ಮತ್ತು ವಿಘಟನೆ



TK



ಆವಾಸಸ್ಥಾನ ನಷ್ಟ
ಮತ್ತು ವಿಘಟನೆ



TK



ಆಹಾರ
ಕಳೆತನ



ಆಹಾರ
ಕಳೆತನ



ಕಳ್ಳ ಬೇಟೆ
ಚಟುವಟಿಕೆಗಳು



ಕಳ್ಳ ಬೇಟೆ
ಚಟುವಟಿಕೆಗಳು



ಆಹಾರದ
ಕೊರತೆ



ಆಹಾರದ
ಕೊರತೆ



ತ್ಯಾಜ್ಯ / ಕಸದ
ಸ್ಥಳಗಳು



Tk



ತ್ಯಾಜ್ಯ / ಕಸದ
ಸ್ಥಳಗಳು



Tk



ಆಶ್ರಯಕ್ಕಾಗಿ
ಪೈಪೋಟಿ



ಆಶ್ರಯಕ್ಕಾಗಿ
ಪೈಪೋಟಿ



ಮನುಷ್ಯ-
ಪ್ರಾಣಿಗಳ ಪರಸ್ಪರ
ಕ್ರಿಯೆ ಹೆಚ್ಚಳ



Tk



ಮನುಷ್ಯ-ಪ್ರಾಣಿಗಳ
ಪರಸ್ಪರ ಕ್ರಿಯೆ
ಹೆಚ್ಚಳ



ಅತಿಕ್ರಮಣ



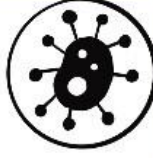
ಅತಿಕ್ರಮಣ



ನಿರ್ಲಕ್ಷ್ಯ / ರೋಗ
ಹರಡುವಿಕೆ



ನಿರ್ಲಕ್ಷ್ಯ / ರೋಗ
ಹರಡುವಿಕೆ



ಅಪಾಯದ ಕಾರ್ಡ್

ಜಾನುವಾರುಗಳ
ಬೇಟೆ



TK



ಜಾನುವಾರುಗಳ
ಬೇಟೆ



TK



ಬೆಳೆ ಹಾನಿ



ಬೆಳೆ ಹಾನಿ



ಆವಾಸಸ್ಥಾನ ನಷ್ಟ
ಮತ್ತು ವಿಘಟನೆ



TK



ಆವಾಸಸ್ಥಾನ ನಷ್ಟ
ಮತ್ತು ವಿಘಟನೆ



Tk



ಆಹಾರ ಕಳೆತನ



ಆಹಾರ ಕಳೆತನ



ಕಳ್ಳ ಬೇಟೆ
ಚಟುವಟಿಕೆಗಳು



ಕಳ್ಳ ಬೇಟೆ
ಚಟುವಟಿಕೆಗಳು



ಕೀಟನಾಶಕ ವಿಷ



ಕೀಟನಾಶಕ ವಿಷ



ಅತಿಯಾದ
ಮೇಯಿಸುವಿಕೆ



TK



ಅತಿಯಾದ
ಮೇಯಿಸುವಿಕೆ



TK



ಆಹಾರದ
ಕೊರತೆ



ಆಹಾರದ
ಕೊರತೆ



ತ್ಯಾಜ್ಯ / ಕಸದ
ಸ್ಥಳಗಳು



TK



ತ್ಯಾಜ್ಯ / ಕಸದ
ಸ್ಥಳಗಳು



Tk



ಆಶ್ರಯಕ್ಕಾಗಿ
ಪೈಪೋಟಿ



ಆಶ್ರಯಕ್ಕಾಗಿ
ಪೈಪೋಟಿ



ಮನುಷ್ಯ-
ಪ್ರಾಣಿಗಳ ಪರಸ್ಪರ
ಕ್ರಿಯೆ ಹೆಚ್ಚಳ



Tk



ಮನುಷ್ಯ-ಪ್ರಾಣಿಗಳ
ಪರಸ್ಪರ ಕ್ರಿಯೆ
ಹೆಚ್ಚಳ



Tk



ಪ್ರವಾಹ



Tk



ಪ್ರವಾಹ



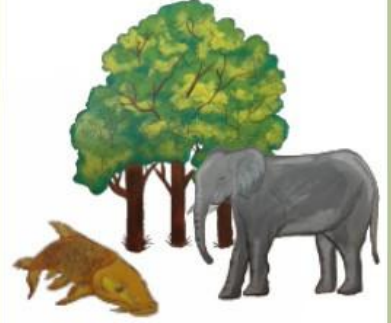
Tk



ಮಣ್ಣಿನ ಸವೆತ



ಮಣ್ಣಿನ ಸವೆತ



ನಿರ್ಲಕ್ಷ್ಯ /
ರೋಗ
ಹರಡುವಿಕೆ



ನಿರ್ಲಕ್ಷ್ಯ /
ರೋಗ
ಹರಡುವಿಕೆ



ಪ್ರಬಲ ಗಾಳಿ
ಮತ್ತು ಭಾರೀ
ಮಳೆ



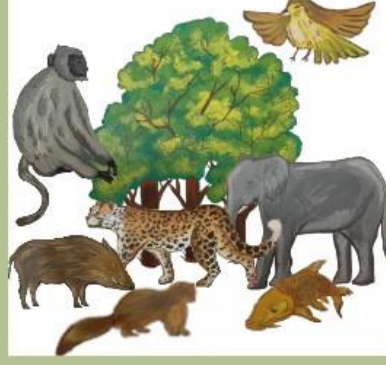
Tk



ಪ್ರಬಲ ಗಾಳಿ
ಮತ್ತು ಭಾರೀ
ಮಳೆ



ಅತಿಕ್ರಮಣ



ಅತಿಕ್ರಮಣ



ಅಪಾಯದ ಕಾರ್ಡ್

ಜಾನುವಾರುಗಳ
ಬೇಟೆ



₹



ಜಾನುವಾರುಗಳ
ಬೇಟೆ



₹



ಜಾನುವಾರುಗಳ
ಬೇಟೆ



₹



ಜಾನುವಾರುಗಳ
ಬೇಟೆ



₹



ಜಾನುವಾರುಗಳ
ಬೇಟೆ



₹



ಜಾನುವಾರುಗಳ
ಬೇಟೆ



₹



ಆವಾಸಸ್ಥಾನ ನಷ್ಟ
ಮತ್ತು ವಿಘಟನೆ



₹



ಆವಾಸಸ್ಥಾನ ನಷ್ಟ
ಮತ್ತು ವಿಘಟನೆ



₹



ಆವಾಸಸ್ಥಾನ ನಷ್ಟ
ಮತ್ತು ವಿಘಟನೆ



₹



ಆವಾಸಸ್ಥಾನ ನಷ್ಟ
ಮತ್ತು ವಿಘಟನೆ



₹



ಆವಾಸಸ್ಥಾನ ನಷ್ಟ
ಮತ್ತು ವಿಘಟನೆ



₹



ಆವಾಸಸ್ಥಾನ ನಷ್ಟ
ಮತ್ತು ವಿಘಟನೆ



TK



ಆಹಾರ ಕಳ್ಳತನ



ಆಹಾರ ಕಳ್ಳತನ



ಆಹಾರ ಕಳ್ಳತನ



ಆಹಾರ ಕಳ್ಳತನ



ಆಹಾರ ಕಳ್ಳತನ



ಆಹಾರ ಕಳ್ಳತನ



ಕಳ್ಳ ಬೇಟೆ
ಚಟುವಟಿಕೆಗಳು



ಕಳ್ಳ ಬೇಟೆ
ಚಟುವಟಿಕೆಗಳು



ಕಳ್ಳ ಬೇಟೆ
ಚಟುವಟಿಕೆಗಳು



ಕಳ್ಳ ಬೇಟೆ
ಚಟುವಟಿಕೆಗಳು



ಕಳ್ಳ ಬೇಟೆ
ಚಟುವಟಿಕೆಗಳು



ಕಳ್ಳ ಬೇಟೆ
ಚಟುವಟಿಕೆಗಳು



ಆಹಾರದ ಕೊರತೆ



ಆಹಾರದ ಕೊರತೆ



