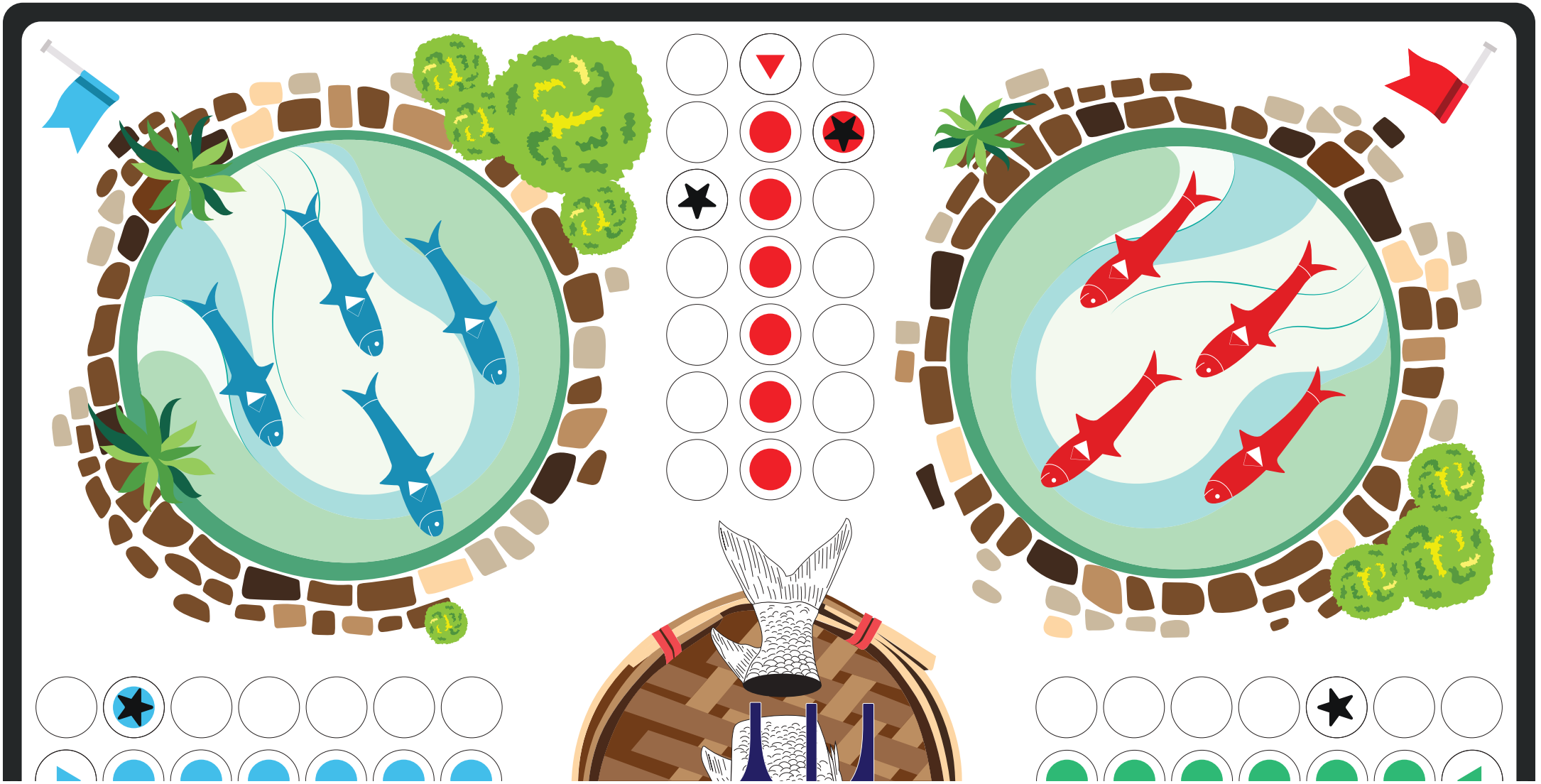
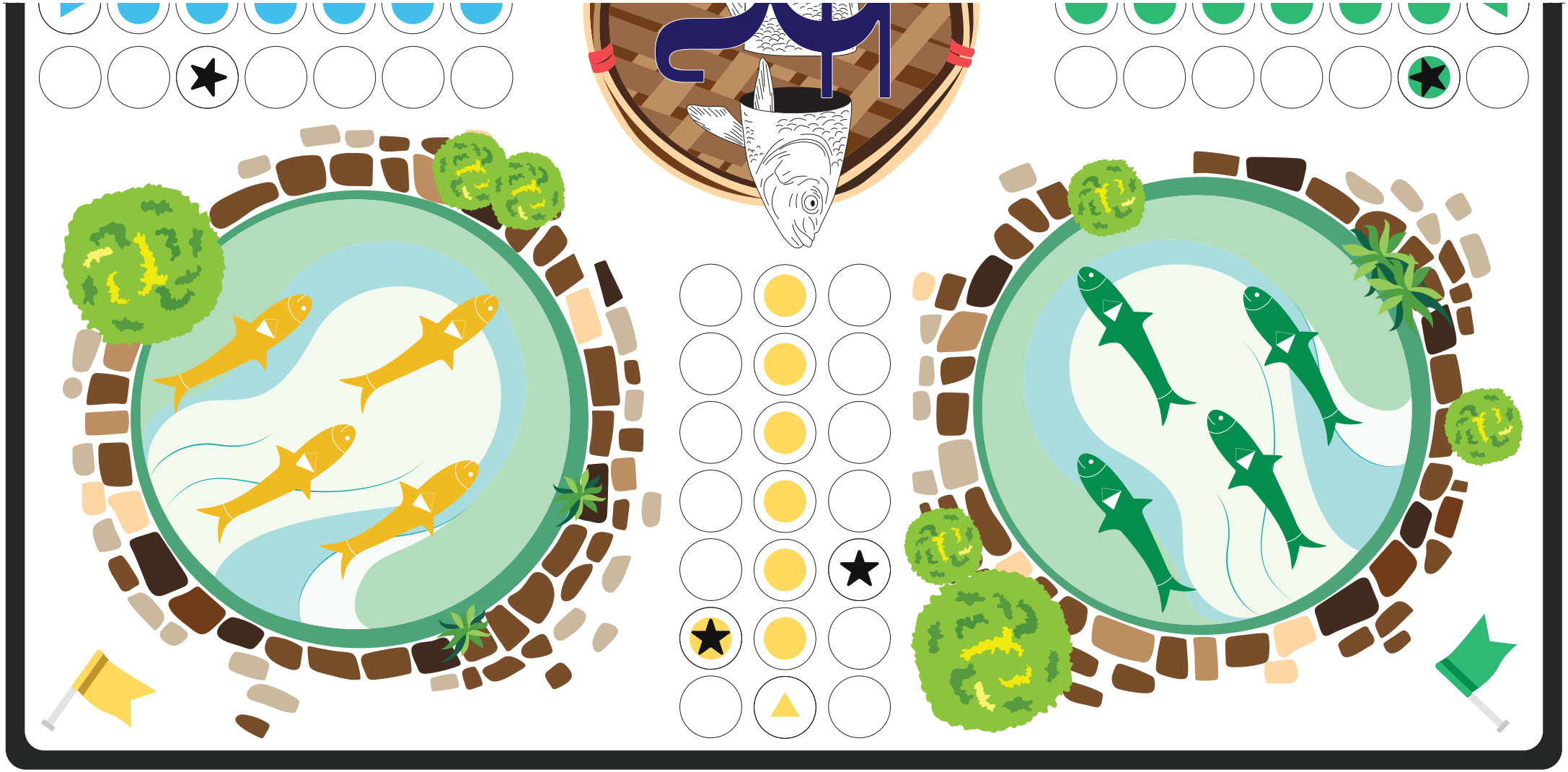
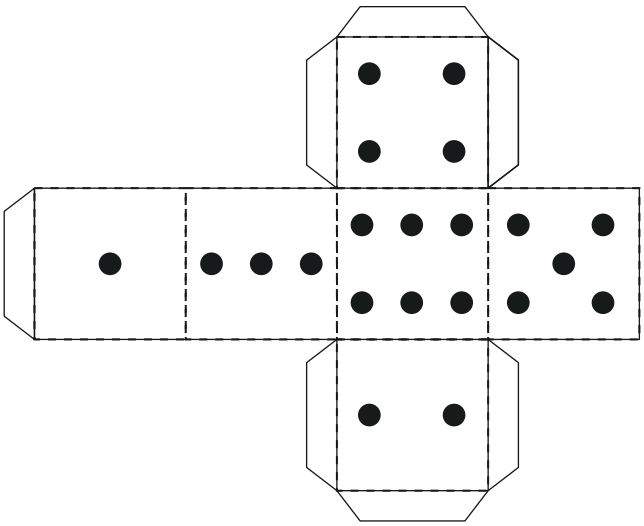


