

Cut this white area off

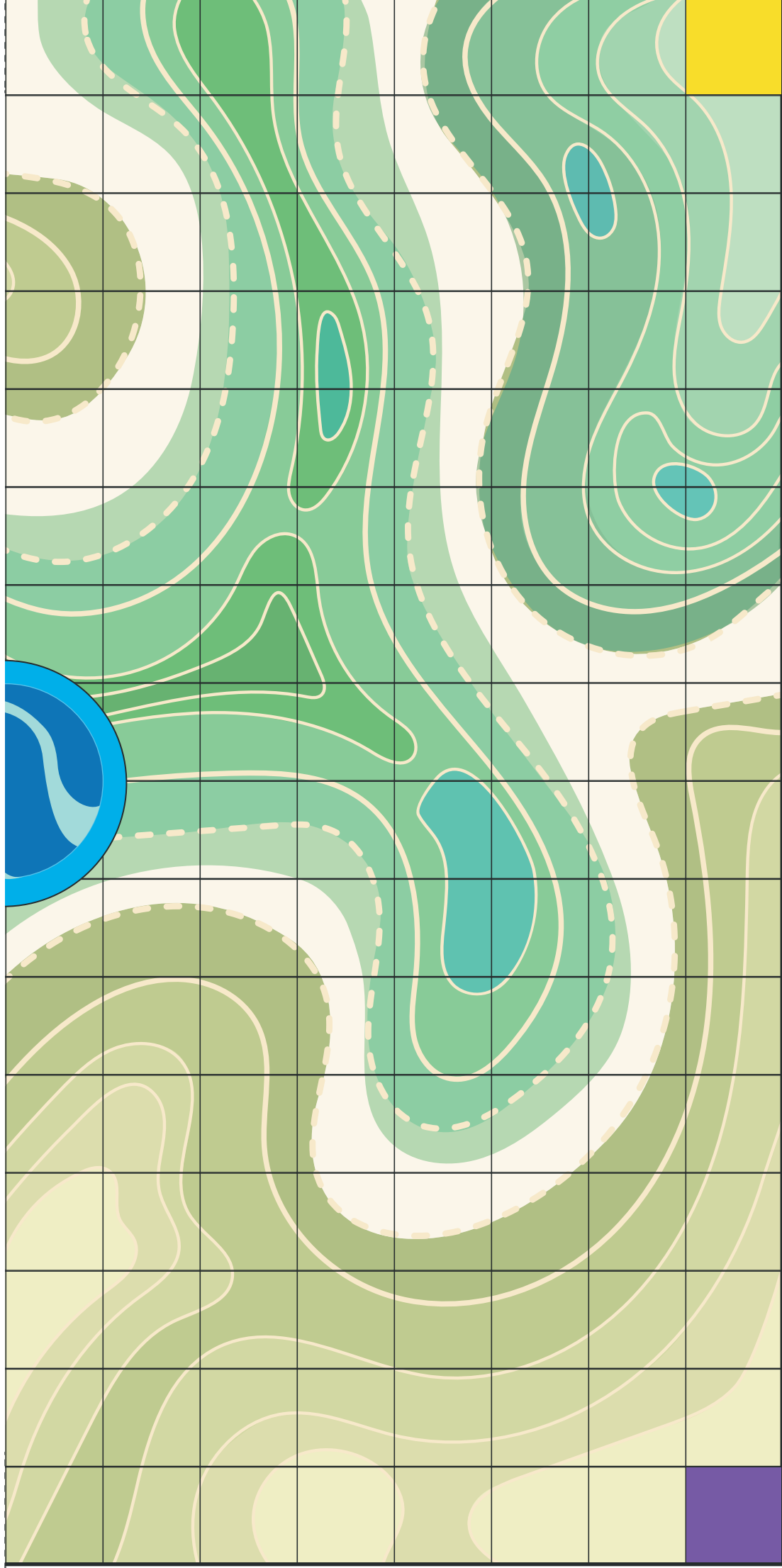
Cut this white area off

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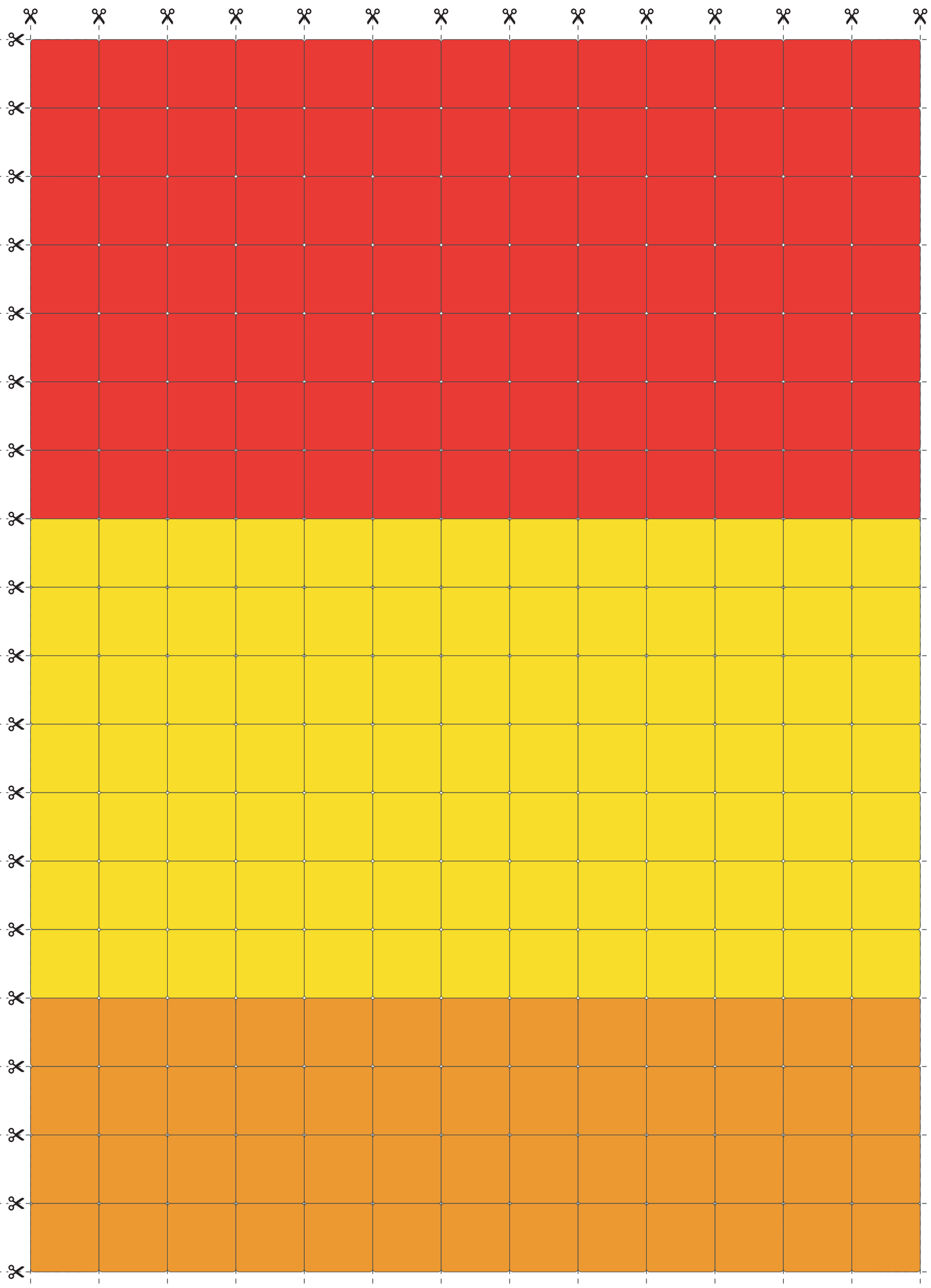