ಆಹಾರದ ಕೊರತೆ



ಆಹಾರದ ಕೊರತೆ



ಆಹಾರದ ಕೊರತೆ



ಆಹಾರದ ಕೊರತೆ



ತ್ಯಾಜ್ಯ / ಕಸದ
ಸ್ಥಳಗಳು



Tk



ತ್ಯಾಜ್ಯ / ಕಸದ
ಸ್ಥಳಗಳು



Tk



ತ್ಯಾಜ್ಯ / ಕಸದ
ಸ್ಥಳಗಳು



Tk



ತ್ಯಾಜ್ಯ / ಕಸದ
ಸ್ಥಳಗಳು



Tk



ತ್ಯಾಜ್ಯ / ಕಸದ
ಸ್ಥಳಗಳು



Tk



ತಾಜ್ಜ / ಕಸದ
ಸ್ಥಳಗಳು



Tk



ಆಶ್ರಯಕ್ಕಾಗಿ
ಪೈಪೋಟಿ



ಆಶ್ರಯಕ್ಕಾಗಿ
ಪೈಪೋಟಿ



ಆಶ್ರಯಕ್ಕಾಗಿ
ಪೈಪೋಟಿ



ಆಶ್ರಯಕ್ಕಾಗಿ
ಪೈಪೋಟಿ



ಆಶ್ರಯಕ್ಕಾಗಿ
ಪೈಪೋಟಿ



ಆಶ್ರಯಕ್ಕಾಗಿ
ಪೈಪೋಟಿ



ಮನುಷ್ಯ-ಪ್ರಾಣಿಗಳ
ಪರಸ್ಪರ ಕ್ರಿಯೆ
ಹೆಚ್ಚಳ



Tk



ಮನುಷ್ಯ-ಪ್ರಾಣಿಗಳ
ಪರಸ್ಪರ ಕ್ರಿಯೆ
ಹೆಚ್ಚಳ



Tk



ಮನುಷ್ಯ-ಪ್ರಾಣಿಗಳ
ಪರಸ್ಪರ ಕ್ರಿಯೆ
ಹೆಚ್ಚಳ



Tk



ಮನುಷ್ಯ-ಪ್ರಾಣಿಗಳ
ಪರಸ್ಪರ ಕ್ರಿಯೆ
ಹೆಚ್ಚಳ



Tk



ಮನುಷ್ಯ-ಪ್ರಾಣಿಗಳ
ಪರಸ್ಪರ ಕ್ರಿಯೆ
ಹೆಚ್ಚಳ



Tk



ಮನುಷ್ಯ-ಪ್ರಾಣಿಗಳ
ಪರಸ್ಪರ ಕ್ರಿಯೆ
ಹೆಚ್ಚಳ



ಅತಿಕ್ರಮಣ



ಅತಿಕ್ರಮಣ



ಅತಿಕ್ರಮಣ



ಅತಿಕ್ರಮಣ



ಅತಿಕ್ರಮಣ



ಅತಿಕ್ರಮಣ



ಅಪಾಯದ ಕಾರ್ಡ್

ನೀರಿನ ಕೊರತೆ



Tk



ನೀರಿನ ಕೊರತೆ



Tk



ಅತಿಕ್ರಮಣ



ಅತಿಕ್ರಮಣ



ಕಾಡ್ಗಿಚ್ಚುಗಳು



Tk



ಕಾಡುಚ್ಚುಗಳು



Tk



ಬೆಳೆ ಹಾನಿ



ಬೆಳೆ ಹಾನಿ



ಜಾನುವಾರುಗಳ
ಬೇಟೆ



Tk



ಜಾನುವಾರುಗಳ
ಬೇಟೆ



Tk



ಆವಾಸಸ್ಥಾನ ನಷ್ಟ
ಮತ್ತು ವಿಘಟನೆ



Tk



ಆವಾಸಸ್ಥಾನ ನಷ್ಟ
ಮತ್ತು ವಿಘಟನೆ



Tk



ಆಹಾರ
ಕಳ್ಳತನ



ಆಹಾರ
ಕಳ್ಳತನ



ಕಳ್ಳ ಬೇಟೆ
ಚಟುವಟಿಕೆಗಳು



ಕಳ್ಳ ಬೇಟೆ
ಚಟುವಟಿಕೆಗಳು



ಕೀಟನಾಶಕ
ವಿಷ



ಕೀಟನಾಶಕ
ವಿಷ



ಆಹಾರದ
ಕೊರತೆ



ಆಹಾರದ
ಕೊರತೆ



ಅತಿಯಾದ
ಮೇಯಿಸುವಿಕೆ



TK



ಅತಿಯಾದ
ಮೇಯಿಸುವಿಕೆ



TK



ತ್ಯಾಜ್ಯ /
ಕಸದ ಸ್ಥಳಗಳು



TK



ತ್ಯಾಜ್ಯ /
ಕಸದ ಸ್ಥಳಗಳು



TK



ಆಶ್ರಯಕ್ಕಾಗಿ
ಪೈಪೋಟಿ



ಆಶ್ರಯಕ್ಕಾಗಿ
ಪೈಪೋಟಿ



ಮನುಷ್ಯ-
ಪ್ರಾಣಿಗಳ ಪರಸ್ಪರ
ಕ್ರಿಯೆ ಹೆಚ್ಚಳ



TK



ಮನುಷ್ಯ-ಪ್ರಾಣಿಗಳ
ಪರಸ್ಪರ ಕ್ರಿಯೆ
ಹೆಚ್ಚಳ



TK

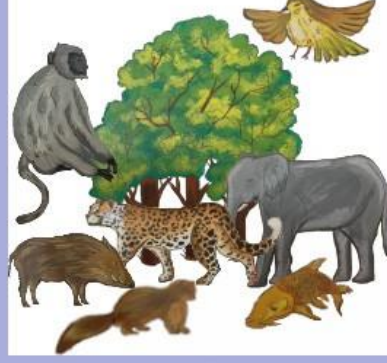


ಅಪಾಯದ ಕಾರ್ಡ್

ನೀರಿನ ಕೊರತೆ



Tk



ನೀರಿನ ಕೊರತೆ



Tk



ಜಾನುವಾರುಗಳ
ಬೇಟೆ



Tk



ಜಾನುವಾರುಗಳ
ಬೇಟೆ



Tk



ಆವಾಸಸ್ಥಾನ ನಷ್ಟ
ಮತ್ತು ವಿಘಟನೆ



Tk



ಆವಾಸಸ್ಥಾನ ನಷ್ಟ
ಮತ್ತು ವಿಘಟನೆ



TK



ಆಹಾರ
ಕಳ್ಳತನ



ಆಹಾರ
ಕಳ್ಳತನ



ಕಳ್ಳ ಬೇಟೆ
ಚಟುವಟಿಕೆಗಳು



ಕಳ್ಳ ಬೇಟೆ
ಚಟುವಟಿಕೆಗಳು



ಆಹಾರದ
ಕೊರತೆ



ಆಹಾರದ
ಕೂರತೆ



ತ್ಯಾಜ್ಯ / ಕಸದ
ಸ್ಥಳಗಳು



Tk



ತ್ಯಾಜ್ಯ / ಕಸದ
ಸ್ಥಳಗಳು



Tk



ಆಶ್ರಯಕ್ಕಾಗಿ
ಪೈಪೋಟಿ



ಆಶ್ರಯಕ್ಕಾಗಿ
ಪೈಪೋಟಿ



ಮನುಷ್ಯ-
ಪ್ರಾಣಿಗಳ ಪರಸ್ಪರ
ಕ್ರಿಯೆ ಹೆಚ್ಚಳ



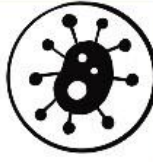
Tk



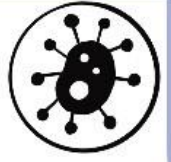
ಮನುಷ್ಯ-ಪ್ರಾಣಿಗಳ
ಪರಸ್ಪರ ಕ್ರಿಯೆ
