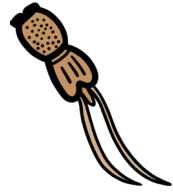




Lice to Sea You



This printable pack contains:

- The game rules (Pgs 2-4)
- 4 placemats (Pgs 5-8)
- Trackers for environment, resistance and rounds (Pg 9)
Cut out the environment & resistance trackers as one piece and the rounds tracker as a separate piece. Use the paper clips to clip on to the trackers.
- 29 event cards (Pgs 10-13)
Cut these out individually
- 16 treatment cards (Pg 14)
Cut these out individually
- 50 black lice tokens and 50 red injury tokens (Pg 15)
*Cut these out individually or use alternatives**
- 160 yellow money tokens (Pgs 16-17)*
*Cut these out individually or use alternatives**

You will need:

- 3 paper clips
- *Instead of printing and cutting the red, black and yellow tokens you could use buttons, beads, pieces from another game or anything else you have available to represent lice, injury and money

Lice to Sea You

You are fish farmers, and your fish are under attack from parasites! The aim of the game is to make as much money as possible, which isn't always easy while trying to keep your fish and farm healthy...

THE STORY SO FAR

You make **money** growing and selling **salmon** for the food industry. The problem is, there are these pesky little **lice** that live on your fish's skin and eat their flesh. This lowers the quality of the meat you can sell, and hurts your profits.

Luckily, you have various **treatment** options to get rid of these pests, including **chemical** (pesticides that poison the lice), **mechanical** (jets of hot water or a good hard scrubbing) and **biological** (little cleaner fish that eat the lice off the salmon). Problem solved, right?

Not quite. Some of these control methods have unfortunate side-effects, such as **hurting the salmon** or **damaging the environment** around your farm. There's no point getting rid of the lice if the salmon are too injured to sell, and if the water around the farm gets too polluted that will make it impossible to grow fish at all.

Another twist in the story is that, like all living things, the lice evolve in response to treatment and gradually become **resistant!** Sometimes they develop resistance to the chemical pesticides, or they adapt to cling tighter to the fish's skin against mechanical removal, and some populations have even been found to become see-through so the cleaner fish can't find them so easily. You've got to be careful not to create a population of super-lice, or it's **game over** for your industry!

If your fish get too injured or parasite-ridden there's always an emergency option: **cull and fallow**. This means disposing of all your fish, leaving the farm empty for a while and starting again. It's a drastic option, but gives you a fresh start and the environment around your farm a chance to recover.

The aim of the game is to **make as much money as possible**, while trying not to encourage resistance in the lice or damage the environment so much that it kills your business. Good luck!

THE RULES

- The player who has **eaten fish most recently** takes the **first turn**
 - They are also responsible for **keeping track of rounds** using the **round counter**
 - A standard game lasts 10 rounds
 - A short game lasts 5 rounds, and uses only half of the RESISTANCE and ENVIRONMENT tracks
- Each player **starts** with:
 - **2 LICE** tokens (black) and **0 INJURY** tokens (red) on their fish
 - **0 MONEY** tokens (gold) in their bag
 - **4 TREATMENT cards** placed in their grid and slid to “inactive”
- Each turn:
 - Add 1 **LICE** token for every LICE token already on your fish. If you have no LICE, add 1
 - Draw 1 **event card**
 - Treatments that result from event cards do not apply to players who are currently fallow after culling last turn
 - If an event forces you to use a treatment or lose MONEY but you cannot afford to pay, you must cull your farm immediately
 - Decide **treatment(s)**
 - Slide relevant treatment cards to “active” or “inactive”
 - Make changes to MONEY, LICE, INJURY, RESISTANCE and ENVIRONMENT as appropriate
 - Collect **profit**
 - This equals 10 minus total number of LICE and INJURY
- The player with the **most MONEY** at the end of the game **wins!**
 - If the marker on the **RESISTANCE** or **ENVIRONMENT** bar reaches the end before the allotted number of rounds, the game is over and **everybody loses**
- **After the game**, discuss as a group and try to answer the following questions:
 - Did the game run until the end or did RESISTANCE or ENVIRONMENT end it early?
 - Why?
 - What sorts of decisions made making money easy or difficult?
 - Why?
 - What kinds of things made keeping lice under control easy or difficult?
 - Why?
 - Was it easy or difficult to keep ENVIRONMENT and RESISTANCE under control?
 - Why?
 - Can you think of different approaches that might have performed differently?
 - How would you balance MONEY, LICE, INJURY, RESISTANCE and ENVIRONMENT?