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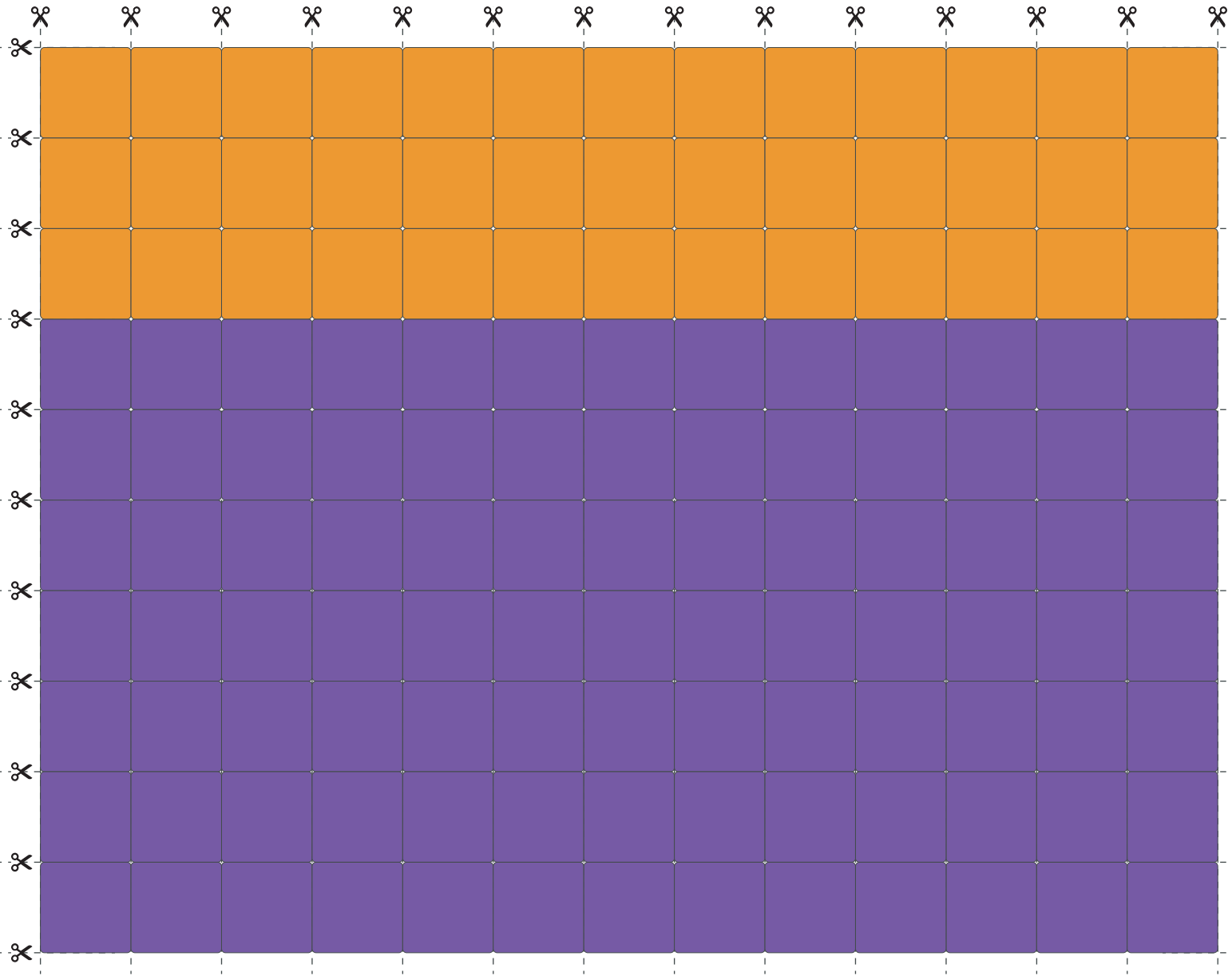
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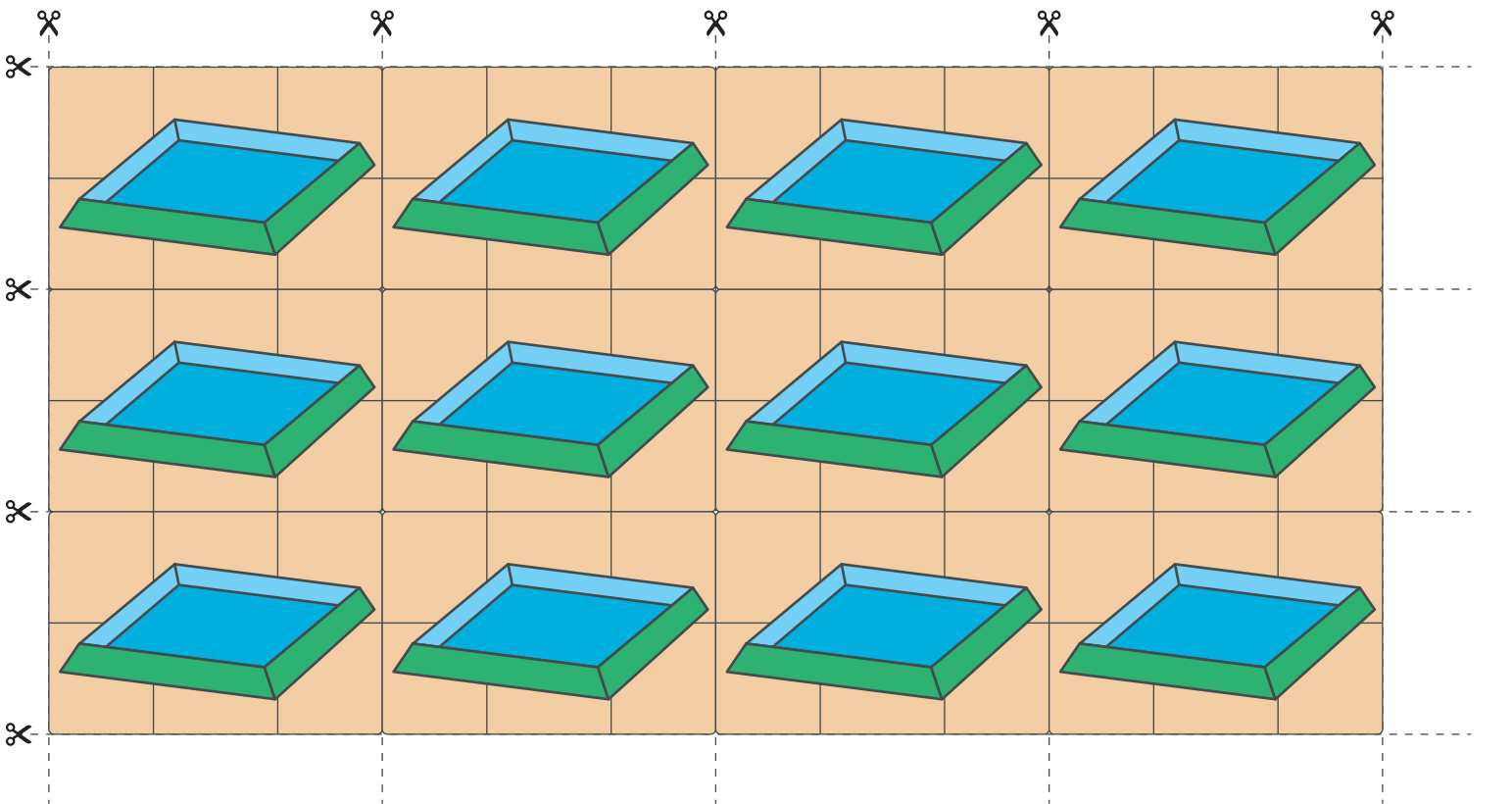
House Tiles: 1) Paste on cardboard and cut



