

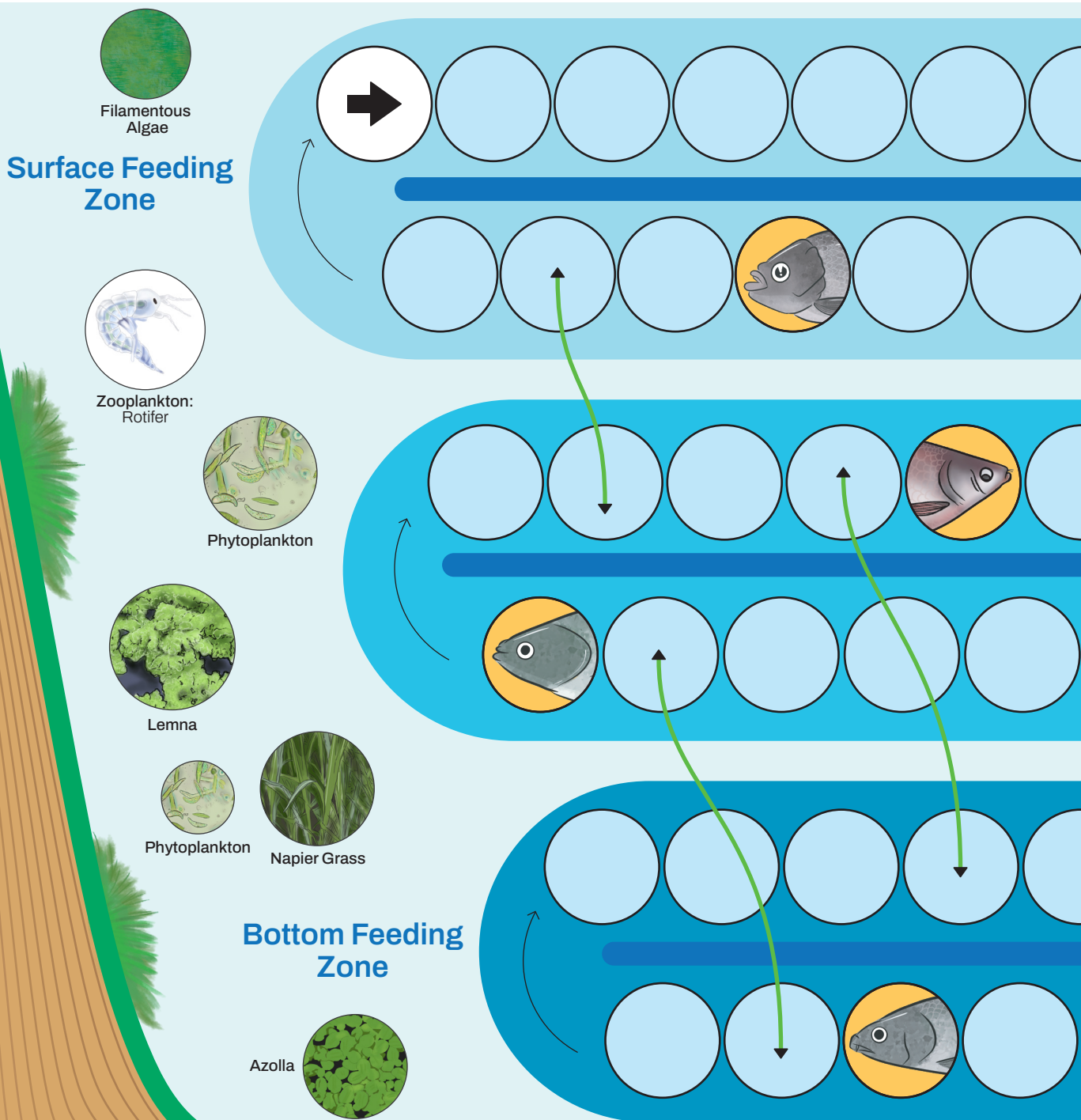
Feed the Fish

Understand fish feeding

Cut this white area off

Cut this white area off

Cut this white area off

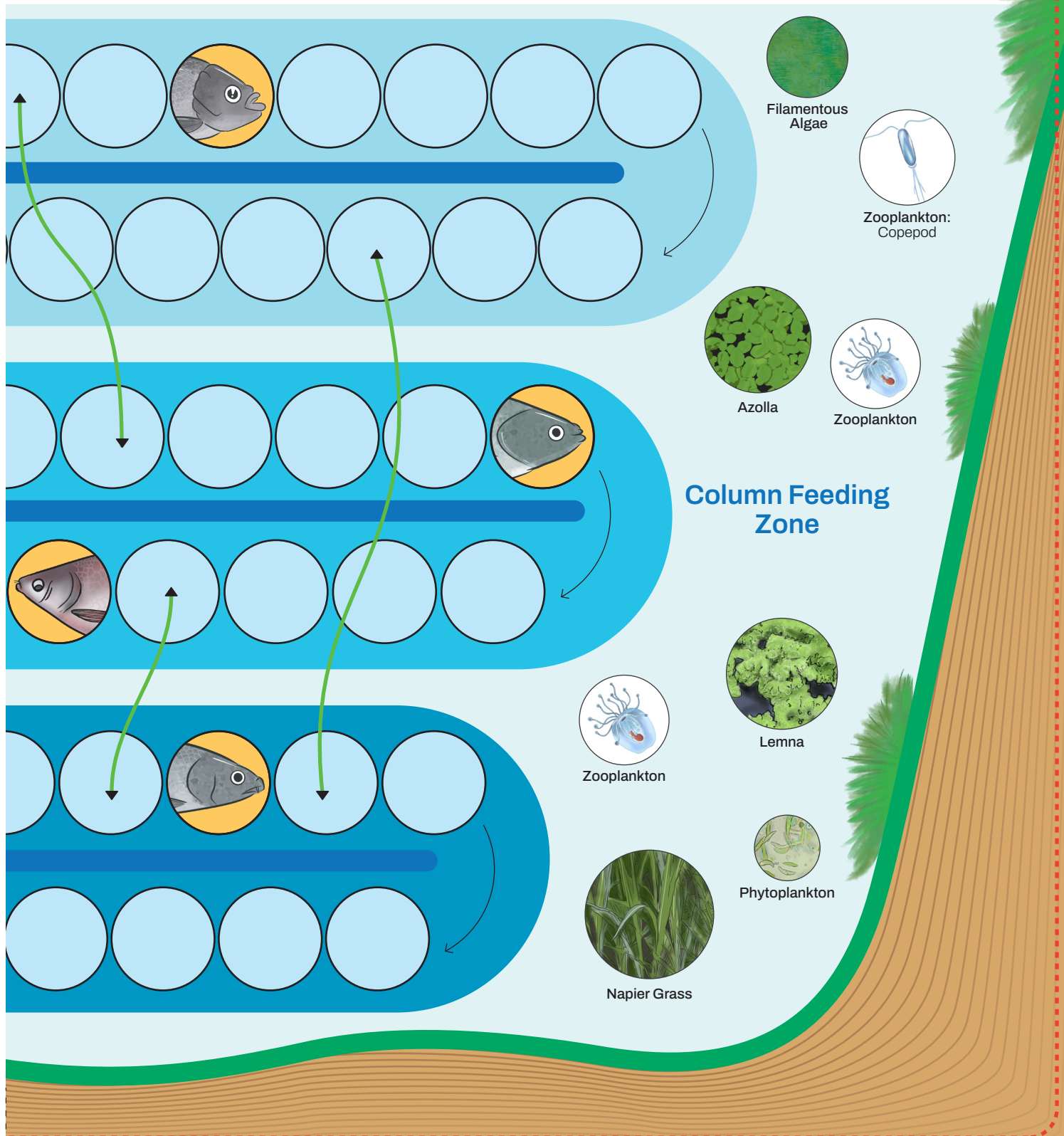


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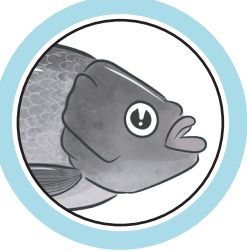
The Fish Feeding Habits & Zones

