Instructions

Group members assign starting roles by choosing a Player Role Nameplate. These will rotate each round. **Rounds represent one year or a complete seagrass growing season**

Set up your board: Start with 14 Seagrass Health, 1 microplastic in sediment, and 6 policy points

Begin Round

Random Event Phase – Teacher

1. The teach will draw an event card that applies to all teams. R*ecord effects in Data Collection Worksheet.* Return event card to pile and shuffle.

Management Decisions Phase - Team

**Skip this phase in Round 1. Include in all other Rounds. ** Management decisions are optional. Spend policy points to improve your ecosystem health – limit 1 decision per round. Once spent they cannot be renewed. *Record any management effects in data collection worksheet.*

Inputs Phase - Team

1. Roll die for number of microplastic tokens to take
2. Flip coin for fate of all microplastics: heads = sediment, tails = blade
3. Place microplastic tokens in appropriate space on gameboard and *record effects in data collection worksheet*

Ecosystem Impacts Phase - Team

1. Calculate Ecosystem Impacts in *Data Collection Worksheet.*
    a. First calculate the Light Blocking Penalty (# of microplastic tokens on blades) and Nutrient Blocking Penalty (# of microplastic tokens in sediment (starting + new)).
    b. Then calculate Total Growth (3 - light penalty - nutrient penalty) for the round.
2. Use the Total Growth to calculate Adjusted Seagrass Health.
3. Move the Seagrass Health Indicator on the Gameboard.

Feedback Loop Check - Team

1. Record in *Data Collection Worksheet*. If Seagrass Health ≤ 7, enter a feedback loop - lose 1 health at the end of each turn even if total growth is positive. If seagrass health returns to 14 you may exit the feedback loop.

End of Round - Team

The growing season is over! Reset your seagrass meadow as described below:

1. Remove all blade microplastic tokens.
2. Remove HALF of sediment MP tokens. If there is an odd number, round down (ex. If 5 tokens in sediment 5/2 = 2.5, remove 2).
3. Rotate group roles clockwise and start next round at *Random Event Phase*.