

**SAMPLE GAME GENERATION 1**  
**STEP 1: Predator/Prey Survival Rates**

		Prey (Bean Colors)				
		BLACK	RED	PINTO	WHITE	TOTAL
Initial Number		100	100	100	100	400
Predators	Hand	6	11	4	9	
	Spoon	6	7	3	6	
	Chopsticks	6	1	5	7	
Total Captures, All Predator Groups		<b>11</b>	<b>19</b>	<b>12</b>	<b>22</b>	<b>64</b>
Remaining Prey		89	81	88	78	

**STEP 2: Predator Adjustments for Next Generation**

1.  $\frac{\text{Total number of prey captured by all groups}}{\text{Number of Groups}} = \text{Average Number of Prey Captured}$   
 $64 / 3 = 21.33 = 21$
2. Groups with fewer than **21** captures lose members.  
 Spoon group loses 1 member  
 Chopsticks group loses 1 member
3. Groups with more than **21** captures gains members.  
 Hand Group gains 2 members
4. New predator group numbers  
 Hand  $6 + 2 = 8$   
 Spoon  $6 - 1 = 5$   
 Chopsticks  $6 - 1 = 5$

**STEP 3: Prey Adjustments for Next Generation**

1. Remaining prey each reproduce 1 individual.  
 Black Add **89** more individuals  
 Red Add **81** more individuals  
 Pinto Add **88** more individuals  
 White Add **78** more individuals
2. Update prey numbers.

**SAMPLE GAME GENERATION 2**

		Prey (Bean Colors)				
		BLACK	RED	PINTO	WHITE	TOTAL
New Numbers		<b>178</b>	<b>162</b>	<b>176</b>	<b>156</b>	<b>672</b>
New Predator Groups	Hand	<b>8</b>				
	Spoon	<b>5</b>				
	Chopsticks	<b>5</b>				
Total Captures, All Predator Groups						
Remaining Prey						