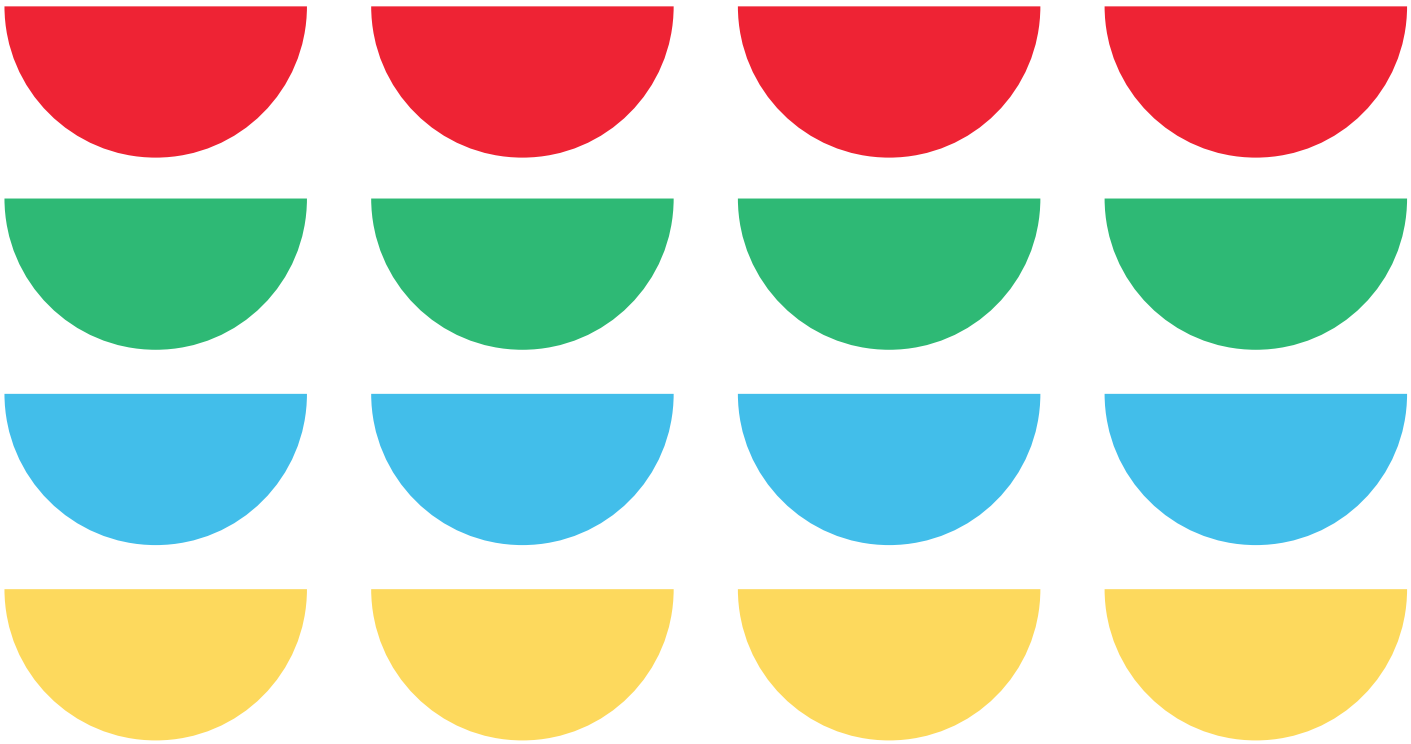
Paste page 2 edge to edge here

Cut this white area off

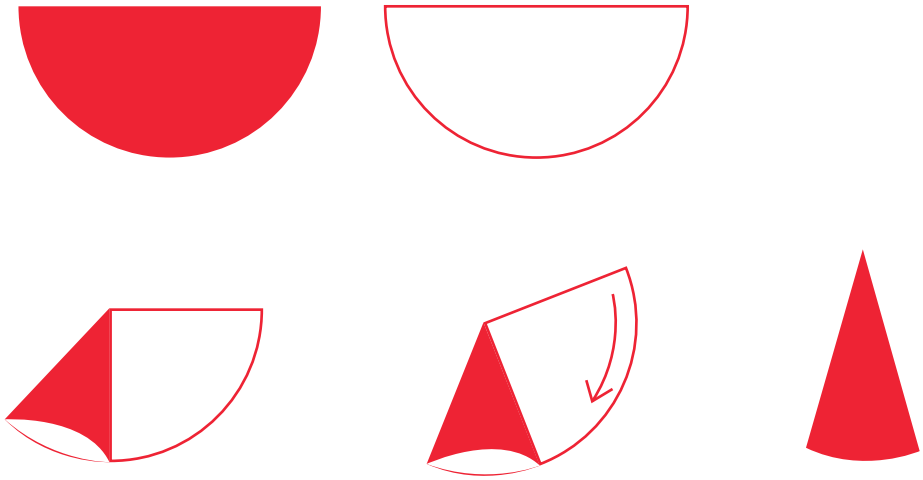




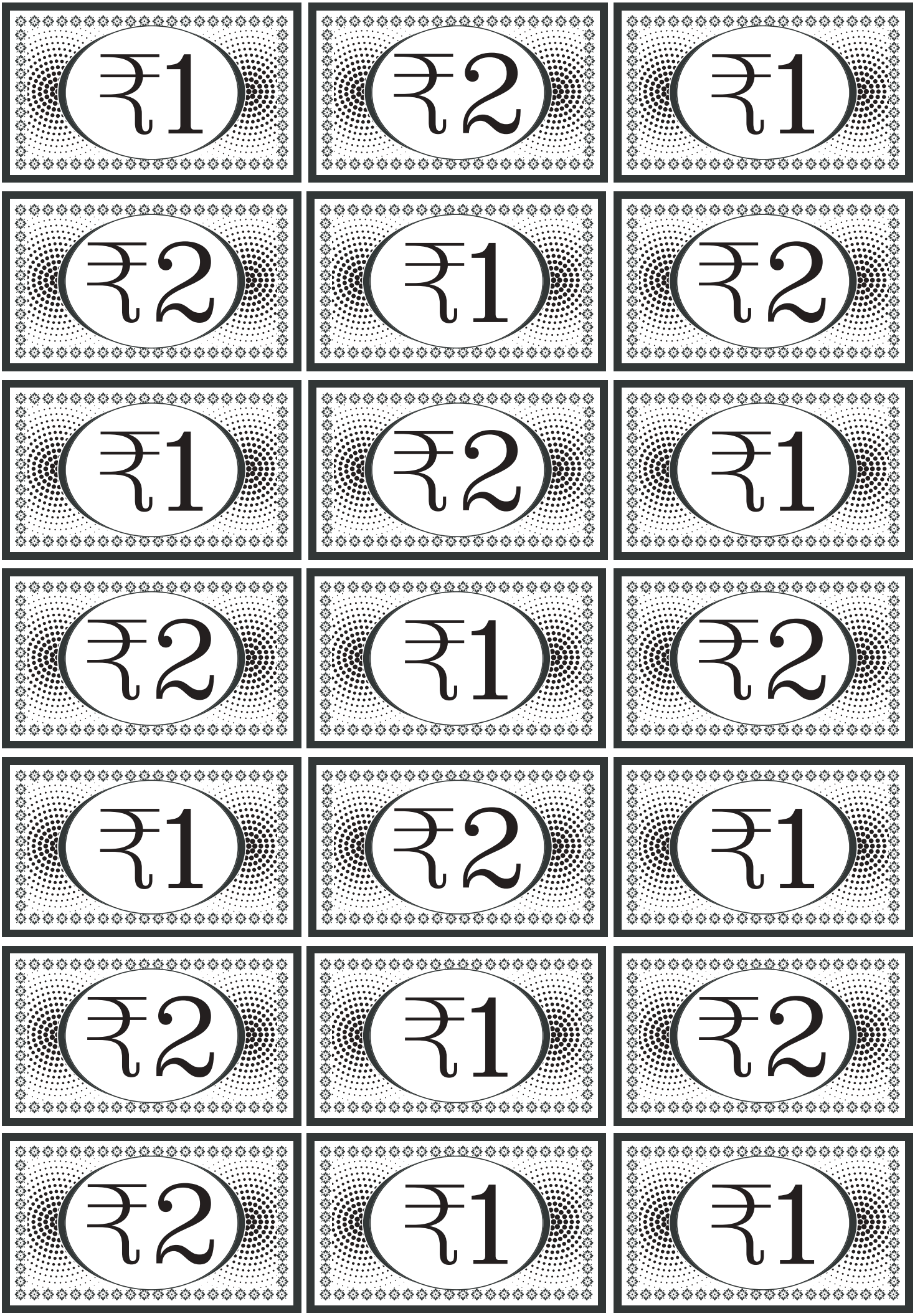
