

Fishable Waters Game Rules

Discover how human activities impact fish populations. Take turns drawing cards, answering questions, taking action, and going fishing. The group with the most “fishable” waterway at the end of the game wins!

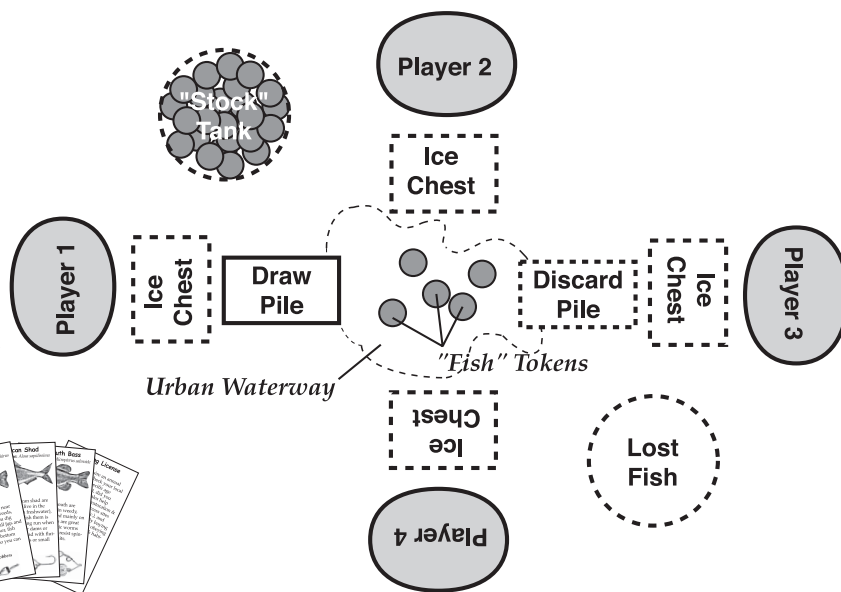
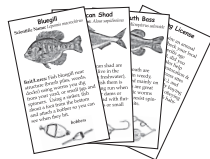
Setting Up the Game:

1. Place 10 tokens (15 for groups with 5 or 6 players) in the center of your group. The tokens represent “fish” in your urban waterway. Place the deck of cards face down to serve as your Draw Pile.

2. Place remaining tokens in a Stock Tank. You will add these fish to your urban waterway, as directed on cards.

Your group’s goals are:

- To improve your fishable waters—indicated by increasing the fish population (# of tokens) in your waterway; and
- To have each individual in your group collect three (3) fish cards and one (1) fishing license card in order to “go fishing.”



Playing the Game:

1. Decide who will go first. Begin the game by drawing a card from the Draw Pile.

2. If the card has a ★, read it aloud and ask the player to your left to answer the question. Instruct the player to add or subtract fish from your urban waterway, as directed on the card. Subtracted tokens represent fish lost because of negative impacts on water quality and habitat. Make a separate pile of “Lost Fish” for later comparison. Place the used question card face up in a Discard Pile.

3. If the card has a ●, read it aloud and do what it says.

4. If you draw a fish or license card, read it aloud and keep it.

5. Play moves clockwise (to player’s left). Take turns drawing cards, answering questions, and collecting **fish** and **license** cards.

6. When you collect 3 **fish** cards and 1 **license** card, you may “go fishing.” Fishing regulations limit your “catch” to 5 fish. If using large and small tokens, only large fish may be kept; release small fish back into the waterway.

Before going fishing, decide whether waters are “fishable.”

- What if there aren’t enough fish in the waterway to take your limit of five?
- Should you take fewer than five?
- Should you take any?
- What if you practice “catch and release” where you return all fish “caught” back into the waterway?

Decide whether to take what’s available or wait to go fishing until the waters get more “fishable.”

7. If you do go fishing, shuffle your **fish** and **license** cards back into the Draw Pile. Keep all fish in your “Ice Chest” for later comparison.

8. If you draw an extra **fish** (you have more than 3) or **license** card (you have more than 1), shuffle it back into the Draw Pile and draw a new card.

9. If you draw a **Wild Card!**, you may go fishing right away. Keep any **fish** or **license** cards you have accumulated, but shuffle the **Wild Card!** back into the Draw Pile.

10. When your teacher calls time to end the game, count and record the number of fish in your Urban Waterway, Lost Fish pile, and Ice Chests. Also record how many people went fishing.

RULES AT A GLANCE

- You may go fishing only when you have 3 fish cards AND 1 fishing license (fish cards can be any species)—OR when you draw a Wild Card! After fishing, return your collected cards to the Draw Pile and reshuffle.
- When fishing you must follow regulations (possession limit of 5 fish), but you may take fewer if you choose.
- Players must immediately shuffle extra fish and license cards into the Draw Pile so that others can collect them.