ಹೆಚ್ಚಳ



ನಿರ್ಲಕ್ಷ್ಯ / ರೋಗ
ಹರಡುವಿಕೆ



ನಿರ್ಲಕ್ಷ್ಯ / ರೋಗ
ಹರಡುವಿಕೆ



ಅತಿಕ್ರಮಣ



ಅತಿಕ್ರಮಣ



ಅಪಾಯದ ಕಾರ್ಡ್

ಜಾನುವಾರುಗಳ
ಬೇಟೆ



TK



ಜಾನುವಾರುಗಳ
ಬೇಟೆ



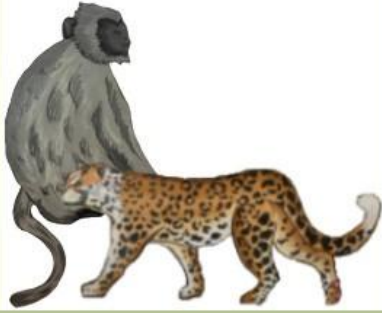
TK



ಬೆಳೆ ಹಾನಿ



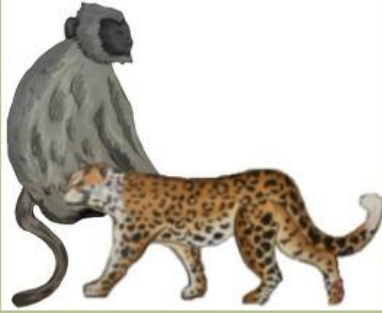
TK



ಬೆಳೆ ಹಾನಿ



TK



ಅವಾಸಸ್ಥಾನ ನಷ್ಟ
ಮತ್ತು ವಿಘಟನೆ



TK



ಆವಾಸಸ್ಥಾನ ನಷ್ಟ
ಮತ್ತು ವಿಘಟನೆ



TK



ಆಹಾರ
ಕಳ್ಳತನ



ಆಹಾರ
ಕಳ್ಳತನ



ಕಳ್ಳ ಬೇಟೆ
ಚಟುವಟಿಕೆಗಳು



ಕಳ್ಳ ಬೇಟೆ
ಚಟುವಟಿಕೆಗಳು



ಕೀಟನಾಶಕ
ವಿಷ



ಕೀಟನಾಶಕ
ವಿಷ



ಅತಿಯಾದ
ಮೇಯಿಸುವಿಕೆ



ಅತಿಯಾದ
ಮೇಯಿಸುವಿಕೆ



ಆಹಾರದ
ಕೊರತೆ



ಆಹಾರದ
ಕೊರತೆ



ತ್ಯಾಜ್ಯ / ಕಸದ
ಸ್ಥಳಗಳು



ತ್ಯಾಜ್ಯ / ಕಸದ
ಸ್ಥಳಗಳು



Tk



ಆಶ್ರಯಕ್ಕಾಗಿ
ಪೈಪೋಟಿ



ಆಶ್ರಯಕ್ಕಾಗಿ
ಪೈಪೋಟಿ



ಮನುಷ್ಯ-ಪ್ರಾಣಿಗಳ
ಪರಸ್ಪರ ಕ್ರಿಯೆ
ಹೆಚ್ಚಳ



Tk



ಮನುಷ್ಯ-
ಪ್ರಾಣಿಗಳ ಪರಸ್ಪರ
ಕ್ರಿಯೆ ಹೆಚ್ಚಳ



Tk



ಅತಿಕ್ರಮಣ



ಅತಿಕ್ರಮಣ



ನಿರ್ಲಕ್ಷ್ಯ /
ರೋಗ
ಹರಡುವಿಕೆ



ನಿರ್ಲಕ್ಷ್ಯ /
ರೋಗ
ಹರಡುವಿಕೆ



ಪ್ರವಾಹ



Tk



ಪ್ರವಾಹ



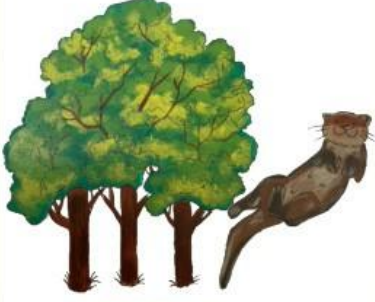
Tk



ಮಣ್ಣಿನ ಸವೆತ



ಮಣ್ಣಿನ ಸವೆತ



ಪ್ರಬಲ ಗಾಳಿ
ಮತ್ತು ಭಾರೀ
ಮಳೆ



Tk



ಪ್ರಬಲ ಗಾಳಿ
ಮತ್ತು ಭಾರೀ
ಮಳೆ



Tk

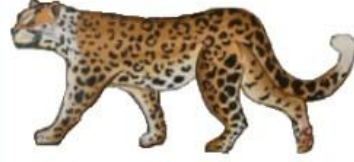


ಅಪಾಯದ ಕಾರ್ಡ್

ಜಾನುವಾರುಗಳ
ಬೇಟೆ



Tk



ಜಾನುವಾರುಗಳ
ಬೇಟೆ



Tk



ಜಾನುವಾರುಗಳ
ಬೇಟೆ



Tk



ಜಾನುವಾರುಗಳ
ಬೇಟೆ



Tk



ಜಾನುವಾರುಗಳ
ಬೇಟೆ



Tk



ಜಾನುವಾರುಗಳ
ಬೇಟೆ



₹



ಆವಾಸಸ್ಥಾನ ನಷ್ಟ
ಮತ್ತು ವಿಘಟನೆ



₹



ಆವಾಸಸ್ಥಾನ ನಷ್ಟ
ಮತ್ತು ವಿಘಟನೆ



₹



ಆವಾಸಸ್ಥಾನ ನಷ್ಟ
ಮತ್ತು ವಿಘಟನೆ



₹



ಆವಾಸಸ್ಥಾನ ನಷ್ಟ
ಮತ್ತು ವಿಘಟನೆ



₹



ಆವಾಸಸ್ಥಾನ ನಷ್ಟ
ಮತ್ತು ವಿಘಟನೆ



₹



ಆವಾಸಸ್ಥಾನ ನಷ್ಟ
ಮತ್ತು ವಿಘಟನೆ



Tk



ಆಹಾರ ಕಳೆತನ



Tk



ಆಹಾರ ಕಳೆತನ



Tk



ಆಹಾರ ಕಳೆತನ



Tk



ಆಹಾರ ಕಳೆತನ



Tk



ಆಹಾರ ಕಳೆತನ



Tk



ಆಹಾರ ಕಳ್ಳತನ



Tk



ಆಹಾರದ ಕೊರತೆ



ಆಹಾರದ ಕೊರತೆ



ಆಹಾರದ ಕೊರತೆ



ಆಹಾರದ ಕೊರತೆ



ಆಹಾರದ ಕೊರತೆ



ಆಹಾರದ ಕೂರತೆ



ಕಳ್ಳ ಬೇಟೆ
ಚಟುವಟಿಕೆಗಳು



TK



ಕಳ್ಳ ಬೇಟೆ
ಚಟುವಟಿಕೆಗಳು



TK



ಕಳ್ಳ ಬೇಟೆ
ಚಟುವಟಿಕೆಗಳು



TK



ಕಳ್ಳ ಬೇಟೆ
ಚಟುವಟಿಕೆಗಳು



TK



ಕಳ್ಳ ಬೇಟೆ
ಚಟುವಟಿಕೆಗಳು



TK



ಕಳ್ಳ ಬೇಟೆ
ಚಟುವಟಿಕೆಗಳು



Tk



ಮನುಷ್ಯ-ಪ್ರಾಣಿಗಳ
ಪರಸ್ಪರ ಕ್ರಿಯೆ
ಹೆಚ್ಚಳ



Tk



ಮನುಷ್ಯ-
ಪ್ರಾಣಿಗಳ ಪರಸ್ಪರ
ಕ್ರಿಯೆ ಹೆಚ್ಚಳ



Tk



ಮನುಷ್ಯ-
ಪ್ರಾಣಿಗಳ ಪರಸ್ಪರ
ಕ್ರಿಯೆ ಹೆಚ್ಚಳ



Tk



ಮನುಷ್ಯ-
ಪ್ರಾಣಿಗಳ ಪರಸ್ಪರ
ಕ್ರಿಯೆ ಹೆಚ್ಚಳ



