

## The Conspiracy of Ravens Game Information: What to do

1. This game is suitable for ages 7 and up.
2. Two to 4 players can play this game.
3. The set up requires you to print off all the game pieces and cut them out. To add strength to the game pieces, consider gluing them to a piece of cardboard or heavy paper (e.g. old greeting cards, cardboard from writing paper pads, etc.). However, they do stand up with just a little bit of tape.
4. Cut out all the **food pieces**, mix them up and put in the middle of the gameboard. Ideally you may want to put the food pieces in a bowl or other container. This is the **Food Bonanza** for all of the players to take from. If you have more than 2 players, print the food pieces off twice.
5. Cut out the **raven game pieces**. Cut along solid black line, and fold carefully along the dashed lines. Use glue or tape to join the backs of the ravens together. Each player chooses a colour of raven and puts the raven on the same colour on the board. This is the start and end point.
6. **Game cards**. There are two types of game cards, the question and answer ones, and the instructional game cards which tell you to do something such as moving ahead one space. **The question and answer cards** are for the more adventurous and skillful players. They are used to increase ones knowledge about ravens. The instructional cards are used for the beginner at any age, and who wants to just play the game without hurting the brain! Cut out the cards and put them into two stacks: Q&A and Instructional. Decide what level you want to play the game.
7. **Numbers pieces**: Cut out the number pieces. Fold them once and put into a bowl or set aside in a pile outside of the game board. If you have dice you can use one of them instead of the number pieces.
8. **Game board**. Print off the four pages of the game board. Place something heavy and flat underneath the game board. Suggestion: glue game board pages onto cardboard, or just tape it at the overlap of the page and place on a hard surface like your kitchen table.

9. **Enemies of the Raven pieces.** Cut out the eagle, owl, hawk and falcon. Assemble and place these pieces on the part of the game board that corresponds to the predator.

### **Objectives of the Game**

Ravens are very smart and clever birds. They are very sociable creatures and work together to find food. However, the individual raven goes to great lengths to store the excess amount of food that it cannot eat right away. Food that is stored by one raven can easily be found by another if the hiding place has been discovered. A less experienced raven can have food stolen by other ravens. This is why there are two types of cache (food storage), open and hidden. Food stored in the open cache is more susceptible to theft by other ravens or birds, and the hidden cache is what the raven has successfully kept for himself. At the end of the game, the raven with the most food pieces in the hidden cache wins the game.

### **Rules of the Game**

1. Each player chooses a raven game piece. Place the raven in the respective coloured territory on the game board. Each territory is divided into 2 sections: open cache and hidden cache. When you accumulate food pieces you will be instructed as to which area of the territory you are to pile the food pieces.
2. Put all the food pieces in the centre of the game board, the Group Cache. A small bowl may make it easier to keep the food pieces in.
3. Place the two decks of game cards (instructional and Q&A) on each side of the food cache in the center. If you are only using the instructional game cards, put them on either side of the Group Cache.
4. Each player takes a number, or rolls the dice to start. The player with the highest number starts the game.
5. Each player starts out with 2 food pieces, one for each cache.

6. The first player takes a number, or rolls the dice. The number drawn is the numbers of spaces the player moves on the game board, on the green squares only. Depending on where the raven lands, the player must do what is instructed on the game board. If two players land on the same square, both players must draw a number card, or roll the dice. The player with the highest number gets to move one space forward on the game board.
7. The player who ends up back at his/her territory must “cache out” from the open and hidden storage areas. The number of open must be deducted from the number of hidden food pieces.
8. The winner of the game is not decided until all the players have been once around the board and are back at their territory. The player with the highest number of food pieces from the hidden cache wins the game.

**Have fun!**

## **Food Pieces that make up the Group Cache**

**Keep this close at hand so that you can refer to it if necessary.**

Carrion – buffalo, deer, rabbit, squirrel

Maggots

Cereal grains

Berries

Small invertebrates

Amphibians (frogs, toads)

Reptiles (snakes)

Small birds (nestlings) and eggs of other birds

Human food waste – hamburgers, fries

Shellfish

Spiders

Acorns

Fish