

CULTIVATING INNOVATION



Cultivating Innovation aims to increase public awareness of the role of intellectual property in science today, focussing in particular on plant science and farming. The project is led by researchers at the University of Leeds and is funded by the Arts and Humanities Research Council.

www.cultivatinginnovation.org

@IPNarrowIPBroad

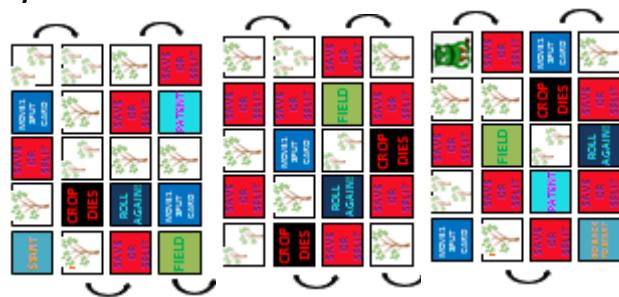
SAVE OR SPLIT!

A game about cooperation and competition for 10-13 year olds.

Setting up the game:

Print the 3 pages of the board SINGLE sided with the printer option 'Scale to fit to paper'.

Lay the board out like so.



Print the 2 'Save' and 'Split' card pages DOUBLE sided. When you cut them out the cards should therefore read 'SAVE' on one side and 'SPLIT' on the other. You will need around 3 pages worth (creating 72 cards in total).

Also needed

- Around 40 'Plant' tokens per player – just small collectible tokens that can represent plants as they are accumulated.

Widely available plastic building block pieces (such as the one pictured here), work nicely. Anything will do.



- 1 plastic token per player – for moving around the board.
- A 6-sided die.
- If possible, pots into which players can bank their **DEPOSITED** plants. However, each player can ultimately just keep their **DEPOSITED** and **EARNED** plants in separate piles if this is easier to organise.

Rules

- 2-4 players.
- You play as a scientist. You want to breed new plants and get them into fields.
- You take it in turns to move your scientist around the board.
- When rolling the die you must always move **FORWARDS** around the board. (There are other moves you can make after rolling the die, as you will see below.)
- When you land on a 'Plant' square you **EARN** a plastic token (these represent your plants), one for each plant marked on that square.
- However, you ultimately want to **DEPOSIT** all your plants into Fields. The person with the most **DEPOSITED** plants wins.

There are two ways to DEPOSIT your plants into a Field.

- Firstly, your scientist can land on a Field square, and here you can **DEPOSIT** up to a maximum 4 plants in one go. (This is rare).

More common will be landing on a Save or Split square. The player is given a Save or Split card and must choose how to use it.