TREATMENTS

	Lice	Injury	Resistance	Environment	Money	Additional
Chemical	-2	+1	+2	-2	-2	Next turn, remove 1 LICE token after calculating treatment results
Mechanical	- All but 1	+2	+1	0	-3	
Biological	-1	0	+1	0	-2	
Cull + Fallow	- All	- All	-1	+1	0	No profit this turn, and miss next turn

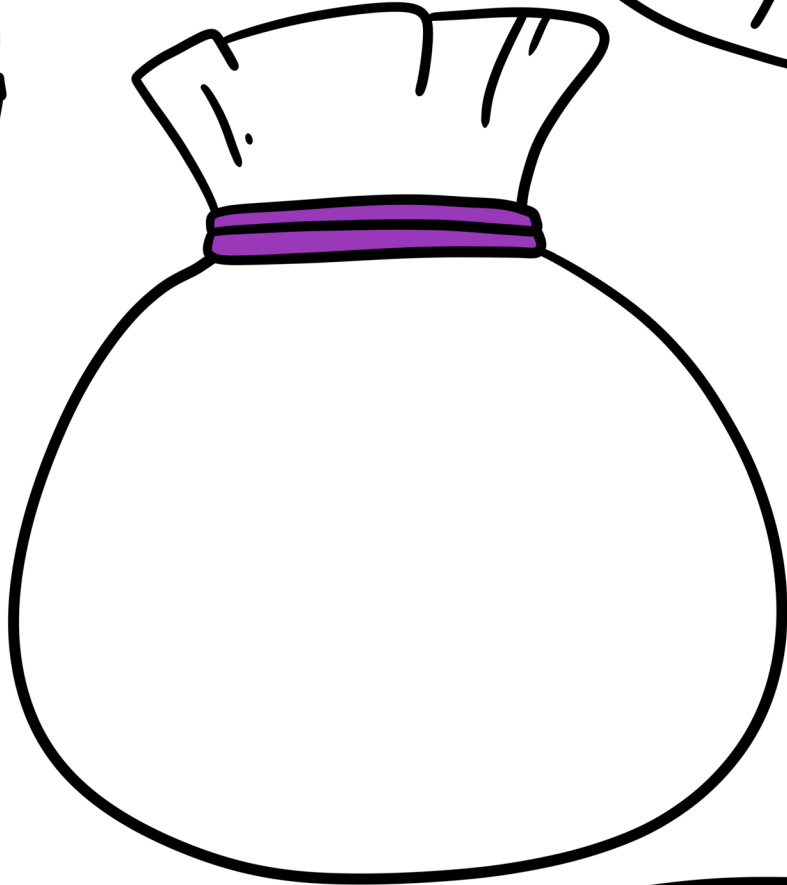
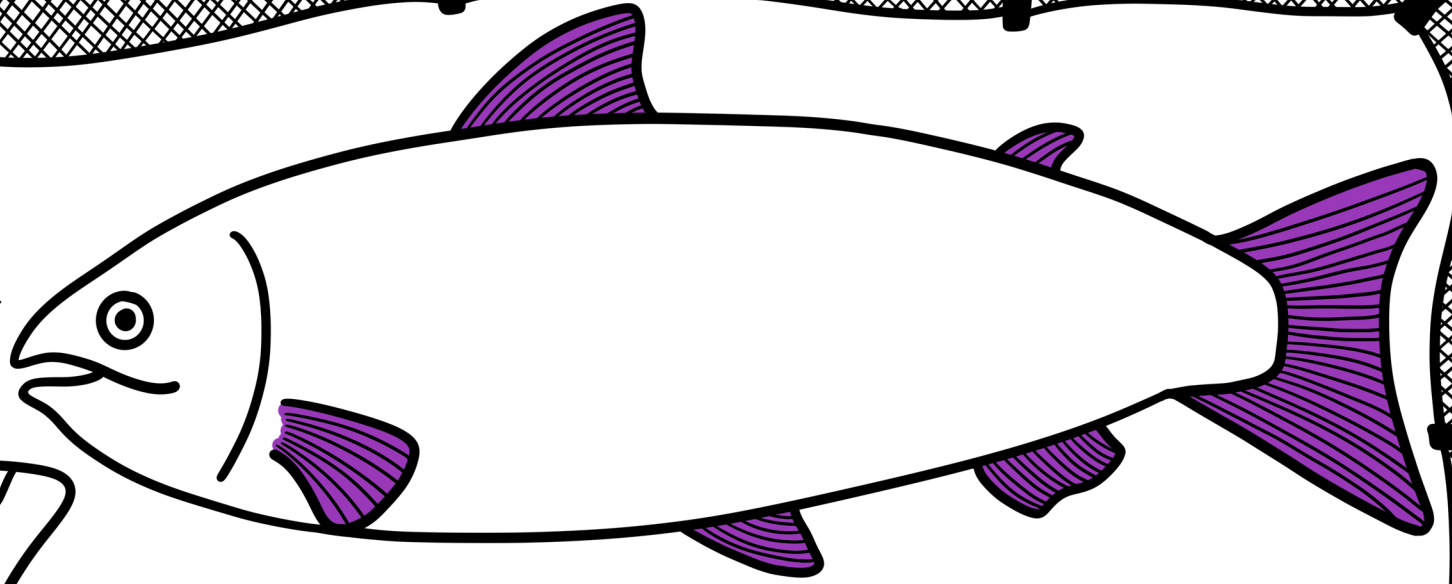
ADVANCED PLAY