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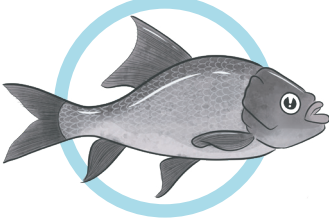
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Catla



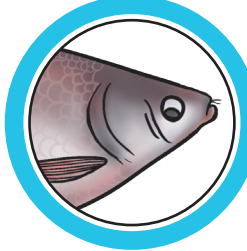
Catla



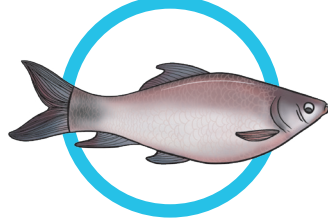
Fish Feed Type
Phytoplankton
Zooplankton
Filamentous Algae

Fold & Paste the 2 cards from here

Rohu



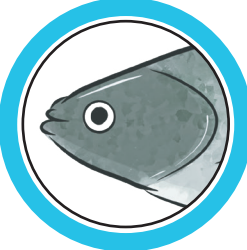
Rohu



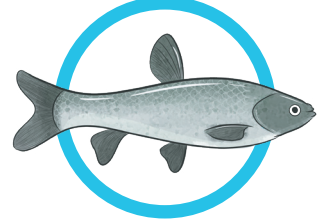
Fish Feed Type
Phytoplankton
Zooplankton

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Grass Carp



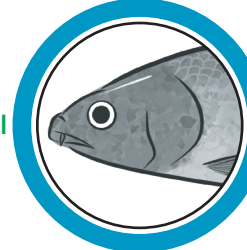
Grass Carp



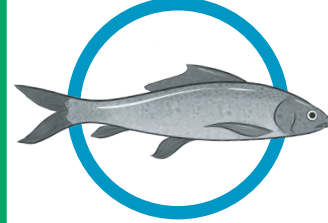
Fish Feed Type
Napier Grass
Azolla
Lemna

