

Lifelines:™ GROWING A FOREST COMMUNITY

"The kids love it! They scramble for it whenever there is a 'choice' time and ask me if they can play even when it's not... GREAT!"

- Lynn Bernstein, Fifth Grade Teacher

Each player builds and protects a forest ecosystem.

- Herbivores link to the Plant cards they eat, Carnivore cards "hunt down" Herbivores, Hazards pose threats...
- Over 30 hand-drawn illustrations for the 54 card deck
- Extensive playtesting in schools, libraries, and homes

More than just a food chain card game!

- Cards' assorted score values foster math skills
- Hazard and Remedy cards stress environmental issues
- Bonus points teach the components of a healthy ecosystem
- Game as a whole emphasizes visual concept linking

