**MASTER OF WATER**

Description of the board game – H.Serra – v. march 2016

**AIM OF THE GAME**

To be the first player to reach the ideal fish population that would garantee the species prosperity

**MATERIAL**

- A board game

- Three dices : 1 male + 1 female + 1 juvenile

- Cards « events »

- 2 pieces per player (one male + one female)

- An indivual board for each player

**PRINCIPLE**

The board represents the edge of a lake devided into 3 zones : the surface water, the bottom of the lake and the water colomn. The board is constructed with boxes corresponding to the different ressources available for the fish. Each ressource is bringing a defined quantity of food to the player that falls on the box. Both fish species, the roach and the pumpkinseed, have to go for food respectively to their diet in order to accumulate energy. This energy/food is going to be used by adults fish to reproduce and to fight attacks, whereas juvenile fish are using it to grow up only.

Each player starts the game with a given quantity of adult fish and place 2 pieces (one female+one male) at one of the board’s corner. The player throws dices (one colored for males and one grey for females, for example) and move the pieces respectively to the number indicated on the dice, where he wants. When a fish dies, he losts all the ressources he had accumulated and the player places another adult fish (from his “stock”) on the board’s corner where he started. Each species displays specificities in term of diet preferences and reproduction strategies that are explained on the individual board game. The first player to reach the goals of its species prosperity (a given number of adults and juvenile fish) wins.

**REPRODUCTION AND FEEDING STRATEGIES**

Juveniles

Juveniles fish are feeding only on zooplanctons and phytoplactons that are to be found in boxes where no other ressources are available. Each player can have several « juvenile » pieces. In that case, every juvenile piece moves with the same amount of boxes that the dice is indicating.

Adults

***The roach.*** The roach is shoal fish. The player starts the game with a shoal of 6 fish (3males+3females) but put only one pair on the board (the remaining fish constitutes the stock). The roach is feeding on crustaceans, mollusks and plants. In order to reproduce, one pair shoud accumulate enough food and both fish (male+female) have to meet on a box “plants”. There, the eggs layed stick to the plants during one turn. At the following turn, the lay provides the player with 6 juvenile fish symbolized with the piece “juveniles”. The juveniles, always progressing all together, need to eat a given amount of zooplanctons+phytoplanctons to become adults. Once adults, there are equally devided into males and females

***The pumpkinseed.*** The player starts with two pairs of fish, one of these is on the board. The pumpkinseed is feeding on insects, crustaceans and juveniles fish (of roach and pumpkinseed). To reproduce, the male has to start by constructing a nest at the bottom of the lake, then the female joins him to lay eggs inside. The male has to stay to protect the nest for two turns. Eggs, one hatched, provide the player with 4 juveniles progressing in shoal. Once adult, the juveniles are split equally into male and female.

***Attack.*** An adult pumpkinseed can attack juveniles of other players. To achieve this goal, the fish has to get the exact number with the dice enabling him to reach in a strait line the box with juveniles. Each attack ends up with one juvenile dying. If the player has the card “dodge” he can use it to escape the attack. After use, the card is put again with the other “event” cards and the pile of cards is mixed.

**EVENTS**

Some boxes are associated with « events » (boxes highlighted in red ?). The player falling onto the box has to take a card and read it audibly. When all the player are affected by the event, the card should be placed on the “event” box and remains there as long as valid, except if another card replaces it.

There are 3 types of cards :

* The ones affecting the player directly (either one species or all speices)
* The ones affecting the ressources
* The ones affecting a given zone of the board

**LIST OF EVENTS**

**Affecting players.**

All fish:

* Card “dodge”. You can use this card to escape any attack, valid only for one use
* A solitary pike is coming around: watch out! He is attacking you ! You lose one fish
* Tonight is the full moon. You see as good as during the day: play again
* The edge of the lake is lighted all the night because of the national day party: play again
* You just cought a bad microbe: you cannot reproduce for the moment
* The local hospital is reopening after renovation work. Your bad microbe does not resist the continuous flow of drugs: you recover and can reproduce again
* Winter is coming and the local population is totally ill. The antibiotics there are taking end up in the lake and disrupts your intestinal balance: you don’t eat for one turn.

The roach:

* A music festival is taking place on the edge of the lake for one week. The sudden discharges into the lake disturb the roach capability to move: you don’t play for one turn
* The pike fishing period is starting. They catch a roach to be used as a bait: you lose one fish

The pumpkinseed:

* The water temperature is rising up for some weeks because of the local power plant. Your fish need half ressources as before to reproduce
* A heron is doing a refreshing stop at the lake... and eat a pumpkinseed before continuing his travel

**The ressources**

Plants

* The spreading period just started. The pesticides affect the plants, they stop growing: no plants for two turns
* The forestry guard removes some trees from the egde of the lake to create a path. The plants are having much more light: they provide dobble energy for two turns

Crustaceans:

* The leafs falling down because of a big gust of wind arrive at the bottom of the lake. The increase the gammarus growth: the provide dobble energy for two turns
* (find something negatively affecting crustaceans)

Mollusc:

* A neighbour put his boat onto the water that he just painted with antifouling: no mollusk for two turns
* (find something positive for mollusc)

Insects:

* A child is doing ricochet. All the insects fly away: no insects for one turn
* (find something negative for insects)

**Affecting the lake**

* The water level decreases dramatically after (a very hot summer/the opening of the damm). Everything that was at the surface water dies: no more ressources in this area for two turns.
* Opening a trout fishing contest. The fish introduced for that special day detroy all the bottom of the lake. No more ressources in this area for two turns.