Objective: Reinforce the idea of how limiting resources affect abundance and evolution: limits on space and biomass.

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Activity:

1. Play *Evolution: Climate* by the publisher’s rules.
2. After finishing, address that what can limit a species besides just food. For example, limiting nutrients and the cost of reproduction can often limit species.
3. Ask students about any other limiting resources that can become scarce when climates change, or any that may be independent of climate?
4. Now, play the game as before, but now with the following edits.
	1. When a player wishes to increase the body size or population, they must treat the green and brown cubes as a bank. Cubes are not simply moved up and down, but more cubes are placed to represent larger populations/body size.
	2. After cubes are depleted, the only way for players to increase their populations or size is to have populations/species die. Players still need to sacrifice a card to gain populations or size. At this point, cubes are returned to the bank, were they can be reutilized for other players/populations/ species.
	3. In addition, only 8 total species are allowed to be in play at any time.
5. Emphasize again that even with these rules, these games do not capture the complexity of evolution. Ask what other rules could be included to improve these simulations. How did the new rules change average point accumulation per individual this game compared to the traditional game?