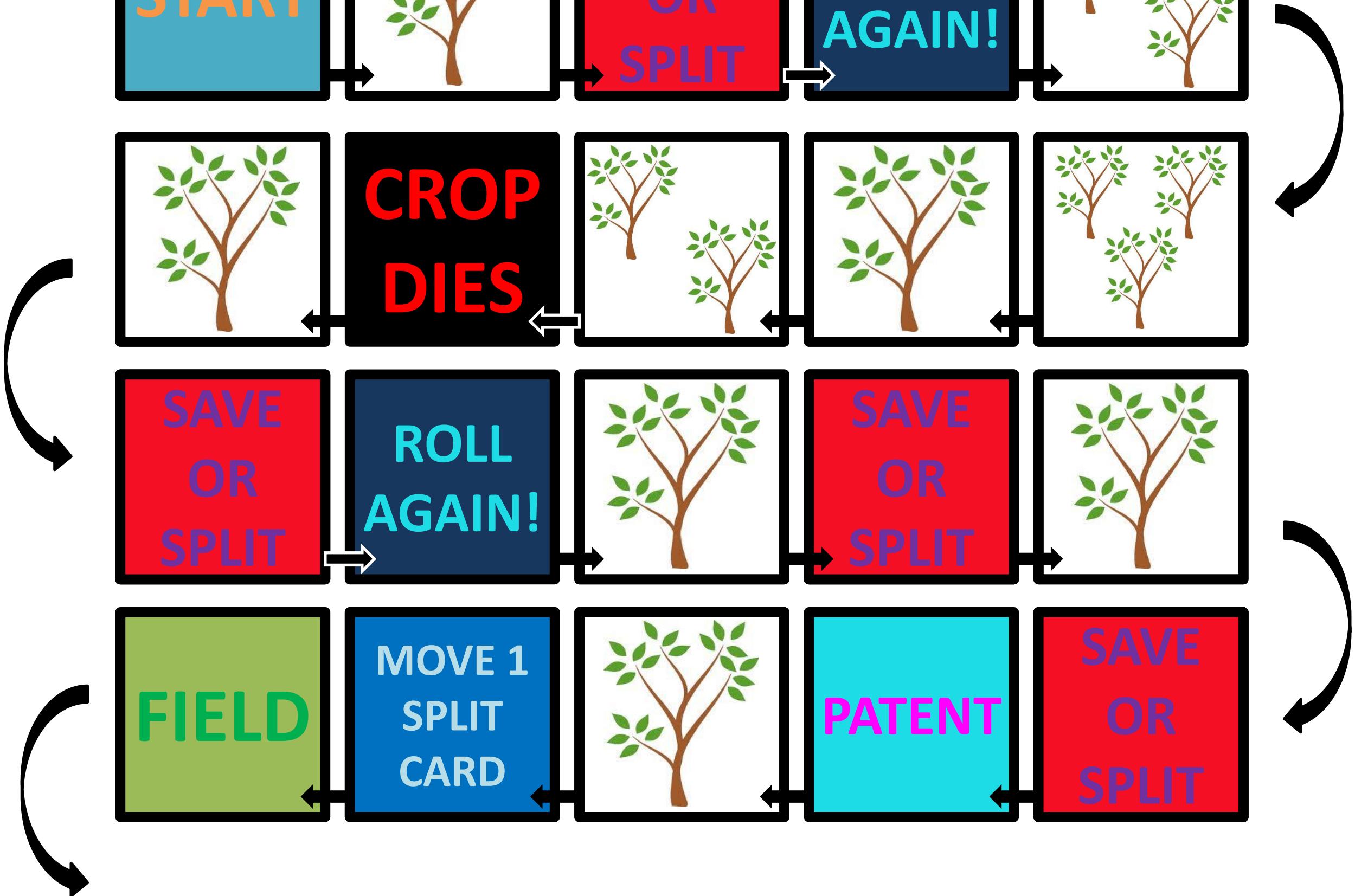
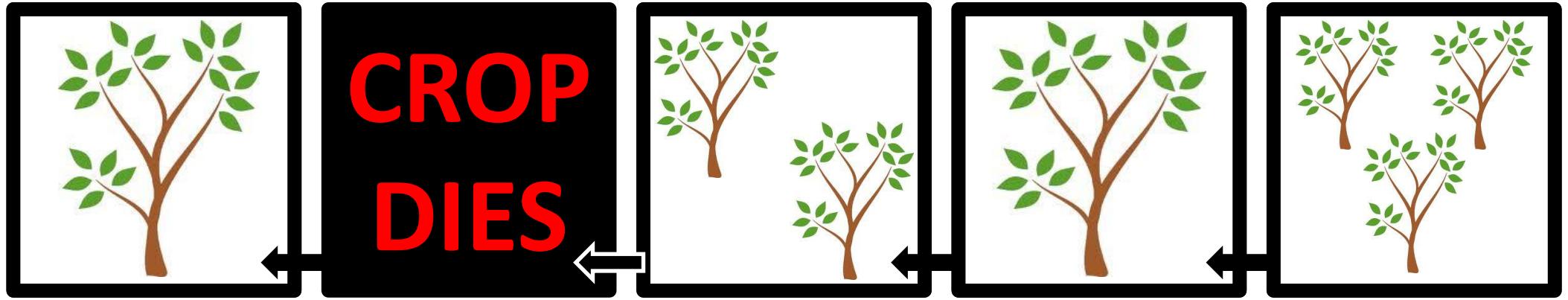
- Save = you keep that card, which you can use to move yourself (or an opponent) up to 3 further squares after any roll of the die. E.g. If I roll a 2, and move 2 squares forwards, I can use a Save card to move 1, 2, or 3, squares backwards or forwards, while my opponent could use their Save card to do the same to me. **In the latter case, doing so costs the opponent not only a Save card but also 1 undeposited plant. The first person to announce the use of a Save card after the roll of the die, is the person allowed to make this move. Only 1 save card can be played in any turn.**
- Split = you turn the card facing the Split side and leave it on any 'Save or Split' square of your choosing. When either you or your opponent land on that card, the lander can **DEPOSIT** 2 plants and the non-lander **EARN** 1 plant. This is therefore the second way in which you can deposit plants into a field. **YOU CAN EACH ALSO TRADE IN A SAVE CARD AT THIS STAGE – FOR EVERY SAVE CARD YOU TRADE IN, YOU CAN DEPOSIT 1 MORE PLANT.**