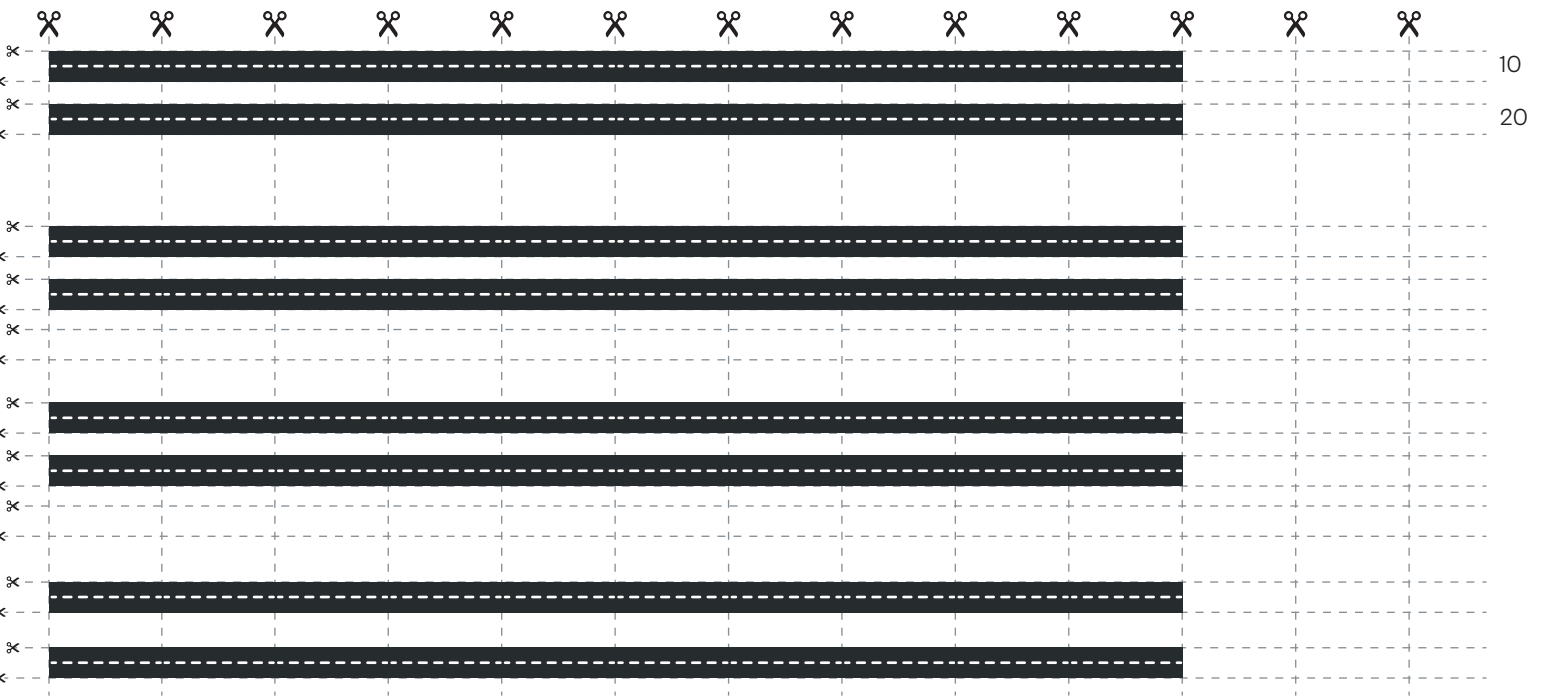
House Tiles: 1) Paste on cardboard and cut