There are ways you can make the game more challenging if that's your thing. Here are a few examples:

- Each player adds 1 (or more) additional LICE token every turn
- ENVIRONMENT goes up by 1 (or more) every round
- Treatments cost twice as much MONEY as listed

Each turn

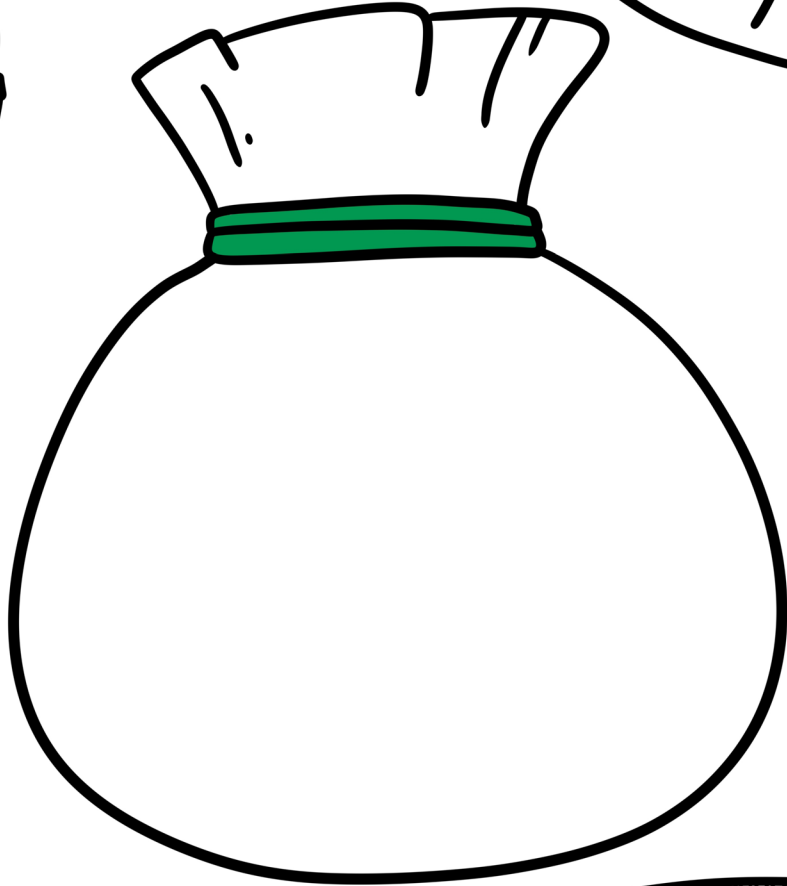
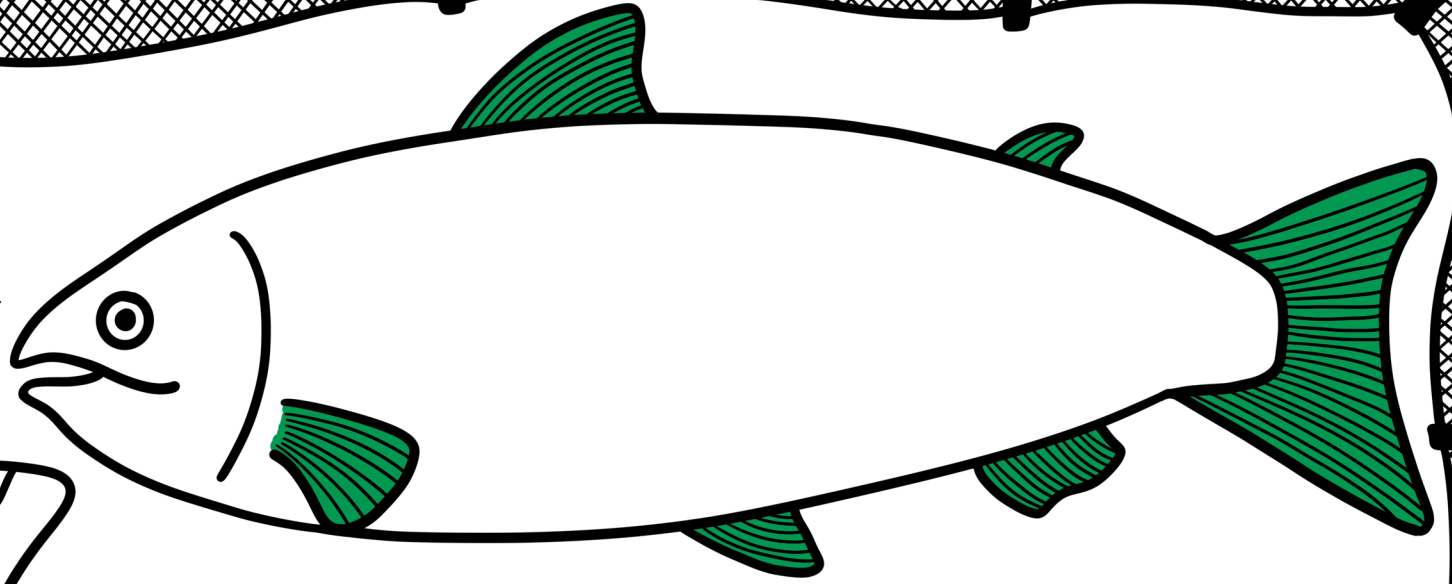
1. Add 1 LICE token for every LICE token already on your fish. If you have no LICE, add 1
2. Draw 1 event card
3. Decide treatment(s) and make changes to MONEY, LICE, INJURY, RESISTANCE and ENVIRONMENT as appropriate
4. Collect profit of 10 minus total number of LICE and INJURY



