

Nature and Nurture Game

In this game, Nature and Nurture, the progress towards the green Fulfilment square (the winning square) represents actual and improved IQ contributed by nature and nurture (picking up Nature Cards and Nurture Cards), along with life's random events (the throws of the dice). Progress to the red square (the Losing Square) involves negative experiences in life, contributed by random events (the dice throws) and aspects of Nature and Nurture. The board is a simple spiral, with two random opportunities to move across it in passing by.

Nature and Nurture cards remain in separate packs, but they can be shuffled as often as players wish.

From a shuffled pack, each player picks up two Nature Cards and places them face up. Each player then looks at the cards. If the two cards are directly contradictory in explanation, labelled with the same number (e.g. A16a and A16c), then both are returned, the pack is shuffled and two cards are distributed as needed again. Once each player has two non-contradictory cards, the game proceeds. Note that some contradictory cards do not have balancing Nature scores: but they still must be returned.

The cards result in permanent additions or subtractions to two dice throws depending on the direction of travel. Negative numbers resulting (dice plus cards) gives the overall direction towards the red end square.

So, in a positive direction towards the green, the two dice thrown plus positive total Nature Cards numbers increases the score for movement, whereas the two dice thrown plus negative Nature Cards numbers reduce the score for positive movement.

In a negative direction towards the red, the two dice thrown plus positive total Nature Cards numbers reduces the score for movement, whereas the two dice thrown plus negative Nature Cards numbers increase the score for negative movement.

Of course, Nature cards positive or negative - the inheritance of IQ -

Nature and Nurture Game

has a life long uneven impact for one person compared with another.

Extra Nature cards, if available, are picked up when landing on the darker green Discovery square (near the Start square). If the card directly contradicts one already held, as labelled, it is then replaced, the pack is shuffled and another is selected. Thus in life we discover inheritances we did not know about from our parents. This may happen near the start of the game or later.

Before the first dice is thrown, each player also selects one Nurture Card. The card does not have to be shown to other players (the Nature Cards remain face up). In future, when a Nurture card is picked up, the player can declare either card. A player can also offer one card to another player for a swap at any time. Keep the Nurture card used in game play face up until the beginning of the next go, and the first thing someone with two cards should do at their next go is put the face up card into the Nurture pack and shuffle.

Players throw a dice to see who goes first and then play is in a clockwork order.

Notice that the first direction of travel on starting is backwards towards the red end square as indicated by the exit arrow. Life is difficult! But should the Nature cards produce a positive number in subtraction, the direction is reversed and remains reversed until reversed again.

So, once a change of direction of travel is made (say the Nature cards are greater in number than the contradictory dice throw) then the new direction is established.

Landing on an orange square changes direction for the next turn in terms of the dice thrown.

Landing on a grey square leads to picking up a Nurture card to be looked at in secret. Then one card must be declared. However, the impact of the card is on the next throw, at which point the card is put

Nature and Nurture Game

back into the pack and shuffled and its effect is combined with the Nature Cards and the dice throw as instructed. Remember that once a direction is given or made, that becomes the direction for the next throw of the dice.

A Nurture card will instruct on its relationship with a Nature card, that may result in even stronger or weaker scoring. Even then both cards must be entered for full numerical effect. Players may want to choose the Nurture card to play accordingly or offer to swap an unseen Nurture Card before playing a Nature card. Visible cards cannot be swapped; swapping must be blind.

Landing on the blue square means a jump across the spiral next go in the direction of the arrow regarding the dice throw (this may reverse due to stronger Nature cards). You can turn a corner to land on that blue square, but you cannot move across the spiral unless you do land on the blue square. If you do land on a blue square, you must next leave according to the appropriate arrow (to cross or having crossed). The blue square can be landed on from any direction. A blue square is like winning the lottery or finding an unpaid tax bill.

A player wins when the dice plus Nature Cards (and any Nurture Card) score means the player lands on the green end square. A number greater than landing on it means to continue counting and reversing direction. In this case, the whole score contributes to the movement including the reverse direction (thus Nurture or Nature cards may reverse effect).