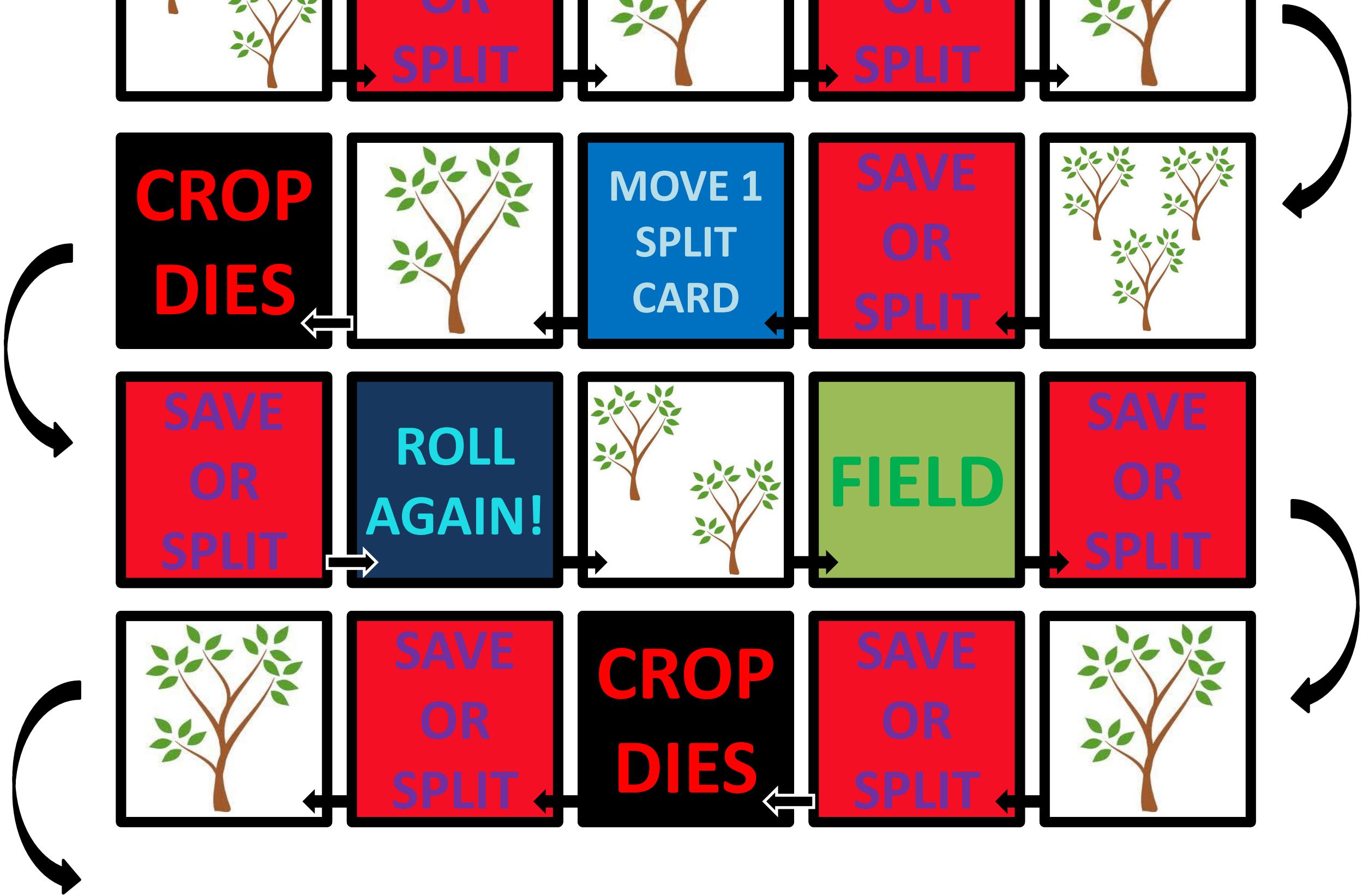
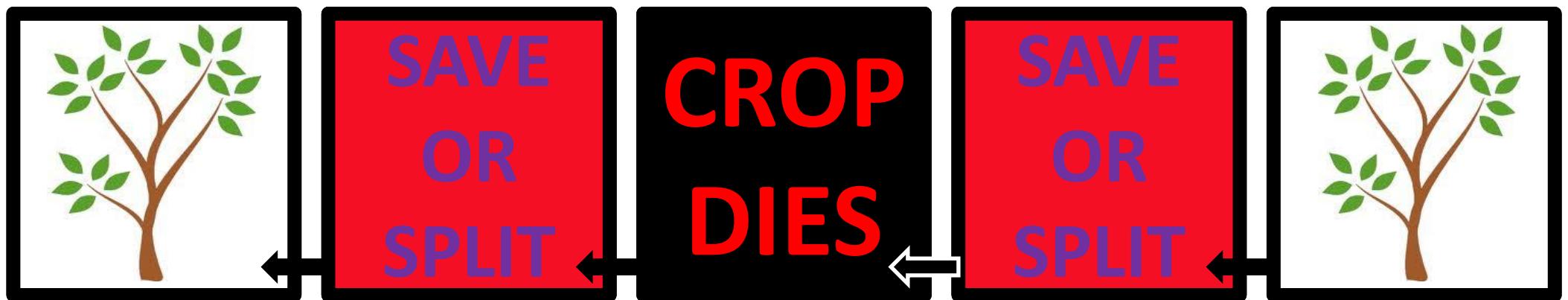