Tk



ಮನುಷ್ಯ-
ಪ್ರಾಣಿಗಳ ಪರಸ್ಪರ
ಕ್ರಿಯೆ ಹೆಚ್ಚಳ



Tk



ಮನುಷ್ಯ-
ಪ್ರಾಣಿಗಳ ಪರಸ್ಪರ
ಕ್ರಿಯೆ ಹೆಚ್ಚಳ



ಅತಿಕ್ರಮಣ



ಅತಿಕ್ರಮಣ



ಅತಿಕ್ರಮಣ



ಅತಿಕ್ರಮಣ



ಅತಿಕ್ರಮಣ



ಅತಿಕ್ರಮಣ



ಆಶ್ರಯಕ್ಕಾಗಿ
ಪೈಪೋಟಿ



ಆಶ್ರಯಕ್ಕಾಗಿ
ಪೈಪೋಟಿ



ಆಶ್ರಯಕ್ಕಾಗಿ
ಪೈಪೋಟಿ



ಆಶ್ರಯಕ್ಕಾಗಿ
ಪೈಪೋಟಿ



ಆಶ್ರಯಕ್ಕಾಗಿ
ಪೈಪೋಟಿ



ಆಶ್ರಯಕ್ಕಾಗಿ
ಪೈಪೋಟಿ



ತ್ಯಾಜ್ಯ / ಕಸದ
ಸ್ಥಳಗಳು



TK



ತ್ಯಾಜ್ಯ / ಕಸದ
ಸ್ಥಳಗಳು



TK



ತ್ಯಾಜ್ಯ / ಕಸದ
ಸ್ಥಳಗಳು



TK



ತ್ಯಾಜ್ಯ / ಕಸದ
ಸ್ಥಳಗಳು



TK



ತ್ಯಾಜ್ಯ / ಕಸದ
ಸ್ಥಳಗಳು



TK



ತೃಪ್ತ / ಕಸದ
ಸ್ಥಳಗಳು



ಪರಿಹಾರ
ಕಾರ್ಡ್



ಜಲ ಸಂರಕ್ಷಣಾ
ತಂತ್ರಗಳು



ಜಲ ಸಂರಕ್ಷಣಾ
ತಂತ್ರಗಳು



ಜಲ ಸಂರಕ್ಷಣಾ
ತಂತ್ರಗಳು



ಜಲ ಸಂರಕ್ಷಣಾ
ತಂತ್ರಗಳು



ಕೃತಕ ನೆರಳಿನ ತೊಟ್ಟಿಗಳು



ಕೃತಕ ನೆರಳಿನ ತೊಟ್ಟಿಗಳು



ಕೃತಕ ನೆರಳಿನ ತೊಟ್ಟಿಗಳು



ಕೃತಕ ನೆರಳಿನ ತೊಟ್ಟಿಗಳು



ಸುಧಾರಿತ ಜಾನುವಾರು
ಆವರಣಗಳು



ಸುಧಾರಿತ ಜಾನುವಾರು
ಆವರಣಗಳು



ಸುಧಾರಿತ ಜಾನುವಾರು
ಆವರಣಗಳು



ಸುಧಾರಿತ ಜಾನುವಾರು
ಆವರಣಗಳು



ಸಮುದಾಯ ಜಾಗೃತಿ
ಕಾರ್ಯಕ್ರಮಗಳು



ಸಮುದಾಯ ಜಾಗೃತಿ
ಕಾರ್ಯಕ್ರಮಗಳು



ಸಮುದಾಯ ಜಾಗೃತಿ
ಕಾರ್ಯಕ್ರಮಗಳು



ಸಮುದಾಯ ಜಾಗೃತಿ
ಕಾರ್ಯಕ್ರಮಗಳು



ಬಲವಾದ ಬೇಲಿ



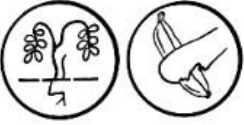
ಬಲವಾದ ಬೇಲಿ



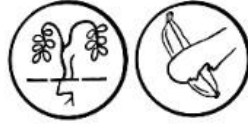
ಬಲವಾದ ಬೇಲಿ



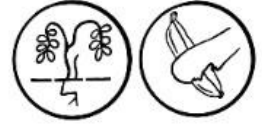
ಬಲವಾದ ಬೇಲಿ



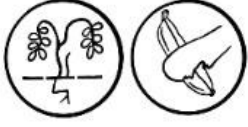
ಬಲೆ / ಬಲೆ ಹಾಕುವುದು



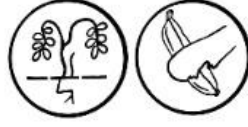
ಬಲೆ / ಬಲೆ ಹಾಕುವುದು



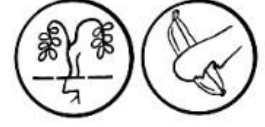
ಬಲೆ / ಬಲೆ ಹಾಕುವುದು



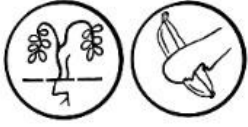
ಬಲೆ / ಬಲೆ ಹಾಕುವುದು



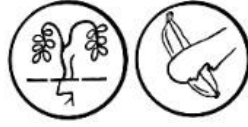
ಶಬ್ದ ಮತ್ತು ಬೆಳಕಿನ
ತಡೆಗಟ್ಟುವಿಕೆಗಳು



ಶಬ್ದ ಮತ್ತು ಬೆಳಕಿನ
ತಡೆಗಟ್ಟುವಿಕೆಗಳು



ಶಬ್ದ ಮತ್ತು ಬೆಳಕಿನ
ತಡೆಗಟ್ಟುವಿಕೆಗಳು



ಶಬ್ದ ಮತ್ತು ಬೆಳಕಿನ
ತಡೆಗಟ್ಟುವಿಕೆಗಳು



ಆವಾಸಸ್ಥಾನ ಮರುಸ್ಥಾಪನೆ
ಮತ್ತು ಸಂರಕ್ಷಣಾ
ಯೋಜನೆಗಳು



ಆವಾಸಸ್ಥಾನ ಮರುಸ್ಥಾಪನೆ
ಮತ್ತು ಸಂರಕ್ಷಣಾ
ಯೋಜನೆಗಳು



ಆವಾಸಸ್ಥಾನ ಮರುಸ್ಥಾಪನೆ
ಮತ್ತು ಸಂರಕ್ಷಣಾ
ಯೋಜನೆಗಳು



ಆವಾಸಸ್ಥಾನ ಮರುಸ್ಥಾಪನೆ
ಮತ್ತು ಸಂರಕ್ಷಣಾ
ಯೋಜನೆಗಳು



ಕಾರಿಡಾರ್‌ಗಳ/ಸೇತುವೆಗಳ
ಸೃಷ್ಟಿ



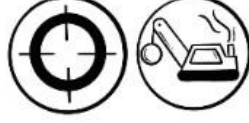
ಕಾರಿಡಾರ್‌ಗಳ/ಸೇತುವೆಗಳ
ಸೃಷ್ಟಿ



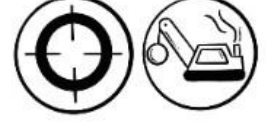
ಕಾರಿಡಾರ್‌ಗಳ/ಸೇತುವೆಗಳ
ಸೃಷ್ಟಿ



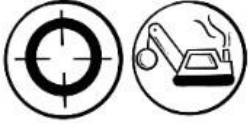
ಕಾರಿಡಾರ್‌ಗಳ/ಸೇತುವೆಗಳ