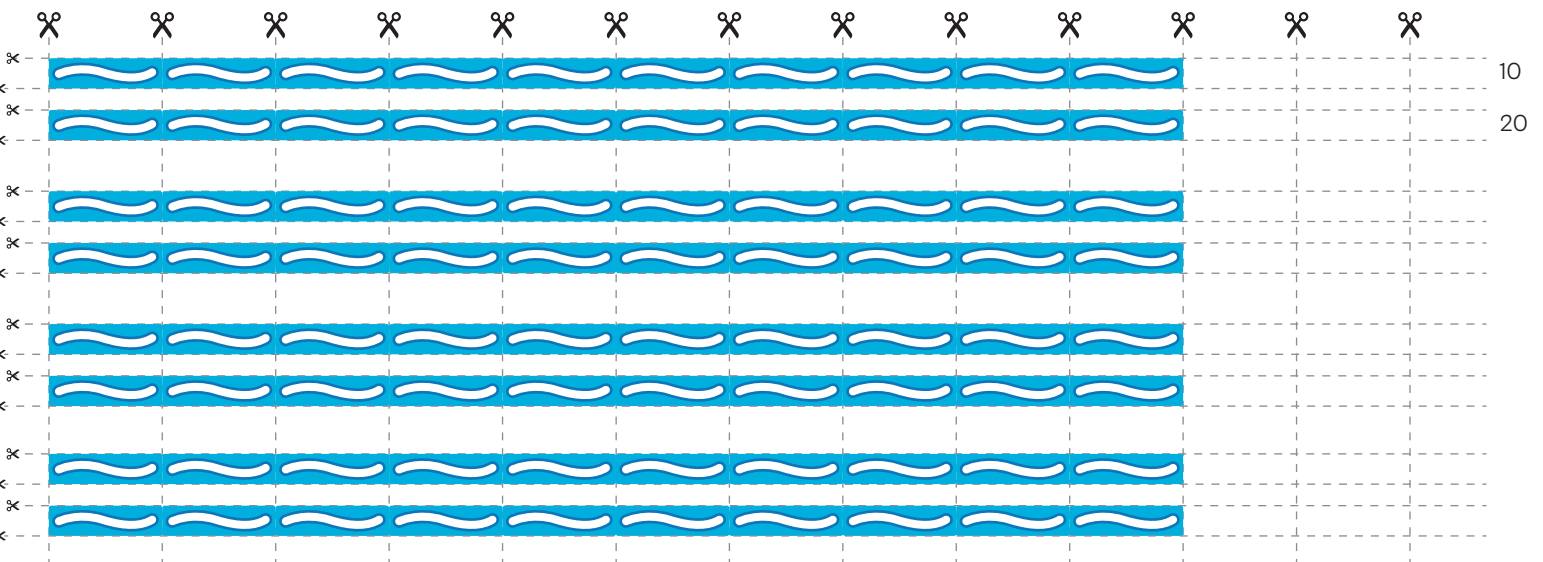
Pond Tiles (3x2 tiles for one pond): 1) Paste on cardboard and cut




Road Units: 1) Paste on cardboard and cut



Waterline Units: 1) Paste on cardboard and cut

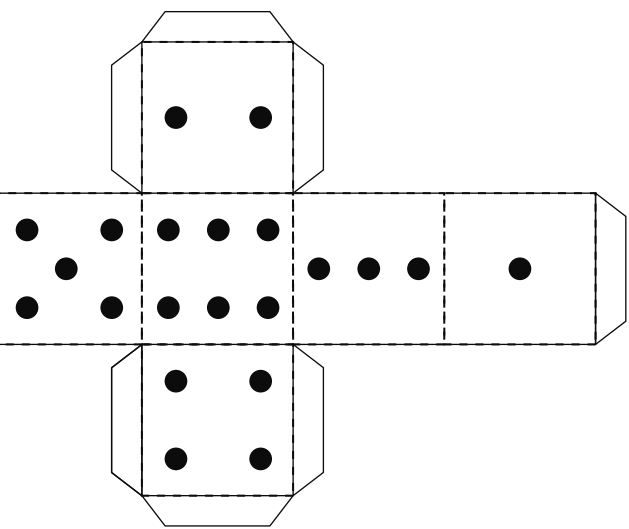



Matchsticks can also be used as road unit along the house tiltes,

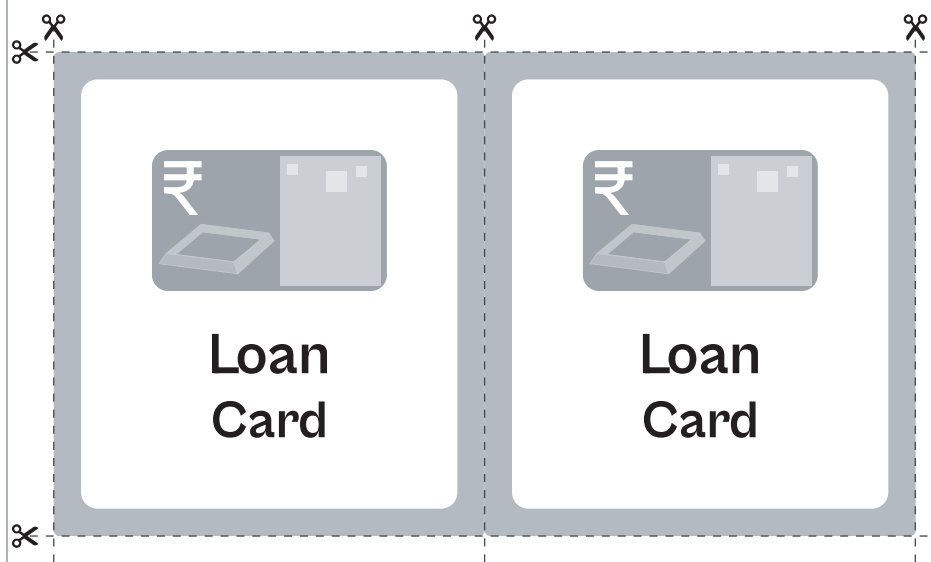


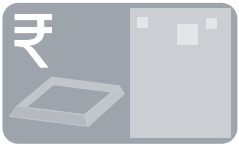
Matchstick without the top can also be used as waterline unit along the house tiltes