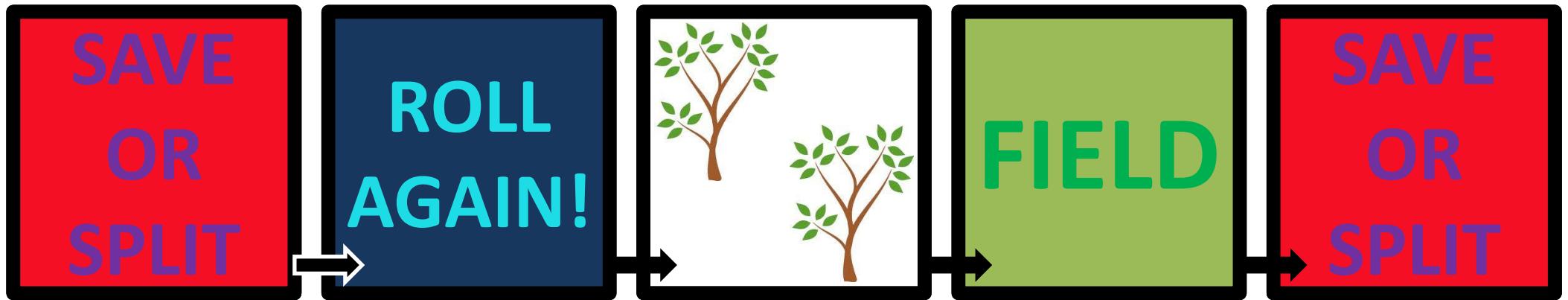
Special squares

