

# Run the Gauntlet

A gauntlet in medieval times was a series of dangerous challenges designed to test a knight's skill and bravery. The goal of this game is to "run the gauntlet" through the environments and survive the challenges. The environments will be determined by the dice, so good luck!

## SETUP

**Traits**

**Environments**

**Player 2** (Green) 4 hearts

**Player 1** (Red) 4 hearts

**Player 3** (Orange) 4 hearts

**Player 4** (Blue) 4 hearts

**GAUNTLET**

**Bacteria Challenge**

**Wolf Challenge**

**Flower Challenge**

**Fish Challenge**

Player tokens: ● ● ● ●

## PLAY

- Roll the die. If you roll 1, 2, or 3 move your player token to Environment 1. If you roll 4, 5, or 6 move to Environment 2.
- Read the Trait and Environment text carefully. Decide if the trait will be helpful, harmful, or neutral to the organism (YOU for this round!) in that environment. If there is more than one possible outcome, you may choose the most beneficial one.
- Resolve hearts.
 

HELPFUL?	HARMFUL?	NEUTRAL?
+ ♥	- ♥	No change

## IMPORTANT POINTS

- Each player starts the game with 4 hearts. Keep track with tally marks or tokens if you have them.
- Start with the Fish Challenge. Each player follows steps 1-3 for that challenge. Then all move to the Flower Challenge, and continue upward.
- If players disagree with your outcome, then you must provide evidence. Your teacher may resolve any disputes.

**The player with the most hearts wins! If you have time, play again and see if luck favors you with more hearts the second time!**