Dice: Cut out, & paste flaps 2 cm Dice Square, 0.5 cm flaps



Loan Cards: 1) Paste on cardboard and cut

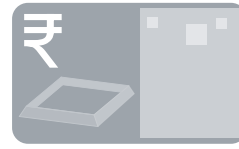




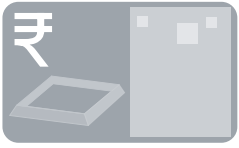
**Loan
Card**



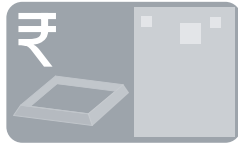
**Loan
Card**



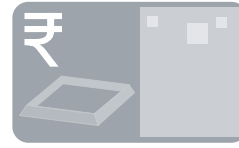
**Loan
Card**



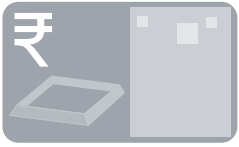
**Loan
Card**



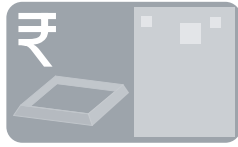
**Loan
Card**



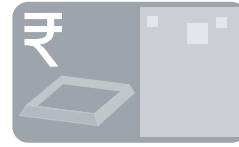
**Loan
Card**



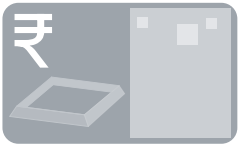
**Loan
Card**



**Loan
Card**



**Loan
Card**



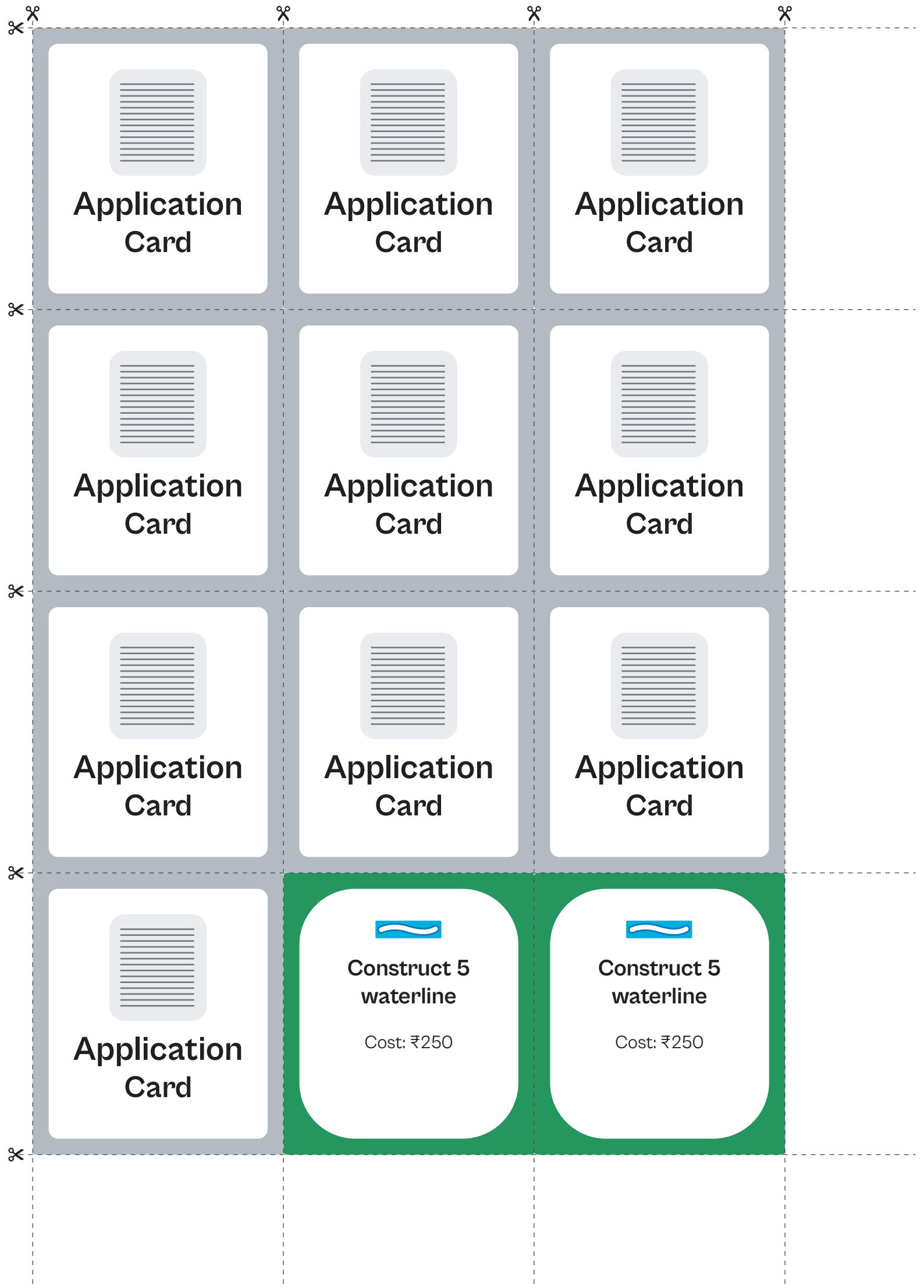
**Loan
Card**



**Application
Card**



**Application
Card**



**Application
Card**



**Application
Card**



**Application
Card**



**Application
Card**



**Application
Card**



**Application
Card**



**Application
Card**



**Application
Card**



**Application
Card**



**Application
Card**



**Construct 5
waterline**

Cost: ₹250



**Construct 5
waterline**

Cost: ₹250



Construct 4 Road

Cost: ₹200



Construct 4 Road

Cost: ₹200



Construct 5 Road

Cost: ₹250



Construct 5 Road

Cost: ₹250



Construct 5 Road

Cost: ₹250



**Construct 3
waterline**

Cost: ₹120



**Construct 3
waterline**

Cost: ₹120



**Construct 3
waterline**

Cost: ₹120



**Construct 4
waterline**

Cost: ₹150



**Construct 4
waterline**

Cost: ₹150



**Construct 4
waterline**










Cost: ₹150



**Construct 5
waterline**

Cost: ₹250

Cards: 1) Paste on cardboard and cut

 Get ₹400 Loan for waterline	 Get ₹400 Fund for road	 Get 3 extra steps	
 Roll the dice again Cost: ₹200	Pay ₹100 Flooding in your land	Remove Rocks Cost: ₹50	
 Remove the bushes Cost: ₹50	Remove the bushes Cost: ₹50	 Construct 3 Road Cost: ₹150	
  Construct 3 Road Cost: ₹150	 Construct 3 Road Cost: ₹150	 Construct 4 Road Cost: ₹200	
			

Mystery Title Cards: 1) Paste on cardboard and cut ✂



Mystery Tile

Collect ₹700 from FPO for infrastructure

Mystery Tile

Found water well on the tile. Use it as a water source

Mystery Tile

Property damage due to heavy rains. Pay ₹500 for repairs.



Mystery Tile

Get 4 extra steps

Mystery Tile

Get extra dice roll (No extra card)