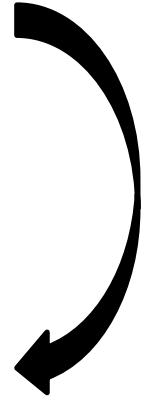
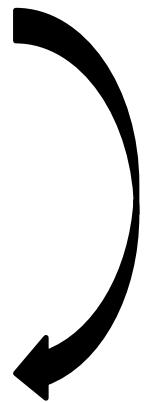
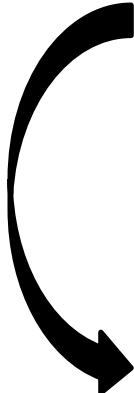
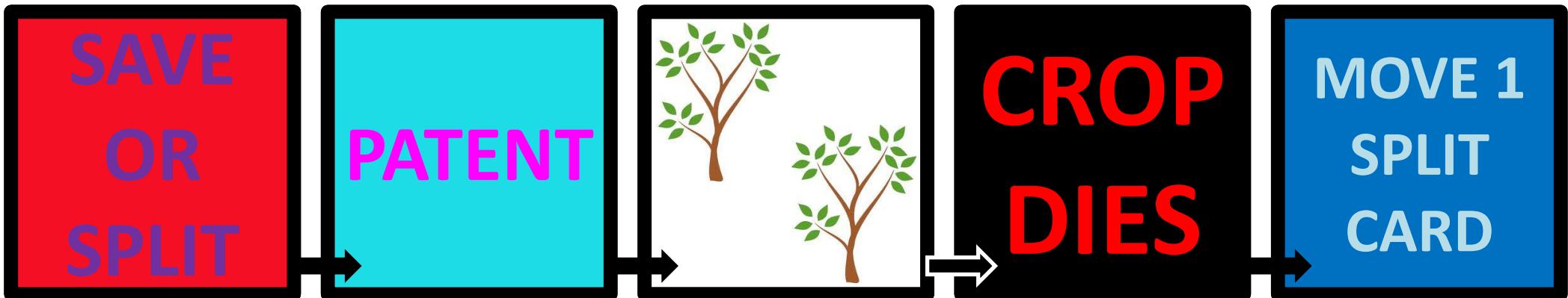
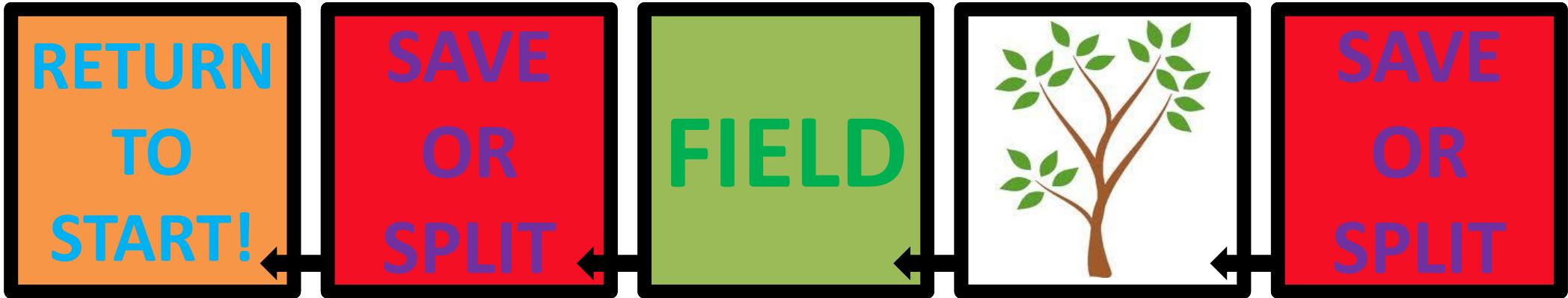
- 'Crop Dies' square - you lose 2 **DEPOSITED** plants. (Your opponent can move you to one of these squares if they choose to use a Save card for this purpose. **Just as before, using a Save card against an opponent means they lose 1 undeposited plant**).
- 'Patent' - turn one of the placed Split cards into a plant or into a Save card.
- Roll again – as you would expect.
- Move 1 Split card - move a Split card to a location you think you are more likely to land on it (or out of the path of an opponent). Neither you nor an opponent can use a Save card to move the player off this square if they land on it.
- If you land on the 'Troll' square you can make your opponent pay you 3 plants every time they **DEPOSIT**. E.g. My opponent is on the Troll square when I land on a Field. I deposit 2 plants but must pay the troll 3 from my undeposited stock. If I do not have enough plants to pay the fee, I must deposit fewer plants. If I only have 3 plants (and cannot therefore deposit 1 AND pay the Troll fee, then I cannot deposit any plants and the troll receives no fee). You can stay on the Troll square for a maximum of 3 turns. While as a Troll you can continue using any Save cards that you have already earned (so you can keep making your opponent land on a Field square if you want, though as usual, **use of a Save card against an opponent costs 1 undeposited plant**). When you leave the Troll square you move directly to a field to deposit plants (as usual, maximum that can be **DEPOSITED** in any one go is 4).

The game ends in one of two ways. Either with the first player to complete 4 laps of the board. At this point, the person with the most **DEPOSITED** plants wins. Or the game ends with the first player to **DEPOSIT** 30 plants.

This game was created for the Fascination of Plants day 2015. It forms part of the 'Cultivating Innovation' project (led by researchers at the University of Leeds and funded by the Arts and Humanities Research Council) which aims to increase public awareness of the roles played by intellectual property in science, particularly within biology and plant breeding. For more details please visit cultivatinginnovation.org







SAVE

SPLIT

SPLIT