

Variations:

The Variations can be played in addition to the basic game. The players can opt to play with only one or both of the variations.

Variation 1: Variation 1: “Special predators”

Black cards (Special Predators): There are 4 cards of each predator

- **Birds:** prefer mussels, crabs and starfish
 - **Fish:** prefer tubeworms and barnacles
 - **Amphipods:** prefer brown algae and green algae
 - **Humans:** like eating snails, mussels and shrimp (at least in some countries) □
 - **Nudibranchs:** prefer sea anemones and bryozoans
1. The predators on the black cards have special preferences with regard to their diets. Their preferences are shown on the circles on top of the cards.
 2. The holder of a black card should be fast since a black card can be discarded at any time whenever their specific prey is on top of the discard pile. Before discarding the card, the player should call out “Yummy”. Failure to do so does not entitle him to discard the black card.
 3. The game continues with the player to the left of the person who discarded the black card and with the colour of the card under the black card.
 4. Each black card is worth 5 points.

Variation 2: “Environmental Events”

Purple cards (Environmental Events): There are 6 “environmental events”, which may happen. Each event has specific consequences on the organisms growing on the discs. An “event” occurs when an “Event card” is drawn from the deck. There are 8 “Event cards”.

The 6 environmental events represented with 2 cards each are shuffled separately and placed in a separate deck on the table.

- Eutrophication
 - Harsh Winter
 - Global Warming
 - Low Oxygen Concentrations
 - Low Water Level + High Temperature
 - Curious Tourists
1. At the start of the game the 8 “Event” cards are mixed with the other cards in the draw deck. The purple cards (Environmental Events cards) are shuffled and placed face-down on a separate deck on the table.
 2. When an “Event” card is drawn from the draw deck, the uppermost card on the “Environmental Events Deck” will be turned and played:
 - **Eutrophication:** High nutrient concentrations in the water promote algal blooms. All green cards can be discarded immediately.
 - **Harsh Winter:** Ice floes form in the sea on very cold winters. These scrape off all growth on hard surfaces. All cards on the discard pile will be distributed evenly among all players. The game starts all over again.
 - **Global Warming:** It is becoming warmer everywhere. The predators get hungrier and eat more. All players take turns in placing one of their red cards (if they have any) to the discard deck. The consequence of each red card is carried out.
 - **Low Oxygen Concentrations:** Less oxygen is available for respiration. Many animals die. Each player gets 2 “animal” cards from the discard pile.

- **Low Water Level + High Temperature:** Only some species can tolerate these conditions. One of these are barnacles. All barnacle cards can be discarded immediately.
 - **Curious Tourists:** A group of people strolling on the jetty see the racks. They lift these out of the water. Transient predators fall off. All players return/mix all their red cards to the Draw Deck.
3. After playing the “Environmental Event”, the card is returned to the bottom of the “Environmental Event” cards deck.
 4. Whenever applicable, the game continues where it left off before the event.

Variations

for the Succession Game

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