A player loses when the dice plus Nature cards score means the player lands on the red end square. A number greater than landing on it means to continue counting and reversing direction. In this case, the whole score contributes to the movement including the reverse direction (thus Nurture or Nature cards may reverse effect).

The game ends with a player winning or the penultimate player losing causing the remaining one to win; as with losing players, the player

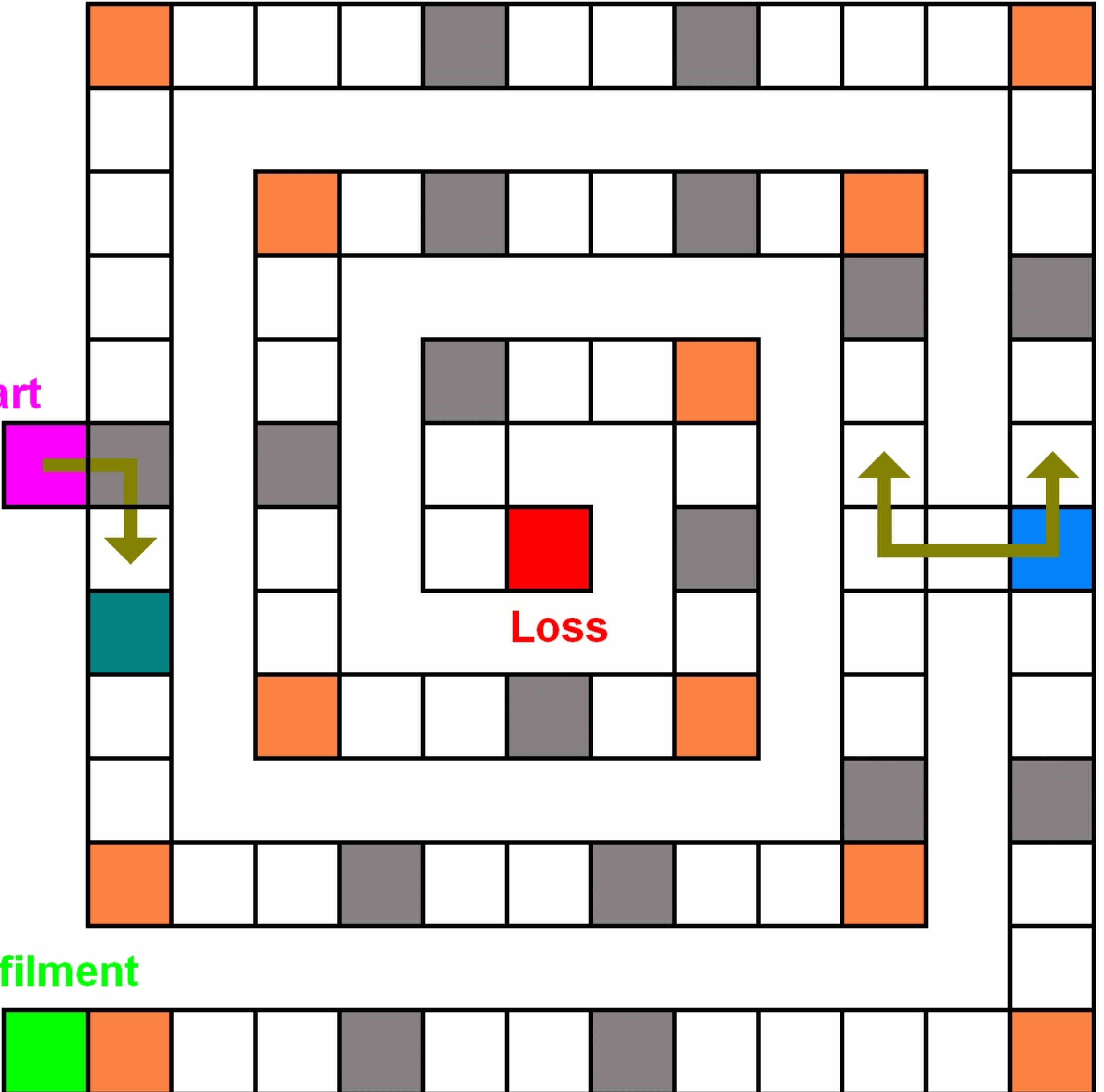
Nature and Nurture Game

ignores the unused Nurture card. In a variant, a time limit can be made and the player nearest the Green Square wins. The Green Square represents a higher maximised IQ and fulfilment in life, which is its huge achievement; whereas the Red square represents a lower and poorly exploited IQ and thus the loss that brings life to a miserable nadir.

In a further variant on this game, players may want to place bets and decide odds on who is the most likely to win, but beware that dice throws and Nurture Cards may give victory to the player with the weaker Nature Cards. Not everything is decided by Nature.

Nature and Nurture Game

Start



Fulfilment

Nature and Nurture Game

Nature cards: Initial acquisition and then any discoveries.

There is a long family history of low ambition and low jobs status; childhood showed lethargy. Likely genetic causes. -2 (towards red) each score. A1a..

There is a long family history of high rising in career ladders and excess money making; childhood showed ambition. Likely genetic causes. +2 (towards green) each score. A1b.

Father, uncle and grandfather have all been alcoholics. -1 (towards red) each score. A2.

Mother, aunt and grandmother have all shown periods of scizophrenia. -1 (towards red) each score. A3.

Strong tendency to gamble in members of the family, and evidence of easy addiction. -2 (towards red) each score. A4.

This is a musical family down the generations and strong suggestions of gifted ability. +1 (towards green) each score. A5.

Allergies in the family suggest risks of at least eczema, asthma, hayfever, tinitus and a history of colour-blindness. -1 (towards red) each score. A6.

Family members as young children all showed an eagerness to absorb information. +2 (towards green) each score. A7.