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Mrigal

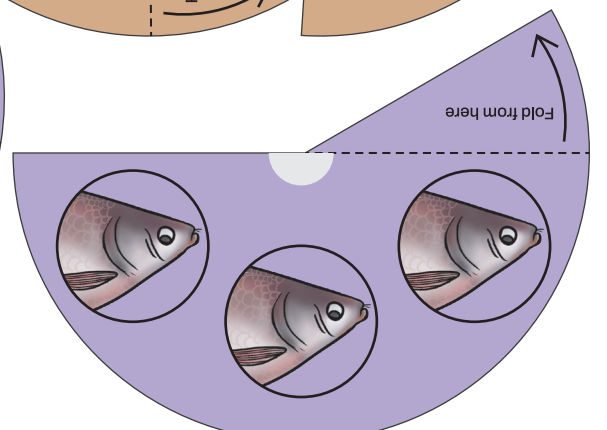
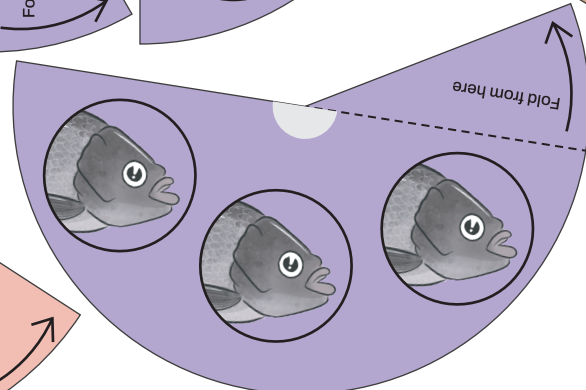