ಸೃಷ್ಟಿ



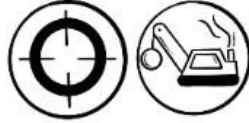
ಹೆಚ್ಚಿದ ಗಸ್ತು



ಹೆಚ್ಚಿದ ಗಸ್ತು



ಹೆಚ್ಚಿದ ಗಸ್ತು



ಹೆಚ್ಚಿದ ಗಸ್ತು



ಮೇವು ನಿರ್ವಹಣೆ



ಮೇವು ನಿರ್ವಹಣೆ



ಮೇವು ನಿರ್ವಹಣೆ



ಮೇವು ನಿರ್ವಹಣೆ



ಪೂರಕ ಆಹಾರ ನೀಡುವ
ತಂತ್ರಗಳು



ಪೂರಕ ಆಹಾರ ನೀಡುವ
ತಂತ್ರಗಳು



ಪೂರಕ ಆಹಾರ ನೀಡುವ
ತಂತ್ರಗಳು



ಪೂರಕ ಆಹಾರ ನೀಡುವ
ತಂತ್ರಗಳು



ಘನ ತ್ಯಾಜ್ಯ ನಿರ್ವಹಣೆ



ಘನ ತ್ಯಾಜ್ಯ ನಿರ್ವಹಣೆ



ಘನ ತ್ಯಾಜ್ಯ ನಿರ್ವಹಣೆ



ಘನ ತ್ಯಾಜ್ಯ ನಿರ್ವಹಣೆ



ಕಾರ್ಯತಂತ್ರದ
ಕಸದ ಬುಟ್ಟಿಗಳ
ನಿಯೋಜನೆ



ಕಾರ್ಯತಂತ್ರದ ಕಸದ ಬುಟ್ಟಿಗಳ
ನಿಯೋಜನೆ



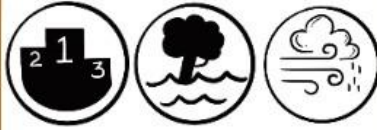
ಕಾರ್ಯತಂತ್ರದ ಕಸದ ಬುಟ್ಟಿಗಳ
ನಿಯೋಜನೆ



ಕಾರ್ಯತಂತ್ರದ ಕಸದ ಬುಟ್ಟಿಗಳ
ನಿಯೋಜನೆ



ಕೃತಕ ಗುಹೆಗಳು ಮತ್ತು ಬಿಲಗಳು



ಕೃತಕ ಗುಹೆಗಳು ಮತ್ತು ಬಿಲಗಳು



ಕೃತಕ ಗುಹೆಗಳು ಮತ್ತು ಬಿಲಗಳು



ಕೃತಕ ಗುಹೆಗಳು ಮತ್ತು ಬಿಲಗಳು



ಪರಿದಿಯ ಸುತ್ತ ಹೆಚ್ಚಿದ
ಸಸ್ಯವರ್ಗ



ಪರಿದಿಯ ಸುತ್ತ ಹೆಚ್ಚಿದ
ಸಸ್ಯವರ್ಗ



ಪರಿದಿಯ ಸುತ್ತ ಹೆಚ್ಚಿದ
ಸಸ್ಯವರ್ಗ



ಪರಿದಿಯ ಸುತ್ತ ಹೆಚ್ಚಿದ
ಸಸ್ಯವರ್ಗ



ಜಲ ಮಾರ್ಗಗಳ ಹೂಳು
ತೆಗೆಯುವುದು



ಜಲ ಮಾರ್ಗಗಳ ಹೂಳು
ತೆಗೆಯುವುದು



ಜಲ ಮಾರ್ಗಗಳ ಹೂಳು
ತೆಗೆಯುವುದು



ಜಲ ಮಾರ್ಗಗಳ ಹೂಳು
ತೆಗೆಯುವುದು



ಆಕರ್ಷಕಗಳನ್ನು ಕಡಿಮೆ
ಮಾಡುವುದು



ಆಕರ್ಷಕಗಳನ್ನು ಕಡಿಮೆ
ಮಾಡುವುದು



ಆಕರ್ಷಕಗಳನ್ನು ಕಡಿಮೆ
ಮಾಡುವುದು



ಆಕರ್ಷಕಗಳನ್ನು ಕಡಿಮೆ
ಮಾಡುವುದು



ಮುಚ್ಚಿಗೆ / ಹೊದಿಕೆ
ಹಾಕುವುದು



ಮುಚ್ಚಿಗೆ / ಹೊದಿಕೆ
ಹಾಕುವುದು



ಮುಚ್ಚಿಗೆ / ಹೊದಿಕೆ
ಹಾಕುವುದು



ಮುಚ್ಚಿಗೆ / ಹೊದಿಕೆ
ಹಾಕುವುದು



ಒಳಚರಂಡಿ ಕಾಲುವೆಗಳು



ಒಳಚರಂಡಿ ಕಾಲುವೆಗಳು



ಒಳಚರಂಡಿ ಕಾಲುವೆಗಳು



ಒಳಚರಂಡಿ ಕಾಲುವೆಗಳು



ಸಸ್ಯ ವೈವಿಧ್ಯತೆಯ
ಉತ್ತೇಜನ



ಸಸ್ಯ ವೈವಿಧ್ಯತೆಯ
ಉತ್ತೇಜನ



ಸಸ್ಯ ವೈವಿಧ್ಯತೆಯ
ಉತ್ತೇಜನ



ಸಸ್ಯ ವೈವಿಧ್ಯತೆಯ
ಉತ್ತೇಜನ



ಪರಿಸರ ಪ್ರವಾಸೋದ್ಯಮ
ಉಪಕ್ರಮಗಳು



ಪರಿಸರ ಪ್ರವಾಸೋದ್ಯಮ
ಉಪಕ್ರಮಗಳು



ಪರಿಸರ ಪ್ರವಾಸೋದ್ಯಮ
ಉಪಕ್ರಮಗಳು



ಪರಿಸರ ಪ್ರವಾಸೋದ್ಯಮ
ಉಪಕ್ರಮಗಳು



ಸ್ಥಳೀಯ ಕರಕುಶಲ ಮಾರುಕಟ್ಟೆ
ಮೂರು ಟೋಕನ್‌ಗಳಲ್ಲಿ ಒಂದನ್ನು ಆರಿಸಿ

- a. ಪೊಲೀಸ್ ಇಲಾಖೆ
b. ಅರಣ್ಯ ಇಲಾಖೆ
c. ಕಂದಾಯ ಇಲಾಖೆ

ಹಂಚಿಕೆಯ ಸಾಂಪ್ರದಾಯಿಕ
ಆಚರಣೆಗಳು

ನೀವು ಅಥವಾ ಇನ್ನೊಬ್ಬ ಆಟಗಾರನು
ಒಂದು ಪರಿಹಾರವನ್ನು
ಕಾರ್ಯಗತಗೊಳಿಸಿದರೆ, ನಿಮ್ಮಲ್ಲಿ
ಪ್ರತಿಯೊಬ್ಬರಿಗೂ ಒಂದು ಹೆಚ್ಚುವರಿ ಅಂಕ
ಲಭಿಸುತ್ತದೆ

ಅರಿವು ಮೂಡಿಸುವುದು

ಸಮುದಾಯ ಶುದ್ಧೀಕರಣ

ಕಾರ್ಯಕ್ರಮ ಯೋಜನೆ

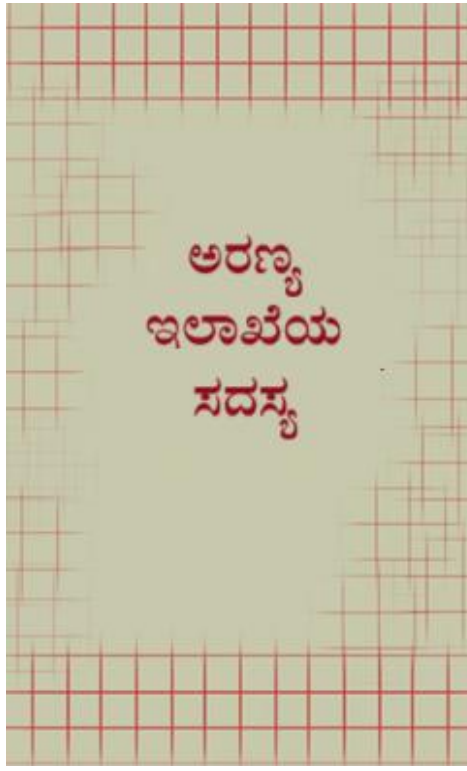
ಮೇಲಿನ ಅಪಾಯದ ಕಾರ್ಡ್‌ನ್ನು ಇಣುಕಿ
ನೋಡಿ

ನಿಮ್ಮ ಕೈಯಲ್ಲಿರುವ ಒಂದು ಪರಿಹಾರವನ್ನು
ತ್ಯಜಿಸಿ ಮತ್ತು ಪರಿಹಾರ ಡೆಕ್‌ನಿಂದ
ಇನ್ನೊಂದನ್ನು ತೆಗೆದುಕೊಳ್ಳಿ