Child has demonstrated aggressive behaviour despite early loving upbringing and a history of agression in ancestors. -1 (towards red) each score. A8a.

Child is quiet and saintly. This follows a family pattern. No effect on each score. A8b.

Nature and Nurture Game

Low IQ scored in tests suggests low academic success in the future. -1 (towards red) each score. A9a.

High IQ scored in tests suggests high academic success in the future. +1 (towards green) each score. A9b.

Large number of gay or suspected gay individuals back up the generations. No effect on future scores. A10.

History of felony in the wider family into Edwardian and Victorian times with entries in history books -1 (towards red) each score. A11a.

Outgoing generous personalities in family. No effect on each score. A11b.

Upper class males and slum dwellers all were involved in boxing; women known to be strong and aggressive. No effect on each score. A12.

Birth weight healthy. No effect on each score. A13a.

Birth weight low. -1 (towards red) each score. A13b.

Date of birth comes just before school year ends, thus will be youngest in the class. -1 (towards red) each score. A14a.

Date of birth comes just as school year starts, thus will be oldest in the class. +1 (towards green) each score (Cahan and Cohen). A14b.

Like its mother, child has innate drawing skills. No effect on each score. A15.

Like its mother and grandmother, child is found to talk early. +1 (towards green) each score. A16a.

Family says it was always so up the generations, but child shows weak

Nature and Nurture Game

and late talking abilities. -1 (towards red) each score. A16b.

Child shows rapid language development and reading abilities beyond simple exposure to books. +2 (towards green) each score. A16c.

Child (as others in family) is an early prodigy around technology, including keyboard use, whereas the family is quite slow although technical in other aspects. +2 (towards green) each score. A17.

Child fails to get how numbers work despite earliest learning. -2 (towards red) each score. A18a.

Child like several family ancestors shows wizardry with numbers. +2 (towards green) each score. A18b.

Low metabolism in child, and likely to get lower later in life. A19a. -2 (towards red).

High metabolism in child, but likely to reduce later in life. A19b. No effect.

Height - very tall. A20a. -1 (towards red).