Mystery Tile

Private property! Can't own or construct here



Mystery Tile

Construct 2 roads for free

Mystery Tile

Remove bushes and trees: Pay 400

Mystery Tile

Remove rocks from land: Pay 300



Mystery Tile

Get 3 waterlines for free

Mystery Titles: 1) Paste on cardboard and cut

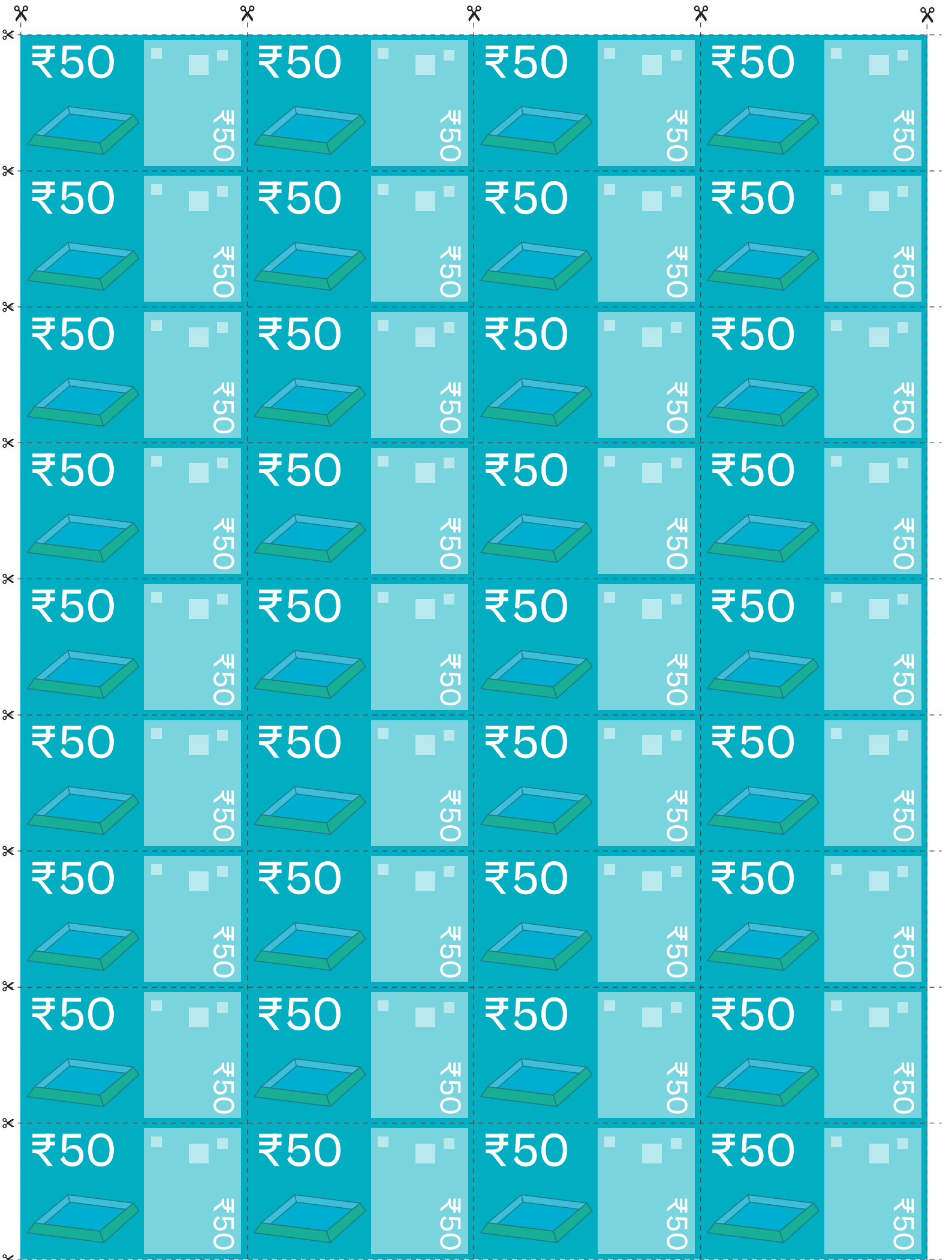
✂ ✂ ✂ ✂ ✂ ✂

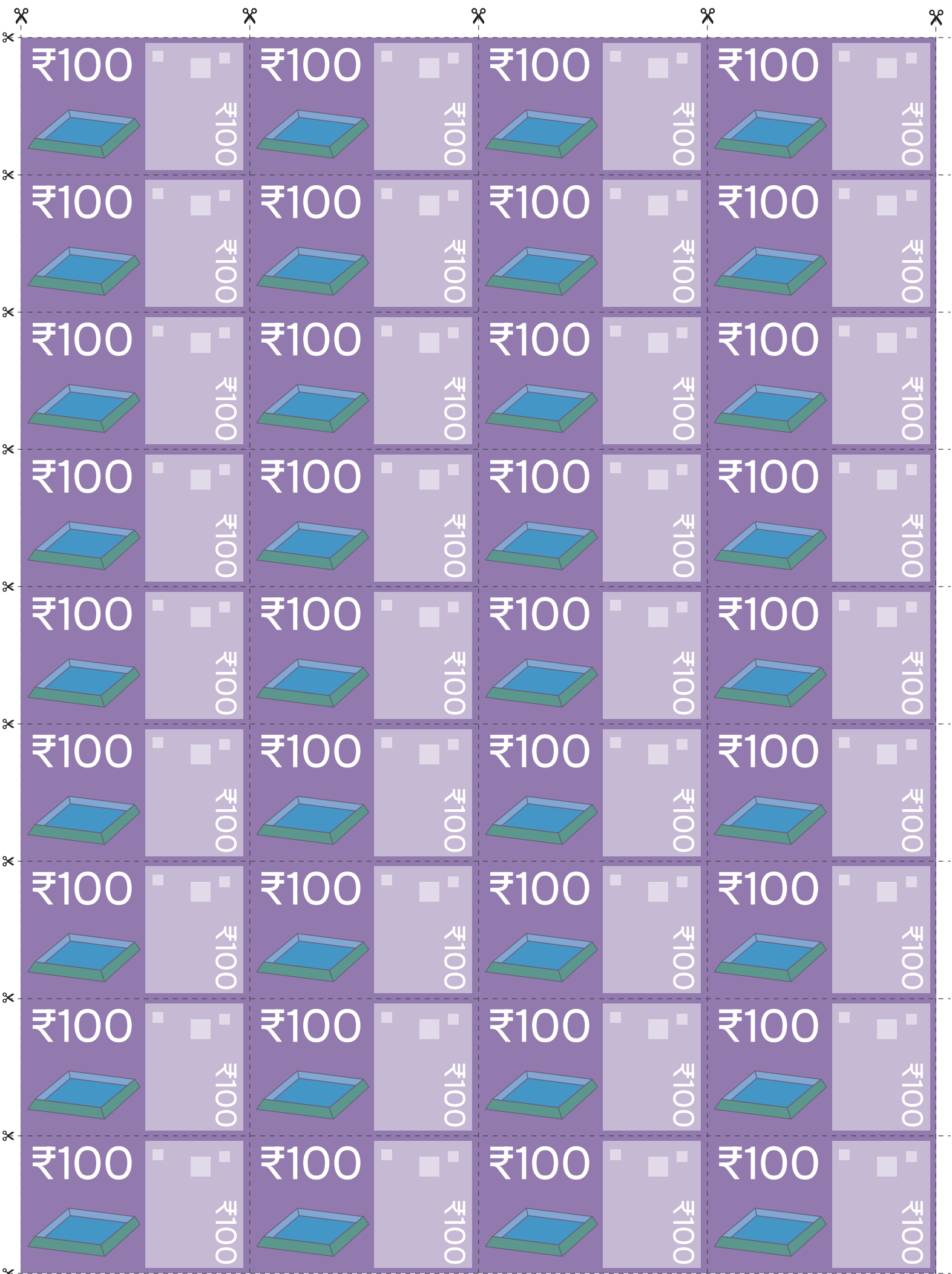
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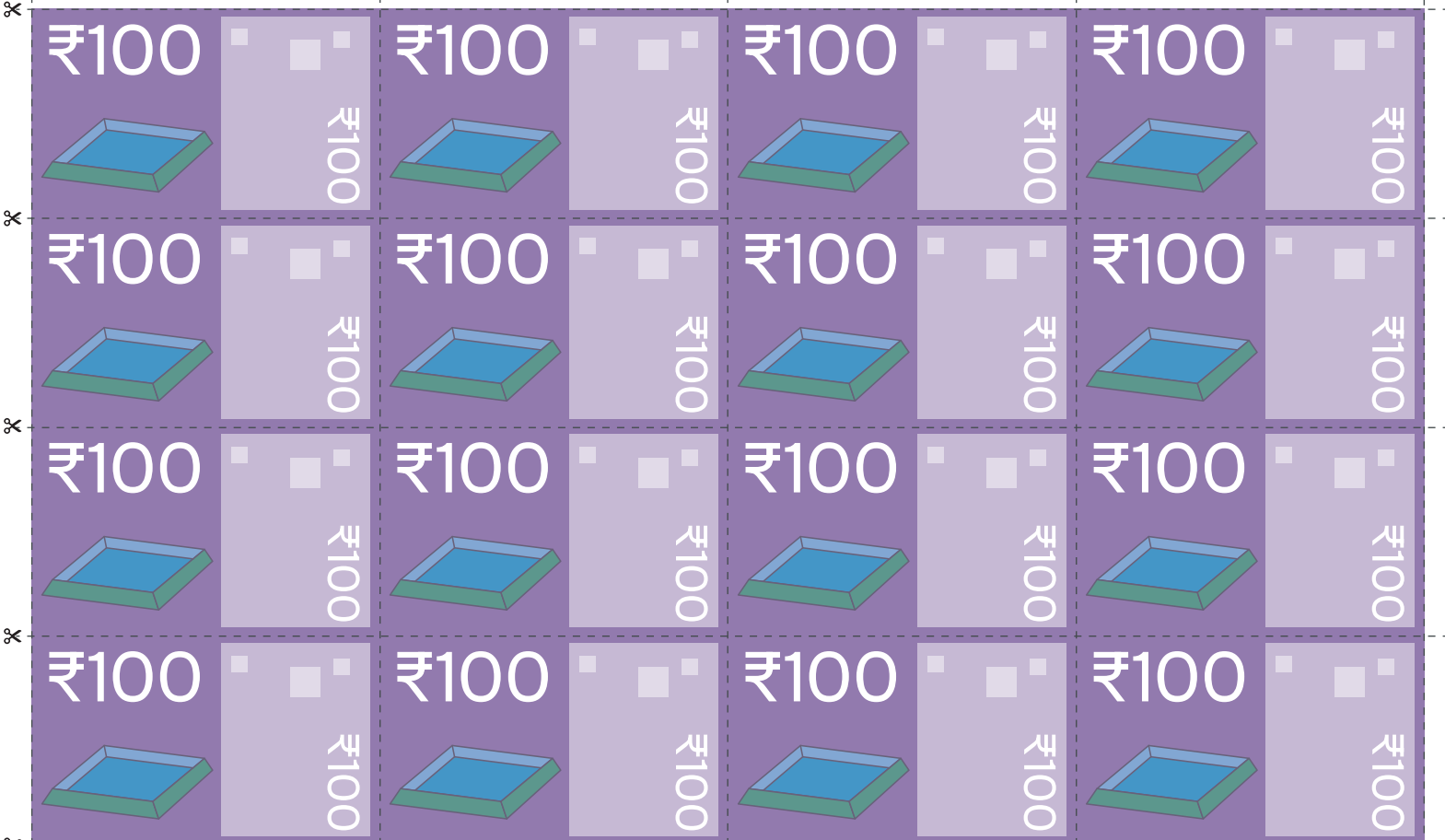
✂ ✂ ✂ ✂ ✂ ✂