ಡೆಕ್‌ನ ಮೇಲಿನಿಂದ 2 ಅಪಾಯದ
ಕಾರ್ಡ್‌ಗಳನ್ನು ತೆಗೆದು ತಲೆಕೆ ಹಾಕಿ

ಅರಣ್ಯ ಗಸ್ತು ಕಾರ್ಡ್

ಡೆಕ್‌ನ ಮೇಲಿನಿಂದ 2 ಅಪಾಯದ
ಕಾರ್ಡ್‌ಗಳನ್ನು ತೆಗೆದು ತಳಕ್ಕೆ ಹಾಕಿ



ಸಸಿ ನೆಡುವ ಕಾರ್ಯಕ್ರಮ

ಎರಡು ಟೋಕನ್‌ಗಳಲ್ಲಿ ಒಂದನ್ನು ಆರಿಸಿ

a. ಪೂಲೀಸ್ ಇಲಾಖೆ

b. ಕಂದಾಯ ಇಲಾಖೆ

ಪ್ರಾಣಿಗಳ ಚಲನೆಯನ್ನು ಪತ್ತೆಹಚ್ಚಿ

ಡೆಕ್‌ನಲ್ಲಿರುವ ಮೇಲಿನ ಮೂರು
ಅಪಾಯದ ಕಾರ್ಡ್‌ಗಳನ್ನು ನೋಡಿ,
ಅವುಗಳಲ್ಲಿ ಒಂದನ್ನು ಡೆಕ್‌ನ ತಳಕ್ಕೆ
ತೃಪ್ತಿಸಿ, ಉಳಿದ ಎರಡನ್ನು ಕಲೆಸಿ ಡೆಕ್‌ನ
ಮೇಲ್ಭಾಗದಲ್ಲಿ ಇರಿಸಿ

ಸಮುದಾಯದ ಸಂಪರ್ಕ ಕಾರ್ಯಕ್ರಮ

ಮೂರು ಟೋಕನ್‌ಗಳಲ್ಲಿ ಯಾವುದಾದರೂ
ಒಂದನ್ನು ಆಯ್ಕೆಮಾಡಿ ಇನ್ನೊಬ್ಬ ಆಟಗಾರನನ್ನು
ಆರಿಸಿ.

ಬಿ. ಪೂಲೀಸ್ ಇಲಾಖೆ

ಛಿ. ಅರಣ್ಯ ಇಲಾಖೆ

ಛಿ. ಕಂದಾಯ ಇಲಾಖೆ

ಅರಿವು ಮೂಡಿಸುವುದು

ಮೇಲಿನ ಅಪಾಯದ ಕಾರ್ಡ್‌ನ್ನು ಇಣುಕಿ
ನೋಡಿ

ಅರಿವು ಮೂಡಿಸುವುದು

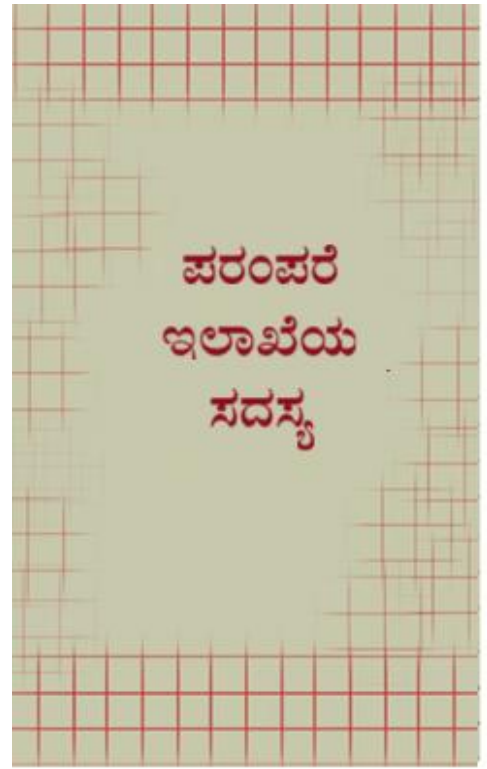
ಸುಸ್ಥಿರ ಪರಿಹಾರಗಳ ಕಾರ್ಯಾಗಾರ

ಎರಡು ಟೋಕನ್‌ಗಳಲ್ಲಿ ಒಂದನ್ನು ಆರಿಸಿ:

ಮೇಲಿನ ಅಪಾಯದ ಕಾರ್ಡನ್ನು ಇಣುಕಿ
ನೋಡಿ

a. ಪೊಲೀಸ್ ಇಲಾಖೆ

b. ಕಂದಾಯ ಇಲಾಖೆ



ಅರಿವು ಮೂಡಿಸುವುದು

ಅರಿವು ಮೂಡಿಸುವುದು

ಪ್ರಾಚೀನ ಜ್ಞಾನ ಕಾರ್ಡ್

ಮೇಲಿನ ಅಪಾಯದ ಕಾರ್ಡನ್ನು ಇಣುಕಿ
ನೋಡಿ

ಮೇಲಿನ ಅಪಾಯದ ಕಾರ್ಡನ್ನು ಇಣುಕಿ
ನೋಡಿ

ಪ್ರಾಣಿ-ಆಧಾರಿತವಲ್ಲದ ಬೆದರಿಕೆಗೆ
ಪರಿಹಾರವನ್ನು ಕಂಡುಕೊಂಡಾಗ, ಒಂದು
ಹೆಚ್ಚುವರಿ ಅಂಕವನ್ನು ಗಳಿಸಿ

ದೇವಸ್ಥಾನದ ಉತ್ಸವದ ಸಿದ್ಧತೆಗಳು

ಡೆಕ್ ನ ಮೇಲಿನಿಂದ 2 ಅಪಾಯದ
ಕಾರ್ಡ್‌ಗಳನ್ನು ತೆಗೆದು ತಳಕ್ಕೆ ಹಾಕಿ

ಸಮುದಾಯದ ಸಂಪರ್ಕ ಕಾರ್ಯಕ್ರಮ

ಮೂರು ಟೋಕನ್‌ಗಳಲ್ಲಿ ಯಾವುದಾದರೂ
ಒಂದನ್ನು ಆಯ್ದುಕೊಳ್ಳಲು ಇನ್ನೊಬ್ಬ
ಆಟಗಾರನನ್ನು ಆರಿಸಿ.

a. ಪೊಲೀಸ್ ಇಲಾಖೆ

b. ಅರಣ್ಯ ಇಲಾಖೆ

c. ಕಂದಾಯ ಇಲಾಖೆ

ಹಂಚಿಕೆಯ ಸಾಂಪ್ರದಾಯಿಕ ಆಚರಣೆಗಳು

ನೀವು ಅಥವಾ ಇನ್ನೊಬ್ಬ ಆಟಗಾರನು
ಒಂದು ಪರಿಹಾರವನ್ನು
ಕಾರ್ಯಗತಗೊಳಿಸಿದರೆ, ನಿಮ್ಮಲ್ಲಿ
ಪ್ರತಿಯೊಬ್ಬರಿಗೂ ಒಂದು ಹೆಚ್ಚುವರಿ ಅಂಕ
ಲಭಿಸುತ್ತದೆ

ಸ್ಥಳೀಯ ಕರಕುಶಲ ಮಾರುಕಟ್ಟೆ

ಮೂರು ಟೋಕನ್‌ಗಳಲ್ಲಿ ಒಂದನ್ನು ಆರಿಸಿ:

a. ಪೊಲೀಸ್ ಇಲಾಖೆ

b. ಅರಣ್ಯ ಇಲಾಖೆ

c. ಕಂದಾಯ ಇಲಾಖೆ

ಹಂಚಿಕೆಯ ಸಾಂಪ್ರದಾಯಿಕ ಆಚರಣೆಗಳು

ನೀವು ಅಥವಾ ಇನ್ನೊಬ್ಬ ಆಟಗಾರನು
ಒಂದು ಪರಿಹಾರವನ್ನು
ಕಾರ್ಯಗತಗೊಳಿಸಿದರೆ, ನಿಮ್ಮಲ್ಲಿ
ಪ್ರತಿಯೊಬ್ಬರಿಗೂ ಒಂದು ಹೆಚ್ಚುವರಿ ಅಂಕ
ಲಭಿಸುತ್ತದೆ.