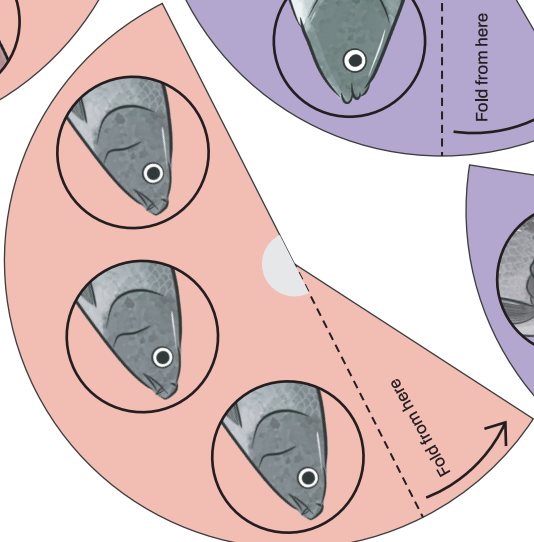
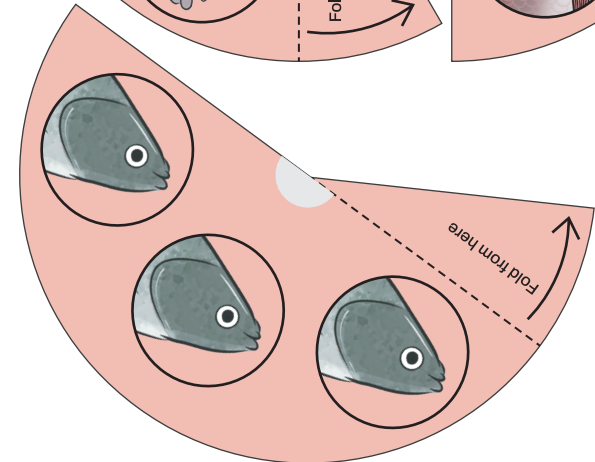
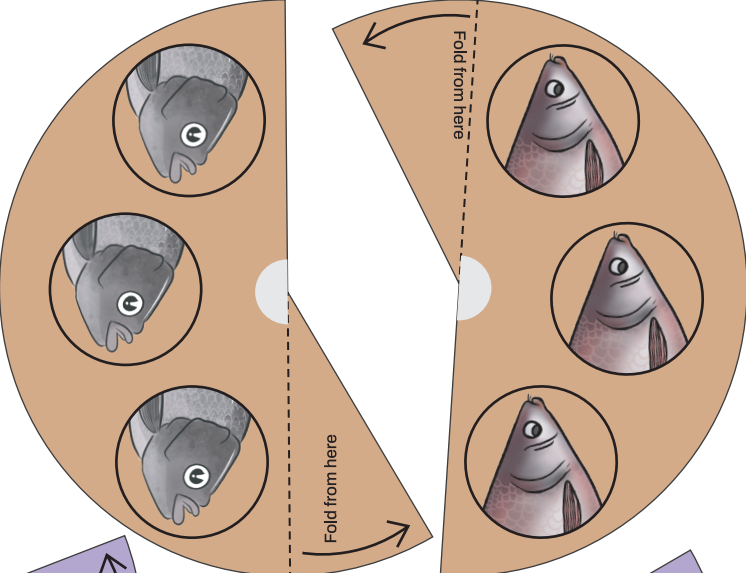
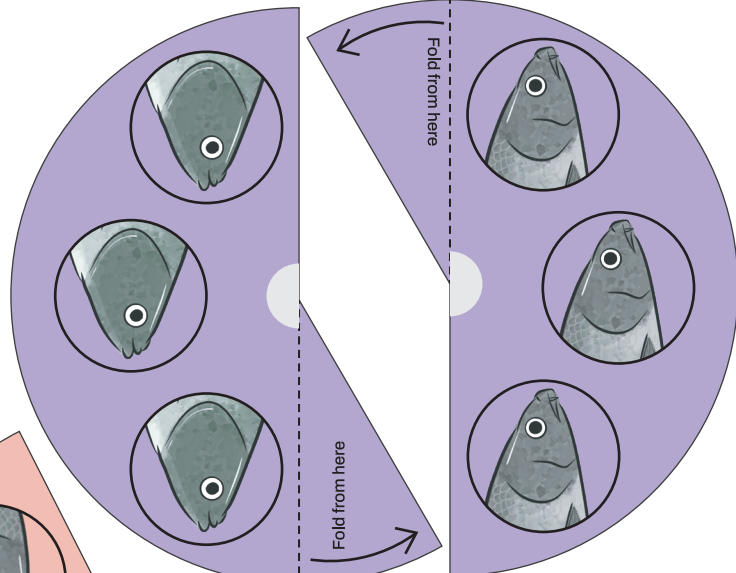
