

Fishing Game Rules

Game board:

- The board represents a fishing community and one trip around the board represents one year. The year is divided into dry season and wet season.
- There are 3 zones: fishing area (where the fish are), conservation zone (where no fishing is allowed, but it benefits the other areas), and community stock zone (where fish stocks are allowed to grow before they are harvested)

Before starting the game: Each player (or team) receives

- 20,000 riel
- Small boat card
- a type 2 fishing gear card
- 1 community stock zone card
- 1 fish card

Gameplay: Players can play individually or in small groups if there are many

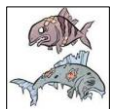
- Each turn begins with a player going fishing by drawing one fish card
- Then the player rolls the dice and moves their game piece to the appropriate square on the board and follows the action required on that square

Ending the game: the game ends once all of the players have completed **one or two** circuits of the game board – or perhaps when the first player completes one or two circuits of the game board. At the end of the game everyone can sell their remaining fish for **1,000/kg**. If there are fish in the conservation area there is an additional benefit for everyone. Each player can multiply their total kg of fish by the number of fish cards in the conservation area and the total kg of fish in the conservation area is added to every player's total before they sell. This is because the conservation area enables the overall fish stocks to improve. More fish and bigger fish

Special Squares: What you can do when you land on each square



Sell fish: Draw one sell fish card to determine the price that fish can be sold at the market. Option to sell or not depending on whether they like the price.



Fish Goes Bad: Lose all fish cards

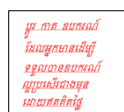


Rain Storm: Lose all fish cards and no fishing on the next turn



Fishing Gear: Draw one fishing gear card. Option to buy the gear if they can afford it to improve their catch weight when selling fish.

- Type 1 – broken net: Receive half the weight of your fish cards when selling fish. Cost: 10,000R
- Type 2 – simple net: Receive the equal weight of your fish cards when selling. Cost: 40,000R
- Type 3 – big net: Receive 2x the weight of your fish cards when selling. Cost: 200,000R
- Type 4 – boat: Receive 4x the weight of your fish cards when selling. Cost: 4,000,000



Fishing gear gift: Draw one fishing gear card for free and change with current gear if better



Fishing gear stolen: Return your gear card. Cannot go fishing until you have new gear. At the start of the next turn option to buy any new gear at 2x the price or roll to try and land on a fishing gear square to buy at normal price. Each turn you choose to move without gear the price goes up (2nd turn = 3x price)



Boat stolen: Return fishing gear card and receive type 1 gear.



Plant forest: option to buy/conservate forest area. You get to take 1 extra fish card every time you go fishing for each forest card you hold. Cost: 10,000R



Cut forest: Option to cut forest area. You receive 20,000R and also 30,000R for each forest card that you return. Every other player loses 2kg of fish and **they** cannot go fishing again until after **your** next turn.



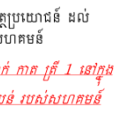
Invest in Savings Group: Option to buy savings cards for 10,000 each. At the end of the game roll the die to multiply the value of the cards and cash in.



Investment Accrual: Roll die to see how much the investment has accrued if you have investment cards. Multiply the investment cards by the value of the die. *Option to take the value in cash or purchase more investment cards.



Community Stock Zone: Option to buy community stock cards for 5,000R each. You can buy as many as you like and you can draw one fish card to be put in the community stock zone for each card you buy.



Community Stocking Benefit: Receive a free community stock zone card and draw one fish card to be put in the community stock zone

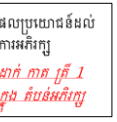


Community Stock Zone Harvest: 3 options.

- Option to harvest alone: Take half of the fish cards from the stock zone and sell for 2,000R/kg. You must return all of your community stock zone cards and the remaining fish cards in the community stock zone are returned to the fishing area.
- Option to harvest as a collective: With agreement from all the other players, you can divide all of the fish in the community stock zone and sell at a rate of 5,000/kg. *Remember t hat all players must agree if you want to harvest as a collective
- Option to harvest at the end of the game: Receive 2 community stock zone cards. At the end of the game everyone shares the fish equally but the sale price is determined by the number of community stock cards you hold. (1 = 10,000/kg, 2 = 20,000/kg, 3 = 30,000/kg...etc.) *Remember that another player can choose to harvest the stock area if they land on the square after you.



Conservation Area: Option to buy fish for the conservation area – 10,000R per fish card and you receive 1 community stock card. The fish cards in the conservation area give a benefit to everyone at the end of the game. You can invite others to contribute and anyone who does will receive a community stock card as well.



Conservation Benefit: Draw one fish card to put in the conservation area



Conservation Harvest: 2 options

- Option to harvest the conservation area. Take all the fish from the conservation area and 1kg of fish from every other player but you must pay a fine. Roll the die to determine your fine.

1. pay 1,000/kg	5. pay 1,000/kg
2. pay 2,000/kg and lose your fishing gear	6. lose all assets (fish cards, community cards, savings cards, forest cards, boat and gear cards)
3. pay 3,000/kg	
4. pay 4,000/kg and change to type 1 fishing gear	
- Option to stock the conservation area. Roll the die to see how many fish cards to put in the conservation area and pay 5,000 per cards. You also receive 1 community stock card