ಸ್ಥಳೀಯ
ಸಮುದಾಯದ
ಸದಸ್ಯ

ಅರಿವು ಮೂಡಿಸುವುದು

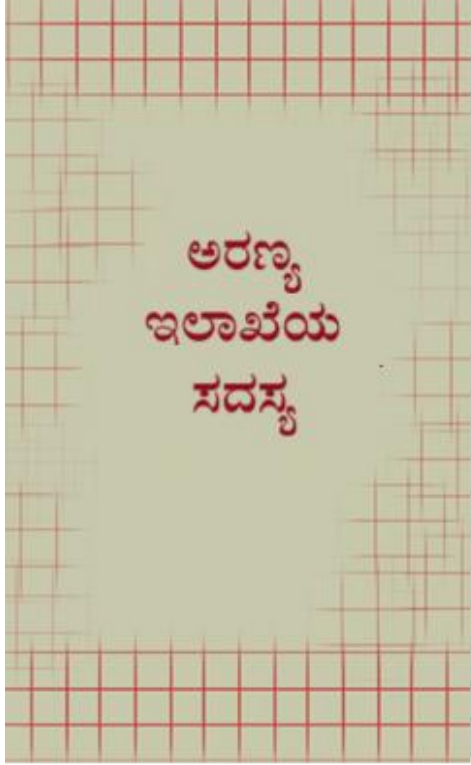
ಸಮುದಾಯ ಶುದ್ಧೀಕರಣ

ಕಾರ್ಯಕ್ರಮ ಯೋಜನೆ

ಮೇಲಿನ ಅಪಾಯದ ಕಾರ್ಡ್‌ನ್ನು ಇಣುಕಿ
ನೋಡಿ

ನಿಮ್ಮ ಕೈಯಲ್ಲಿರುವ ಒಂದು ಪರಿಹಾರವನ್ನು
ತ್ಯಜಿಸಿ ಮತ್ತು ಪರಿಹಾರ ಡೆಕ್‌ನಿಂದ
ಇನ್ನೊಂದನ್ನು ತೆಗೆದುಕೊಳ್ಳಿ.

ಡೆಕ್‌ನ ಮೇಲಿನಿಂದ 2 ಅಪಾಯದ
ಕಾರ್ಡ್‌ಗಳನ್ನು ತೆಗೆದು ತಳಕ್ಕೆ ಹಾಕಿ.



ಸಸಿ ನೆಡುವ ಕಾರ್ಯಕ್ರಮ

ಎರಡು ಟೋಕನ್‌ಗಳಲ್ಲಿ ಒಂದನ್ನು ಆರಿಸಿ:

- a. ಪೊಲೀಸ್ ಇಲಾಖೆ
- b. ಕಂದಾಯ ಇಲಾಖೆ

ಪ್ರಾಣಿಗಳ ಚಲನೆಯನ್ನು ಪತ್ತೆಹಚ್ಚಿ

ಡೆಕ್‌ನಲ್ಲಿರುವ ಮೇಲಿನ ಮೂರು
ಅಪಾಯದ ಕಾರ್ಡ್‌ಗಳನ್ನು ನೋಡಿ,
ಅವುಗಳಲ್ಲಿ ಒಂದನ್ನು ಡೆಕ್‌ನ ತಳಕ್ಕೆ
ತ್ಯಜಿಸಿ, ಉಳಿದ ಎರಡನ್ನು ಕಲೆಸಿ ಡೆಕ್‌ನ
ಮೇಲ್ಭಾಗದಲ್ಲಿ ಇರಿಸಿ.

ಸಮುದಾಯದ ಸಂಪರ್ಕ
ಕಾರ್ಯಕ್ರಮ

ಮೂರು ಟೋಕನ್‌ಗಳಲ್ಲಿ ಯಾವುದಾದರೂ
ಒಂದನ್ನು ಆಯ್ದುಕೊಳ್ಳಲು ಇನ್ನೊಬ್ಬ
ಆಟಗಾರನನ್ನು ಆರಿಸಿ.

- a. ಪೊಲೀಸ್ ಇಲಾಖೆ
- b. ಅರಣ್ಯ ಇಲಾಖೆ
- c. ಕಂದಾಯ ಇಲಾಖೆ

ಅರಿವು ಮೂಡಿಸುವುದು

ಮೇಲಿನ ಅಪಾಯದ ಕಾರ್ಡನ್ನು ಇಣಕಿ
ನೋಡಿ

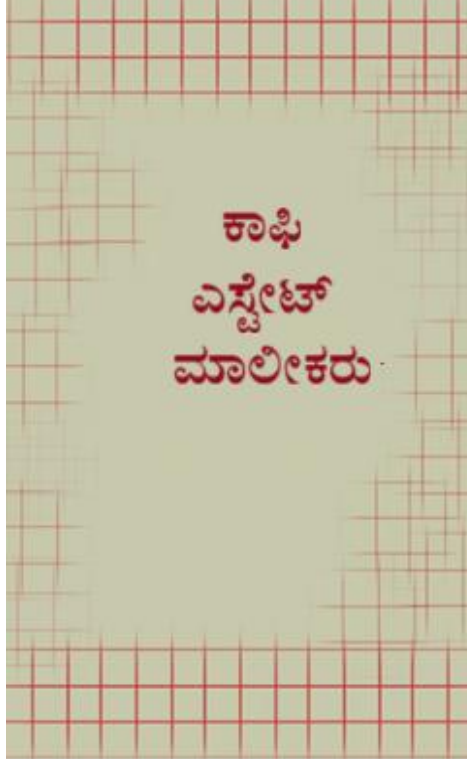
ಅರಿವು ಮೂಡಿಸುವುದು

ಮೇಲಿನ ಅಪಾಯದ ಕಾರ್ಡನ್ನು ಇಣಕಿ
ನೋಡಿ

ಸುಸ್ಥಿರ ಪರಿಹಾರಗಳ ಕಾರ್ಯಾಗಾರ

ಎರಡು ಟೋಕನ್‌ಗಳಲ್ಲಿ ಒಂದನ್ನು ಆರಿಸಿ:

- a. ಪೊಲೀಸ್ ಇಲಾಖೆ
- b. ಕಂದಾಯ ಇಲಾಖೆ



ಅರಿವು ಮೂಡಿಸುವುದು

ಮೇಲಿನ ಅಪಾಯದ ಕಾರ್ಡನ್ನು ಇಣಕಿ
ನೋಡಿ

ಅರಿವು ಮೂಡಿಸುವುದು

ಮೇಲಿನ ಅಪಾಯದ ಕಾರ್ಡನ್ನು ಇಣುಕಿ
ನೋಡಿ

ಪ್ರಾಚೀನ ಜ್ಞಾನ ಕಾರ್ಡ್

ಪ್ರಾಣಿ-ಆಧಾರಿತವಲ್ಲದ ಬೆದರಿಕೆಗೆ
ಪರಿಹಾರವನ್ನು ಕಂಡುಕೊಂಡಾಗ, ಒಂದು
ಹೆಚ್ಚುವರಿ ಅಂಕವನ್ನು ಗಳಿಸಿ.

ದೇವಸ್ಥಾನದ ಉತ್ಸವದ ಸಿದ್ಧತೆಗಳು

ಡೆಕ್‌ನ ಮೇಲಿನಿಂದ 2 ಅಪಾಯದ
ಕಾರ್ಡ್‌ಗಳನ್ನು ತೆಗೆದು ತಳಕ್ಕೆ ಹಾಕಿ.

ಸಮುದಾಯದ ಸಂಪರ್ಕ ಕಾರ್ಯಕ್ರಮ

ಮೂರು ಟೋಕನ್‌ಗಳಲ್ಲಿ ಯಾವುದಾದರೂ
ಒಂದನ್ನು ಆಯ್ದುಕೊಳ್ಳಲು ಇನ್ನೊಬ್ಬ
ಆಟಗಾರನನ್ನು ಆರಿಸಿ.

a. ಪೊಲೀಸ್ ಇಲಾಖೆ

b. ಅರಣ್ಯ ಇಲಾಖೆ

c. ಕಂದಾಯ ಇಲಾಖೆ

ಹಂಚಿಕೆಯ ಸಾಂಪ್ರದಾಯಿಕ ಆಚರಣೆಗಳು

ನೀವು ಅಥವಾ ಇನ್ನೊಬ್ಬ ಆಟಗಾರನು
ಒಂದು ಪರಿಹಾರವನ್ನು
ಕಾರ್ಯಗತಗೊಳಿಸಿದರೆ, ನಿಮ್ಮಲ್ಲಿ
ಪ್ರತಿಯೊಬ್ಬರಿಗೂ ಒಂದು ಹೆಚ್ಚುವರಿ ಅಂಕ
ಲಭಿಸುತ್ತದೆ.