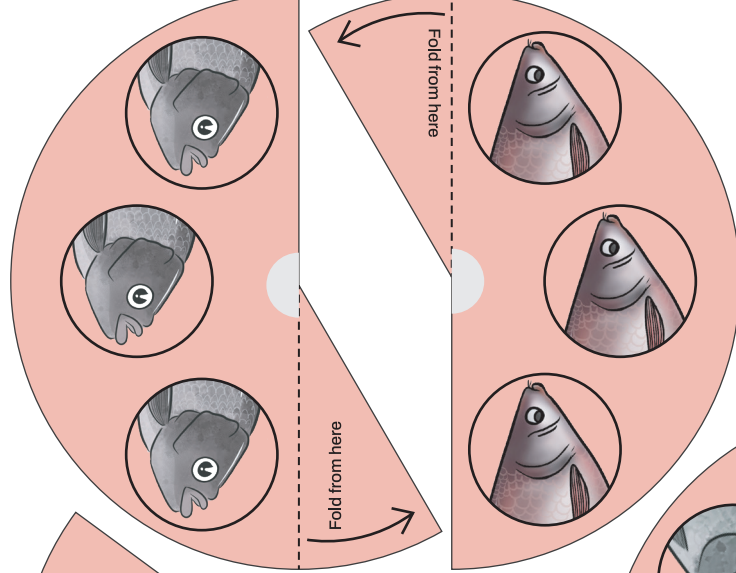
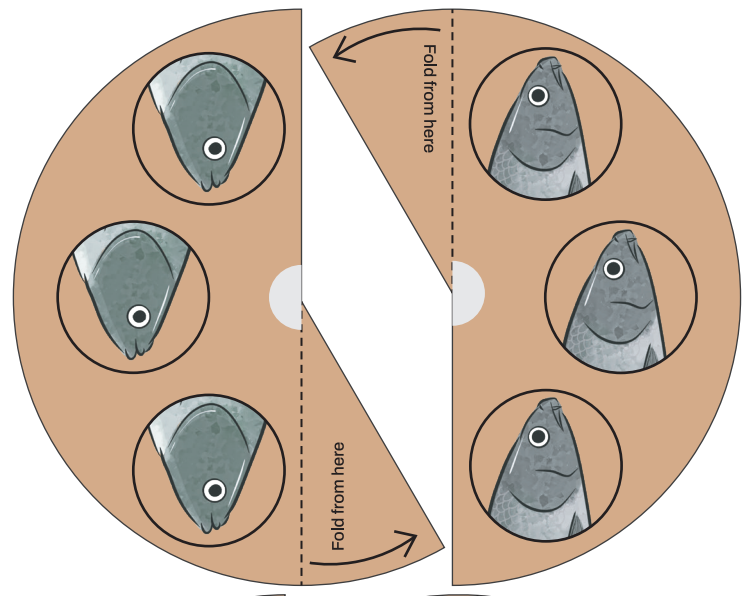
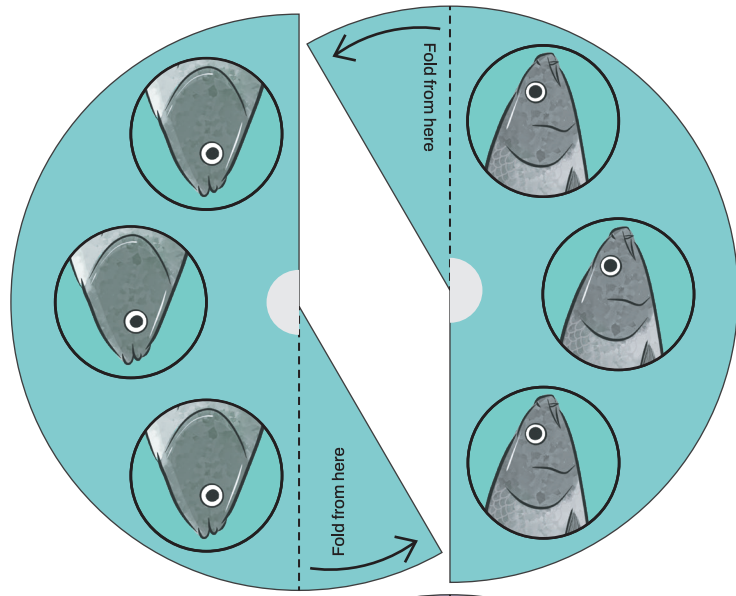
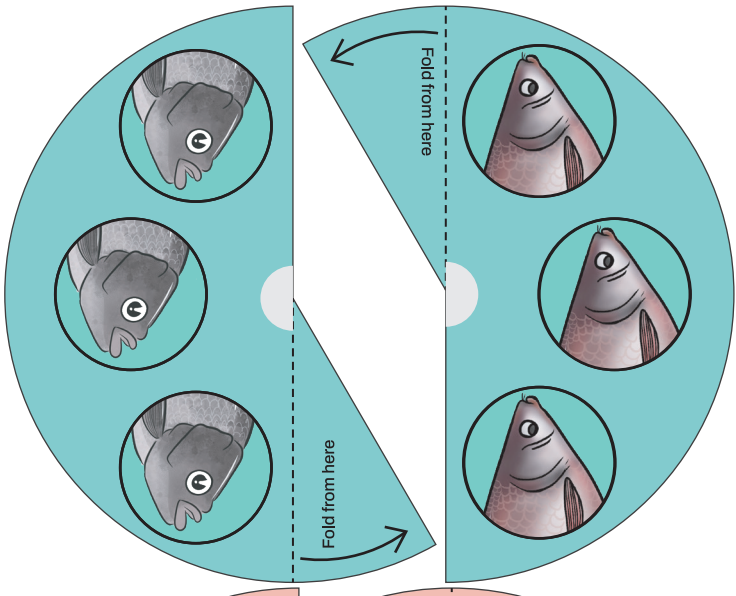