2 cm Dice Square, 0.5 cm flaps



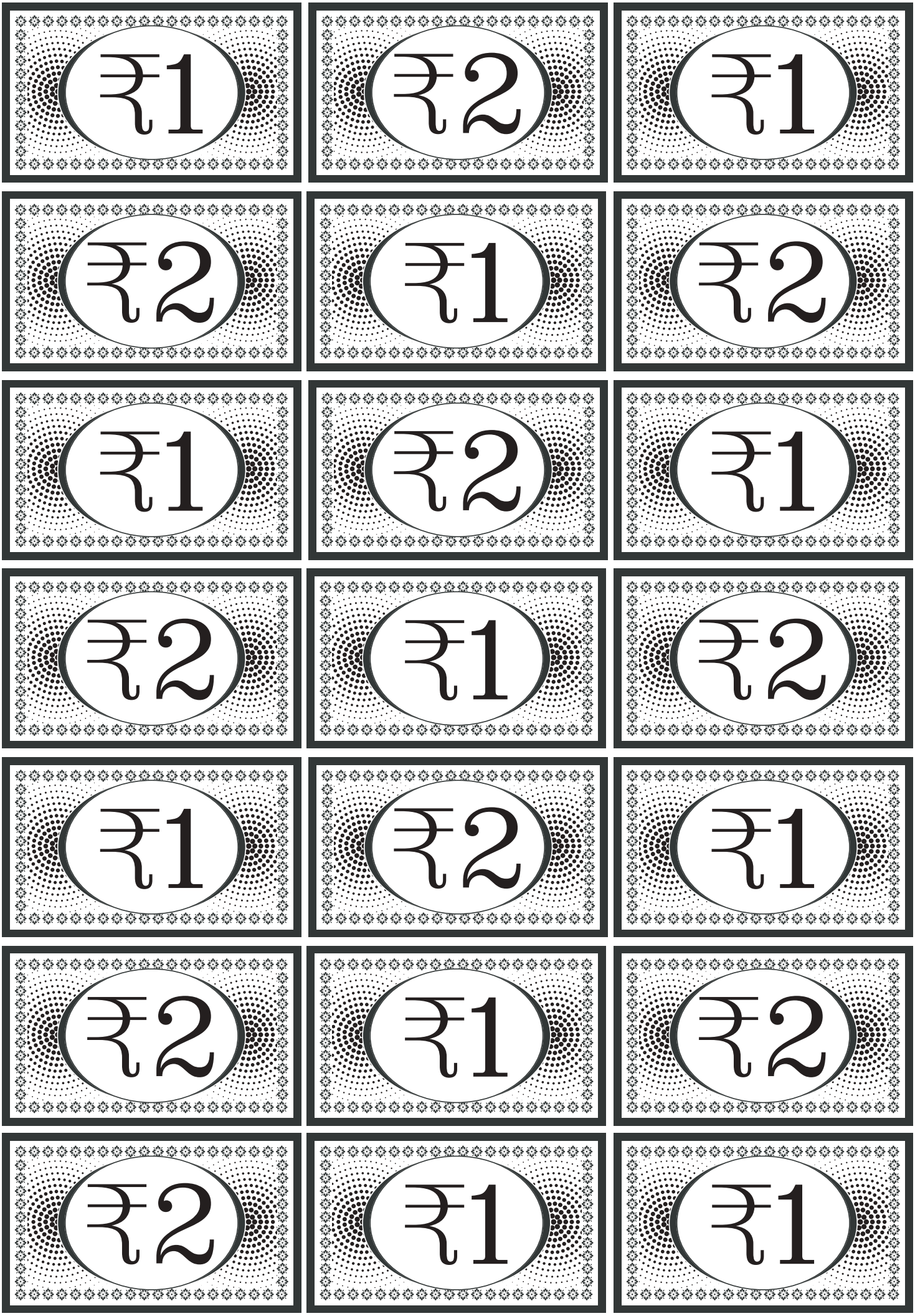
Peg Fold



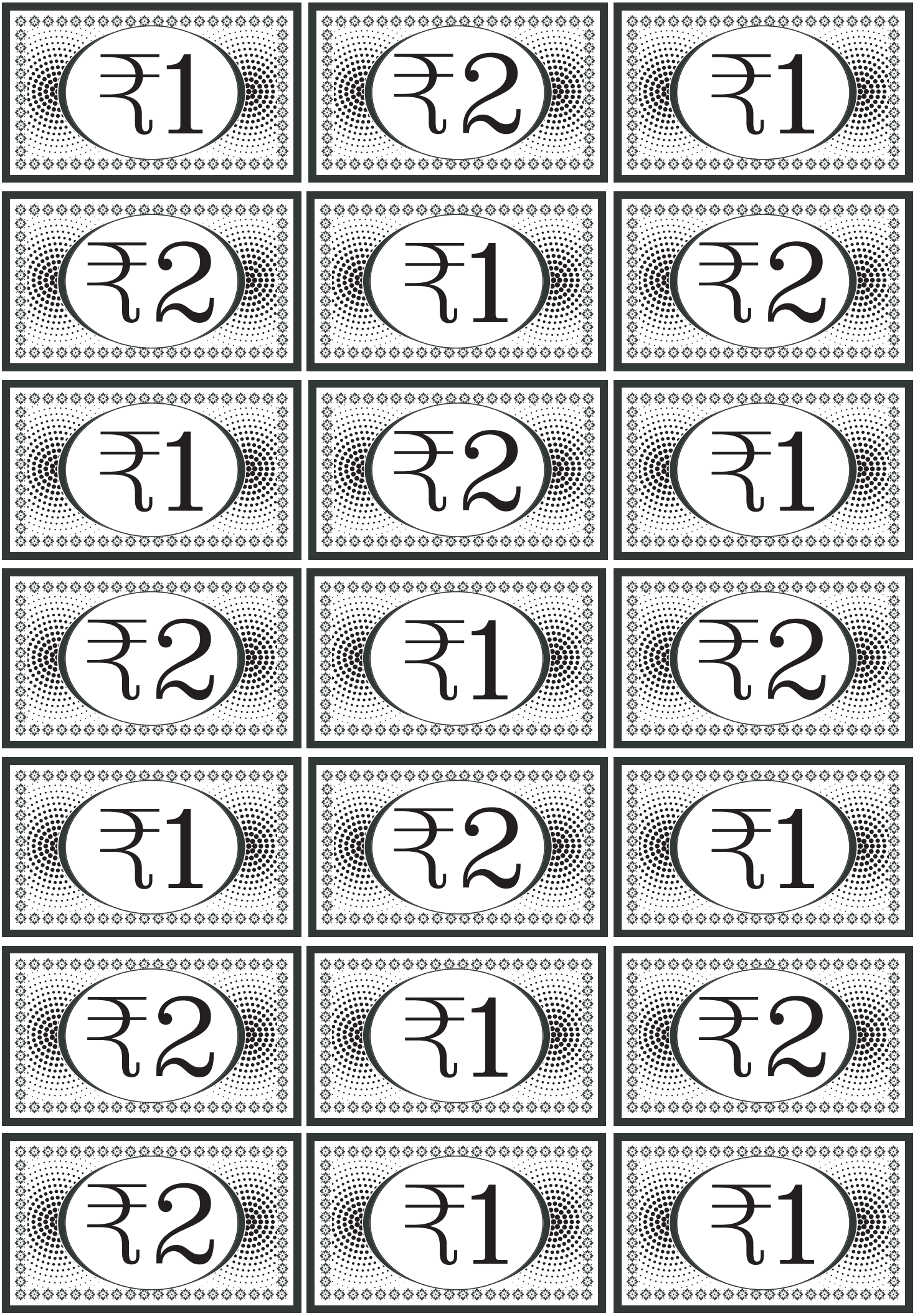
Take the white side of the