ಭಾರತೀಯ ಆನೆ



ಬೀಜ ವಿತರಕರು

ವಾಸಸ್ಥಾನದ ವಾಸ್ತು ಶಿಲ್ಪಿಗಳು

ನೀರಿನ ಮೂಲಗಳ ಸೃಷ್ಟಿಕರ್ತರು



ಲಂಗೂರ್



ಬೀಜ ವಿತರಕರು
ಪರಾಗಸ್ಪರ್ಶಕಗಳು
ಕೀಟ ನಿಯಂತ್ರಣ



ಅರಣ್ಯ ಮತ್ತು ಪವಿತ್ರ ತೋಪುಗಳು



ಶುದ್ಧ ಗಾಳಿ
ನೀರಿನ ಶುದ್ಧೀಕರಣ
ಆವಾಸಸ್ಥಾನದ ಆಶ್ರಯ
ಜೀವವೈವಿಧ್ಯದ ತಾಣ
ಜೀನ್ ಬ್ಯಾಂಕುಗಳು
ಸಾಂಸ್ಕೃತಿಕ ಸಂಬಂಧ



ಭಾರತೀಯ ಚಿರತೆ



ಸರ್ವೋಚ್ಚ ಪರಭಕ್ಷಕ
ರೋಗ ನಿಯಂತ್ರಣ
ಬೀಜ ವಿತರಕರು



ಮಹಸೀರ್ ಮೀನು



ಜೈವಿಕ ಸೂಚಕ

ಪ್ರಮುಖ ಪರಭಕ್ಷಕಗಳು

ಆರ್ಥಿಕ ಚಾಲಕ



ನೀಲಗಿರಿ ಮಾರ್ಟೆನ್



ಬೀಜ ಪ್ರಸರಣ

ನೈಸರ್ಗಿಕ ಕೀಟ ನಿಯಂತ್ರಣ

ಪರಾಗಸ್ಪರ್ಶಕಗಳು



ಕಾಡು ಹಂದಿ



ನೈಸರ್ಗಿಕ ಮಣ್ಣು ಸಡಿಲಗೊಳಿಸುವವು

ಬೀಜ ವಿತರಕರು

ಬೇಟೆ ಪ್ರಭೇದಗಳು



ಹಳದಿ ಹುಬ್ಬಿನ ಬುಲ್ಬುಲ್



ಬೀಜ ವಿತರಕ

ಪರಾಗಸ್ಪರ್ಶಕ

ಕೀಟ ನಿಯಂತ್ರಣ



ಕರಡಿ



ಗೆದ್ದಲು ನಾಶಕ

ಬೀಜ ವಿತರಕ

ಮಣ್ಣು ಸಡಿಲಗೊಳಿಸುವ ಪ್ರಾಣಿ



ಭಾರತೀಯ ಚಿರತೆ



ಸರ್ವೋಚ್ಚ ಪರಭಕ್ಷಕ

ರೋಗ ನಿಯಂತ್ರಣ

ಬೀಜ ವಿತರಕರು



ಲಂಗೂರ್



ಬೀಜ ವಿತರಕರು
ಪರಾಗಸ್ಪರ್ಶಕಗಳು
ಕೀಟ ನಿಯಂತ್ರಣ



ಇರುವೆ ಭಕ್ಷಕ



ಕೀಟ ನಿಯಂತ್ರಣ
ಪರಿಸರ ವ್ಯವಸ್ಥೆಯ
ಇಂಜಿನಿಯರ್‌ಗಳು
ಬೀಜ ವಿತರಕರು



ನೀರು ನಾಯಿ



ಜಲಮಾರ್ಗ ತಪಾಸಕರು
ಶುದ್ಧ ನೀರಿನ ಸೂಚಕಗಳು
ಆವಾಸಸ್ಥಾನದ ವಾಸ್ತು ಶಿಲ್ಪಿಗಳು



ಭಾರತೀಯ ಗೆಕ್ಕೋ



ಕೀಟ ನಿಯಂತ್ರಣ

ಪರಾಗಸ್ಪರ್ಶಕಗಳು

ಬೀಜ ವಿತರಕರು



ಅರಣ್ಯ ಮತ್ತು ಪವಿತ್ರ ತೋಪುಗಳು



ನೀರಿನ ಶುದ್ಧೀಕರಣ

ಆವಾಸಸ್ಥಾನದ ಆಶ್ರಯ

ಜೀವವೈವಿಧ್ಯದ ತಾಣ

ಜೀನ್ ಬ್ಯಾಂಕುಗಳು

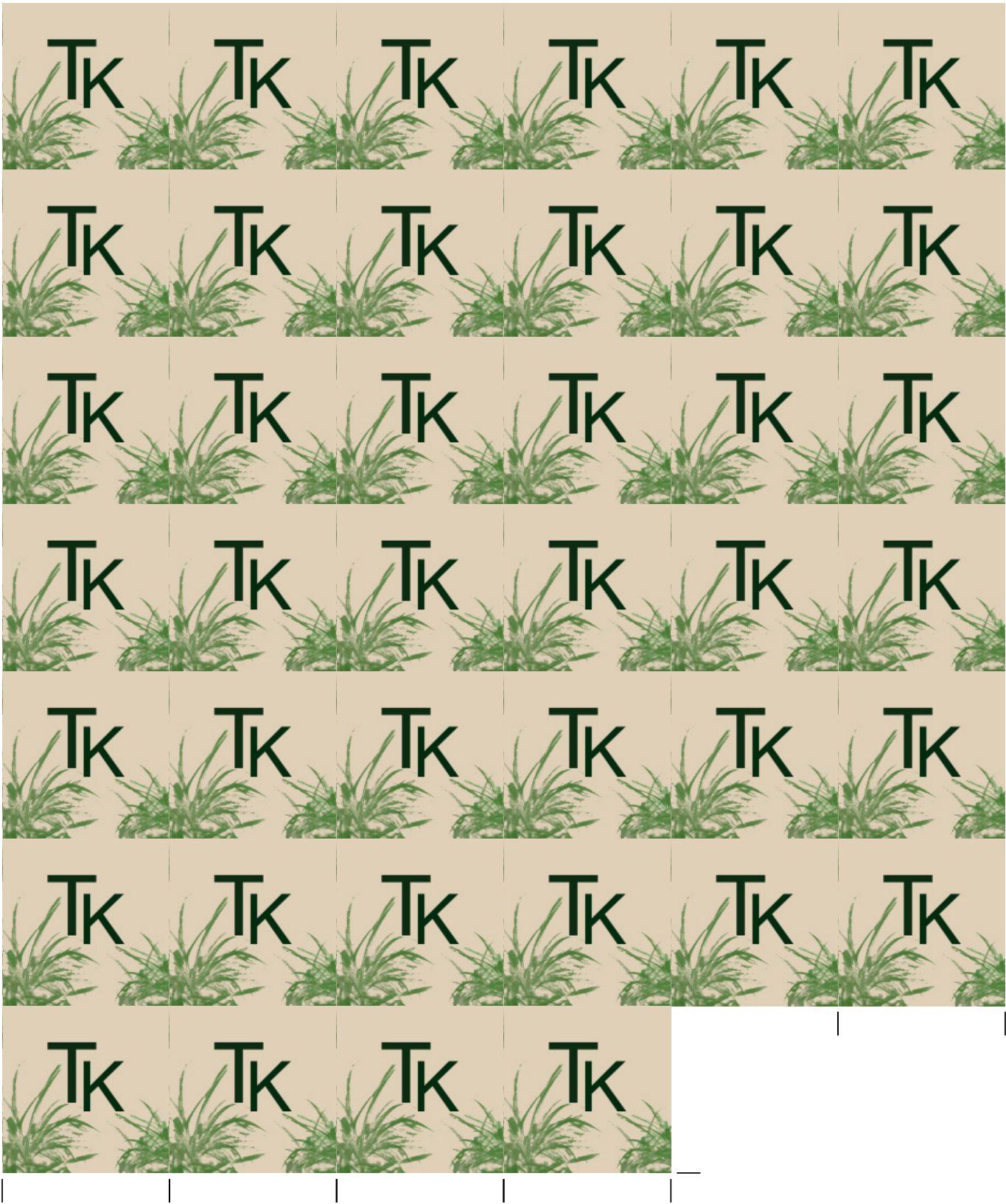
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ಚುಕ್ಕೆಗಳಿರುವ ಪುಟ್ಟ ಗೂಬೆ



ಇಲಿ ನಿಯಂತ್ರಕಗಳು
ಸಮತೋಲಿತ ಪರಿಸರ ವ್ಯವಸ್ಥೆ
ಸೂಚಕ ಪ್ರಭೇದಗಳು





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