Mrigal



Fish Feed Type
Phytoplankton
Filamentous Algae

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Feed the Fish

Your fishes are hungry and need to get to their feeding zone. Strategize your moves and make sure the hungry fishes get their food in this fast-paced board game!

Objective:

There are 4 fishes of different species. Each with their specific feeding zone with their feed in the pond. Your aim is to make sure each fish reaches its feeding zone.

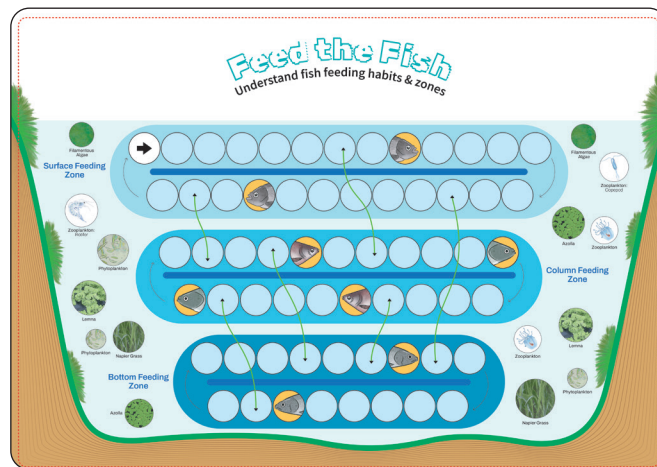
Requirements:

- Players: 2 to 4
- Time: 10-15 mins

Game Components

1. Game board:

- The board has paths that are formed by circular tiles.
- Tiles marked with fish illustrations on board represent feeding zones specific to a fish species with their feed.
- Green arrows on tiles represent a path to be transported on.
- Visuals along the pond shows different feeds available in the feeding zones