peg, fold it from the left, then from the right to form a cone



2.5 x 1.5 in, 21 Currency Notes (Total ₹ 40) on A4



2.5 x 1.5 in, 21 Currency Notes (Total ₹ 40) on A4



2.5 x 1.5 in, 21 Currency Notes (Total ₹ 40) on A4

Fish Ludo

What is the secret to making profitable aquaculture?
Keep your fishes well fed and healthy with sustainable aquaculture.

Objective:

As a fishfarmer, you have to maximize your profit using aquaculture method of your choice.

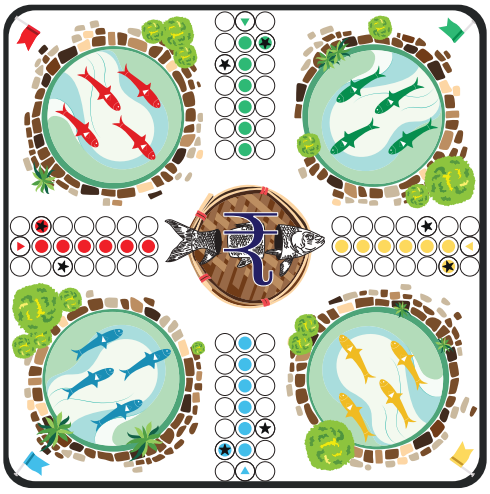
Requirements:

- Players: **2 to 4**
- Time: **20-30 mins**

Game Components

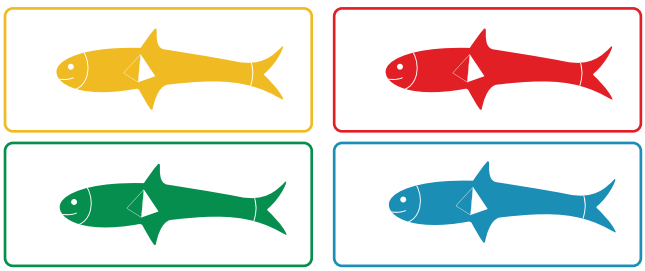
1. Game board:

- Modified version of conventional Ludo board.
- 4 ponds in each corner represent each player. Market at the centre is the destination.
- Tiles represented with filled circles are disease tiles.



2. Playing pieces/ pawns:

- 4 playing pieces each in total 4 colours.
- Each colour represents a player.

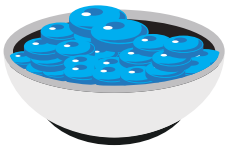


3. Regular dice:

- To determine player movement on game board.

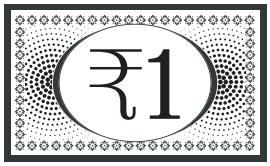
4. Feed tokens:

- 20 tokens in 2 colours
- Blue for natural feed
- White for commercial feed



5. Game currency:

- 1 ₹ X 33 notes
- 2 ₹ X 30 notes



Setup:

- Lay the game board.
- Each player to select a method of aquaculture, i.e. sustainable and unsustainable.
- There needs to be atleast one player choosing each method.
- Distribute playing pieces to each player with a colour of their choice.

Players place the fish(pawns) in their ponds.

- Give ₹ 20 to each player before starting.

How to play?/ Play mode:

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

Game strategies

1. Sustainable aquaculture:

- Player with sustainable aquaculture strategy will use natural feed(Blue token) for the fish.

2. Unsustainable aquaculture:

- Player with unsustainable aquaculture strategy will use commercial feed (White token) for the fish.
- Note: Cost of feed, fish growth movement and disease resolution is different for these strategies (explained later).

Starting a turn:

- Game starts with a player rolling the dice
- Player can start moving their fish on board once they roll 6. This is followed for getting each new fish out of the pond
- The fish moves the number of squares based on the number rolled on the dice

Subsequent turns:

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

Movement on board:

- Fish can jump over other fishes
- One tile can be occupied by maximum 2 fishes at once. In case it is already occupied by 2 fishes, no more fishes can land onto the same square and the movement is skipped.

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. 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

Feeding the fish:

• In case a player rolls 1 on dice, the player needs to feed the fish outside the home base. After feeding, fish can move one square.
• In case a player is unable to feed the fish due to lack of money, the fish will die (one fish)
• The player can buy feed anytime during the game. The feed cost is based on the game strategy (sustainable vs. unsustainable)

Diseases:

• If a player lands on the diseased tile (marked by star), the fish becomes diseased
• Disease resolution steps are different for each game strategy as explained in table 1 below

Selling the fish:

Sold at ₹ 3 per fish

Win state:

• The aim of the game is to sell all your fishes in the market
• The player who succeeds to sell all 4 fishes in the market wins the game

	Sustainable	Unsustainable
Feed	Natural (Blue tokens)	Commercial (White tokens)
Cost of Feed	10 feed for ₹ 1	2 feed ₹ 1
Fish growth (movement)	Dice roll	Dice roll+2
Disease resolution	• Dice roll more than 3 to release + roll again to decide no. of steps • Pay ₹ 1 for medicine	• Die roll 6 to release + decide no. of steps • Pay ₹ 2 for medicine

Table 1