Entomology 101

A RANDOM-WRITE GAME BY MIKE HEIMAN. 2020



A CASUAL GAME FOR INSECT ENTHUSIASTS OF ALL AGES.

## GAMEPLAY

ENTOMOLOGY IS A GAME FOR 2-6 PLAYERS CONSISTING OF 20 ROUNDS AND LESS THAN 30 MINUTES OF PLAY PER GAME.

ENTOMOLOGY SIMULATES A 20-WEEK UNIVERSITY SEMESTER FROM THE PERSPECTIVE OF STUDENTS MAJORING IN THIS FIELD OF SCIENCE. ACCURATELY DETAILED ILLUSTRATIONS OF INSECTS AND A REALISTIC SYLLABUS WILL IMMERSE THE PLAYERS THROUGH A SEMESTER OF COLLEGE AS THEY COMPETE TO COLLECT THE MOST STAR POINTS.

### COMPONENTS NEEDED

--2 TO 6 PAGES (PLAYER COUNT) OF ROLL/WRITE SHEETS PRINTED IN COLOR.

-- EACH SHEET SHOULD BE LAMINATED OR PUT INTO A CLEAR-FILMED PAGE PROTECTOR.

--1 RED SIX-SIDE DIE

--1 WHITE SIX-SIDED DIE

--A DRY ERASE MARKER FOR EACH PLAYER

## OBJECT OF GAME

THE PLAYER WITH THE MOST STAR POINTS AFTER 20 ROUNDS (WEEKS) WINS. THE STARS AT THE TOP OF THE PLAYER SHEET RECORD YOUR PROGRESS. IN CASE OF A TIE. THE WINNER IS THE PERSON WHO MARKED THE MOST AND COCOONS ON THE ACTIVITIES CHART. STARS

#### SETUP

YOU, AND EVERY OTHER PLAYER, RECEIVES A MARKER AND A LAMINATED PLAYER SHEET. EACH SHEET IS BASED ON A DIFFERENT INSECT TYPE: BEES. BEETLES. BUTTERFLIES. DRAGONFLIES. MOTHS. OR WASPS. SIDE A OF THE PLAYER SHEETS (RED PAPERCLIP IN LOWER LEFT) HAVE THE SAME DICE-GRID COORDINATE COMBINATIONS. SIDE B (BLUE PAPERCLIP) HAS DIFFERENT DICE-COORDINATE COMBINATIONS FOR EACH PLAYER. AS A GROUP, DECIDE TO PLAY EITHER SIDE A OR SIDE B.

# GAMEPLAY

#### PHASE 1: ROLL DICE

ROLL THE TWO DICE (ANY PLAYER). ALL PLAYERS USE THE RESULTS TO FILL IN BOXES ON THE ACTIVITIES CHART. THE WHITE DIE REFERS TO THE X AXIS AND THE RED DIE REFERS TO THE Y AXIS AT THE BOTTOM LEFT OF THE PLAYER SHEET.

THE X AXIS HAS THREE OPTIONS FOR ANY RESULT (THREE 15, THREE 25, ETC.)

#### PHASE 2: MARK THE ACTIVITIES CHART

USE THE DIE RESULTS TO MARK A BOX ON THE CHART AT THE GIVEN COORDINATE WITH YOUR DRY ERASE MARKER. THEN MARK ONE ADJACENT BOX AS WELL. ADJACENT IS NOT DIAGONAL.

A 6 ON THE WHITE DIE IS WILD. IF A 6 IS ROLLED ON THE WHITE DIE. EACH PLAYER GETS TO CHOOSE THE WHITE DIE'S VALUE INDIVIDUALLY (BUT NOT THE RED DIE'S).



IF YOU MARK A STAR BOX ON THE ACTIVITIES CHART. IMMEDIATELY MARK A STAR AT THE TOP OF YOUR SHEET.

IF YOU MARK ALL 6 BOXES IN A VERTICAL COLUMN. YOU GAIN A STAR AS WELL.

## PHASE 3: MARK TASKS OR PIN COLLECTION

IF YOU FINISHED MARKING ALL PARTS OF A STRAIGHT 3-UNIT TETRONIMO, CIRCLE THE INSECT OF THE CORRESPONDING NUMBER WHILE READING ITS NAME ALOUD.




IF YOU FINISHED AN ANGLED 3-UNIT TETRONIMO. MARK A BUBBLE ON THE TASK SHEET. THESE BUBBLES AND TASKS MUST BE COMPLETED IN ORDER FROM TOP (COURSE INTRODUCTION) TO BOTTOM (FIELD WORK) AND CANNOT BE SKIPPED.

## PHASE 4: TASK COMPLETION AND COLLECTION BONUSES

EACH TASK GRANTS YOU A BONUS WHEN COMPLETING IT (MARKING THE BUBBLE):

THREE OF THE TASKS GIVE A STAR.

FOUR TASKS ALLOW YOU TO MARK A BOX DIAGONAL TO ANY ALREADY MARKED BOX (WHICH MAY TRIGGER A COMBINATION ALLOWING YOU GAIN MORE STARS OR BONUSES).



"GROUP STUDY" ALLOWS THE PLAYER TO CHOOSE THE NEXT ROUND'S DIE NUMBERS WITHOUT ALLOWING ANYBODY TO ROLL THE DICE. IF MULTIPLE GAIN THIS BONUS AT THE SAME TIME, THE PLAYER WITH THE LEAST AMOUNT OF STAR POINTS CHOOSES.

"FIELD WORK" ALLOWS YOU TO IMMEDIATELY GAIN A STAR 📩 FOR EACH COCOON 🛓 MARKED ON THE ACTIVITIES CHART.



THERE ARE SIX BONUSES ASSOCIATED WITH THE PINNED COLLECTION PAGE: A HORIZONTAL PAIR OF CIRCLED INSECTS GIVES THE PLAYER THREE STAR



POINTS, WHILE A VERTICAL COLUMN OF THREE CIRCLED INSECTS ALLOWS THE PLAYER TO IMMEDIATELY MARK THE NEXT TASK (WHICH MAY TRIGGER A COMBINATION OF MULTIPLE STARS OR ACTIONS).

## PHASE 5: ADVANCE THE WEEK

EVERY PLAYER MARKS ONE WEEK FROM THE TIMER AT THE BOTTOM OF THE SHEET. GO BACK TO PHASE 1, AND REPEAT THE PHASES UNTIL THE TWENTIETH ROUND IS COMPLETED.



## END OF GAME

WHEN THE LAST TIMER (IN PURPLE) IS MARKED, THE GAME PROCEEDS TO THE "FINAL EXAM" BEFORE ENDING. EVERY PLAYER COUNTS THEIR LARGEST CONTIGUOUS AREA OF MARKED ACTIVITY BOXES AND THE PLAYER WITH THE MOST BOXES MARKED GETS FOUR ADDITIONAL STAR POINTS. THE PLAYER WITH THE SECOND-HIGHEST NUMBER GETS ONE STAR POINT.

A CONTIGUOUS AREA IS A GROUP OF BOXES CONNECTED ADJACENTLY, NOT DIAGONALLY.

The player with the most Star points after 20 rounds (weeks) wins. The Stars at the top of the Player Sheet record your progress. In case of a tie, the winner is the person who marked the most Stars and Cocoons on the Activities Chart. If it's still a tie, the tied Players share the victory.



Mike Heiman is a public science teacher and game designer.

Scientific illustrations collected, modified, and color-adjusted from Aid To The Identification Of Insects by Charles Owen Waterhouse, 1880-1882.

















