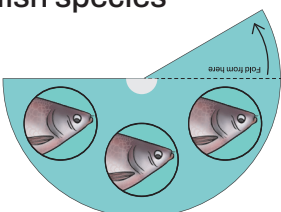


2. Playing pieces:

- 4 Playing pieces comes in 4 colour representing each player



- Illustrations on the playing pieces represent fish species



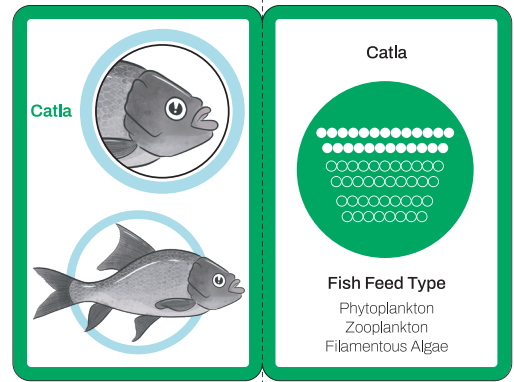
3. Regular dice:

- To determine player movement on game board.



4. Information card:

- Four information cards are used to display information about fish species
- These non-playing cards are kept on the table and any player can refer to it to understand the fish species, its feed and feeding zone



Fold & Paste the 2 cards from here

Setup:

- Lay the game board.
- Distribute playing pieces to each player with a colour of their choice.
- Hence each player will receive one of Rohu, Catla, Grass carp & Mrigal each of the same colour.
- Lay the information cards on table

How to play?/ Play mode:

Each player takes turn to roll the dice and move their fishes on the board accordingly.

Starting a turn:

- Game starts with a player rolling the dice
- Player can select which fish species to start with.
- All players start from the same place.

Subsequent turns:

Moving in clockwise direction, next player takes turn to roll the dice and move ahead

Movement on board:

- The game board have 3 loops in layers: Surface, middle and bottom. Ref fig 1.
- Players get moved to other layers when they get on either of the tiles with green arrows on them as shown.
- Players can not skip this layer movement. Landing on such tile automatically takes them to another layer and then they move in that layer.
- Players need to strategise their movement and use or avoid these tiles to their advantage.

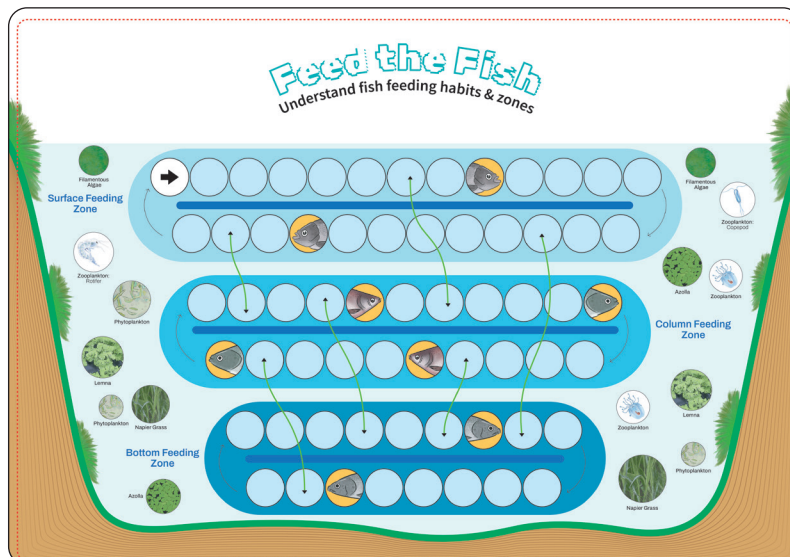


Fig 1.

Typical turn:

- A typical turn will involve rolling the dice and moving the desired fish on the board.
- At any given time in playing, a player can have multiple fishes on the board at once.

Special moves:

- Rolling a 6 earns the player an extra dice roll. Player needs to roll the extra turn for 6 before playing the pieces. Rolling 3 sixes in a row cancels them and player needs to roll again.
- After getting a fish to its feeding zone, player takes the fish (playing piece) and places it outside the board at one place.
- Getting a fish to its feeding zone earns an extra turn.
- Killing off opponent's fish is not allowed.

Win state:

- Aim: To take all 4 fishes to their respective feeding zones.
- First player to take all their fishes to the respective feeding zone wins the game.