Height - tall. A20b.+1 (towards green).

(Otherwise you are average!)

Height - small. A20c. -1 (towards red).

Height - very small. A20d. -2 (towards red).

Nature and Nurture Game

Nurture Cards Ongoing environmental benefits and losses

Large inheritance of money in trust funds released through life. N1. +1 or +3 with A1b (towards green)

Parents win lottery. N2. Next go do not throw dice but go and land on blue square nearest red square and exit towards green (against arrows!).

Parents incur large loans. N3. -1 (towards red).

Gambling habit with parents. N4. -2 or -3 with A4 (towards red).

Adopted by middle class family. N5. +3 (towards green).

Put into infant care home. N6. -3 (towards red).

Learns sense of humour at school for survival. N7. No effect.

Brought up in poverty. N8. -4 or -6 with A11a (towards red).

No books in the house, television on constantly. N9. -2 (towards red).

Exposure to classical music in the womb. N10. +1 (towards green).

Father is mathematics professor and mother is senior sociology lecturer. N11+2 or +5 with A7 or A9b (towards green).

Low parental education. N12. -1 or -3 with A9a (towards red).

Minimal financial resources due to fuel and food poverty N13. -2 or -3 with A2 (towards red).

Child classified (labelled) as coming from low socio-economic status (SES). N14. -1 (towards red).

Nature and Nurture Game

Child classified (labelled) as coming from high socio-economic status (SES). N15 +1 (towards green).

Parents smoke in the house and car. N16. -2 or -3 with A6 (towards red).

Parents gave fatty diet to children. N17. -2 or -4 with A19a (towards red).

Child has history of eating healthy diet and consumes few sweets. N18. +2 or +3 with A19b(towards green).

Child went to Sure Start. N19. +1 or +2 with either A16b or A16c and/ or +2 with A18b (towards green) (Effect is said to wear off.)

Children in enrichment programme receiving extensive instruction and practice in test-taking. (Herman Spitz, 1999, p. 289). N20 (towards green). +1 (Effect is said to wear off.)

Parents are gay and raise you. N21. No effect.

Infant malnutrition. N22. -2 or -4 with A19b (towards red).

Birth weight low due to shorter pregnancy of mother. N23. No effect.

Birth order - younger. N24. No effect.

Birth order - older. Affects upbringing. N25. +1 (towards green).

Single child N26. +1 (towards green).

High number of siblings. N27. -1 (towards red).

Low number of siblings. N28. +1 (towards green).

Leave school as soon as possible. N29. -1 (towards red).

Nature and Nurture Game

School plus sixth form. N30. +2 (towards green).

Excessive parental rigidity and overwhelming authority. N31. -3 (towards red).

Very loose parental rigidity and inconsistent authority N32. -2 (towards red).

Parental ambition impact. N33. +4 (towards green).

Parental absence of ambition for children. N34. -1 (towards red).

Mother's education strongly academic. N35. +1(towards green).

Mother's education domestic. N36. No overall effect.

High average TV viewing. N37. -2 (towards red).

Higher than average book-reading. N38. +2 or +4 with A16c (towards green).

Self-confidence according to attitude scale measurement. N39. +3 (towards green).

Low self-confidence according to attitude scale measurement. N40. -2 (towards red).

Reach late fifties and rising. N41. -2 (towards red).

Criminality events. N42. -2 (towards red).

Alcoholism grips. N43. -3 or -4 with A2 (towards red).

Acquire early dementia. N44. -6 (towards red).

Nature and Nurture Game

Good friends and emotional adaptation acquired N45. +2 (towards green).

Bullied and low emotional adaptation. N46. -2 (towards red).

Charitable giving. N47. -1 (towards red) or no effect with A11b.

Take up sport. N48. +2 (towards green) or no effect with A12

Take up exercise. N49. +2 or +3 with A19b (towards green) or no effect with A19a.

Interest in logical puzzles and similar board games. N50. +3 or +4 with A18b (towards green) due to effect on IQ scoring!