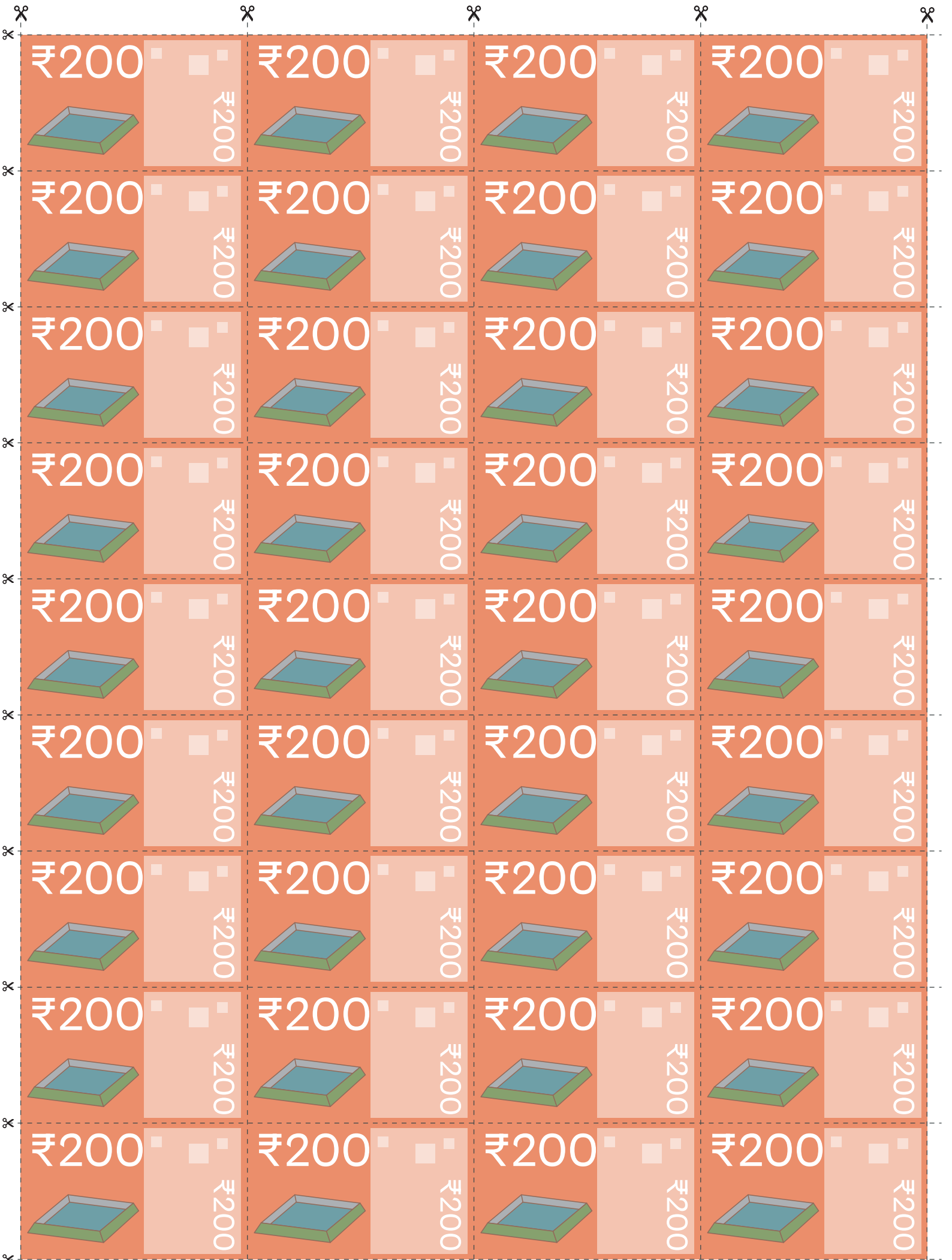
Private Land	Water well	Private Land	Water well
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✂ ✂ ✂ ✂ ✂ ✂









Pond Construction Site Game

Ever wondered what are the requirements for building a aquaculture pond? Make your moves and compete with your friends to build ponds and win the game!

Objective:

Strategize your moves to acquire land, build infrastructure so you can build ponds.

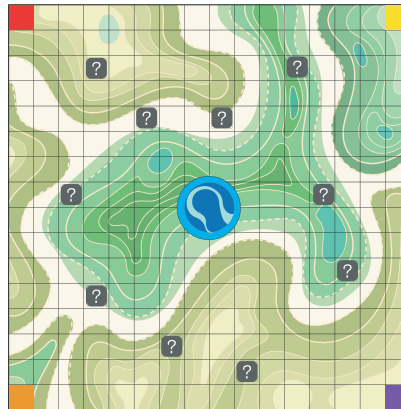
Requirements:

- Players: 3 to 5
- Time: 30-40 mins

Game Components

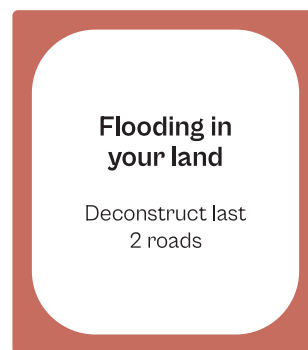
Game board & mystery cards:

- The game board consists of 16x16 square grid
- Each of 4 corner represents a player with common water source at the centre
- 10 mystery tiles are placed on the board before starting the game



Dice and game cards:

- A regular Dice determines player movement
- Game cards consists of construction cards which allow players to build road, waterlines and ponds
- Some game cards present benefits or penalties



Mystery cards:

- Mystery cards are shuffled and kept in a deck for players to use when they come across a mystery tile on game board
- These cards present benefits or penalties



Player tiles:

- Small square tiles available in 4 player colours
- These are used to represent acquired territory on the game board



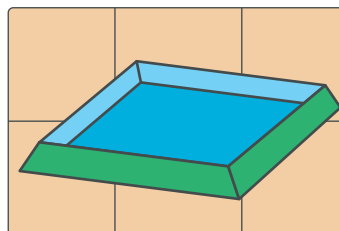
Road units & water lines:

- Road and water line units are used to represent constructed road and water lines respectively



Pond tiles

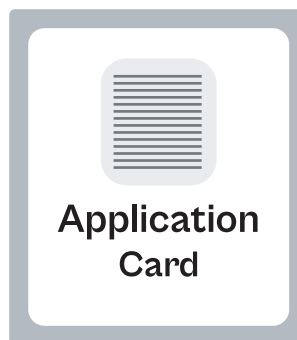
- These tiles represent aquaculture ponds.
- Players need required area and infrastructure to build a pond



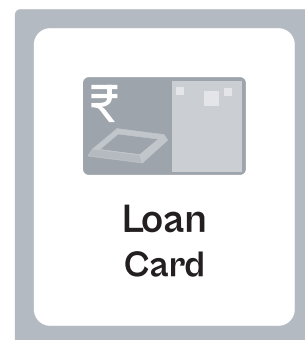
Application card & Loan card:

Once a player has necessary land and infrastructure to build a pond, they can use application card to get loan from FPO

- FPO provides a loan card to the player in return and then player can construct a pond by placing the pond tile on board



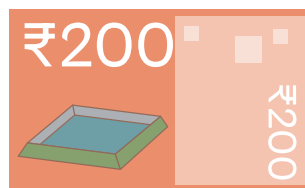
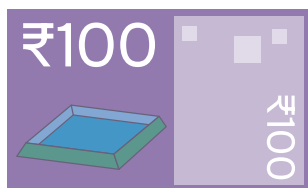
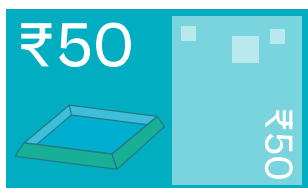
Application Card



Loan Card

Game currency:

- Currency notes of ₹ 50, ₹100 and ₹ 200 are used for financial transactions during the game



Miscellaneous:

- **Well tile:** To represent a small water resource. This is to be established with suitable mystery card.
- **Private property tile:** To represent a private property which players cant own. This is to be established with suitable mystery card

Setup:

- Each player chooses a color (2-4) and one player plays as FPO
- Lay the game board and place 10 mystery tiles on it at random
- Shuffle mystery cards and form a deck
- Shuffle game cards and form a deck
- Give each player Rs 3000. Remaining money stays with FPO which can be used for transactions
- Give each player 3 application cards
- Give each player 80 player tiles of their chosen colour
- Give each player 3 pond tiles and 3 application cards
- FPO holds 80 road units and 80 waterlines each, which can be sold to players
- FPO holds 12 loan cards and 1 private property tile and 1 well tile.

Starting the game:

- First player rolls the dice and moves starts moving from their house. They place their tiles on each territory they acquire.
- Then they pick up a card from game deck and follows the instructions on it. Player don't get to pick another card in case the instructions are not applicable.
- This counts as one turn. After that next players take their turns in clockwise manner

Movement:

- A player can only move horizontally and vertically starting from any of their territory. Diagonal movement is invalid.
- Players can not take over opponents territory.
- In case a player encloses an area from all sides, then the area gets blocked and that cannot be acquired by anyone.

Infrastructure:

- Players get to build road and water units on their territory when they get required cards
- The road and water units are to be placed on edge of acquired territory
- Player can build roads anywhere in their territory but water lines need to start from the water source at the center (or the well constructed using mystery card)
- Shared infrastructure: When a road or waterline is on the edge of territories acquired by 2 different players, it is called shared infrastructure irrespective of who built it. Both players can use the infrastructure.

Special moves:

- Mystery tile: When a player comes across a mystery tile, the FPO collects it and the player gets to draw a card at random from the mystery card deck.
- Player follows the instructions accordingly.

Pond construction:

- Requirements: To construct a pond, the player needs to own a 3X2 grid area which is connected by both waterline and road units.
- A 3X2 area with waterline or road unit over it is not valid
- When these requirements are fulfilled, a player gives the application card to FPO and receives a Loan card in return. The player can place a pond tile on board marking construction of a pond.
- FPO can refuse to give loan card in case any of the requirements are not fulfilled stating the reason.

Winning state:

- Any player who constructs 3 ponds first wins the game.
- In case none of the player is able to complete 3 ponds, then the player with maximum number of ponds win.