Inactive		Active	Active		Inactive
		Active	Active		

Each turn

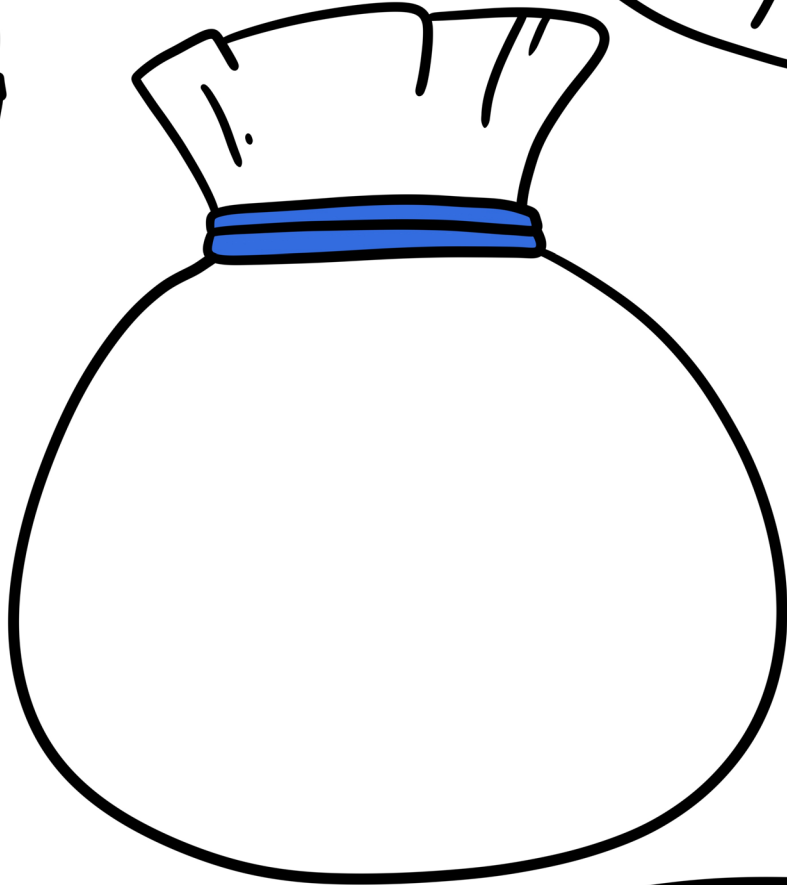
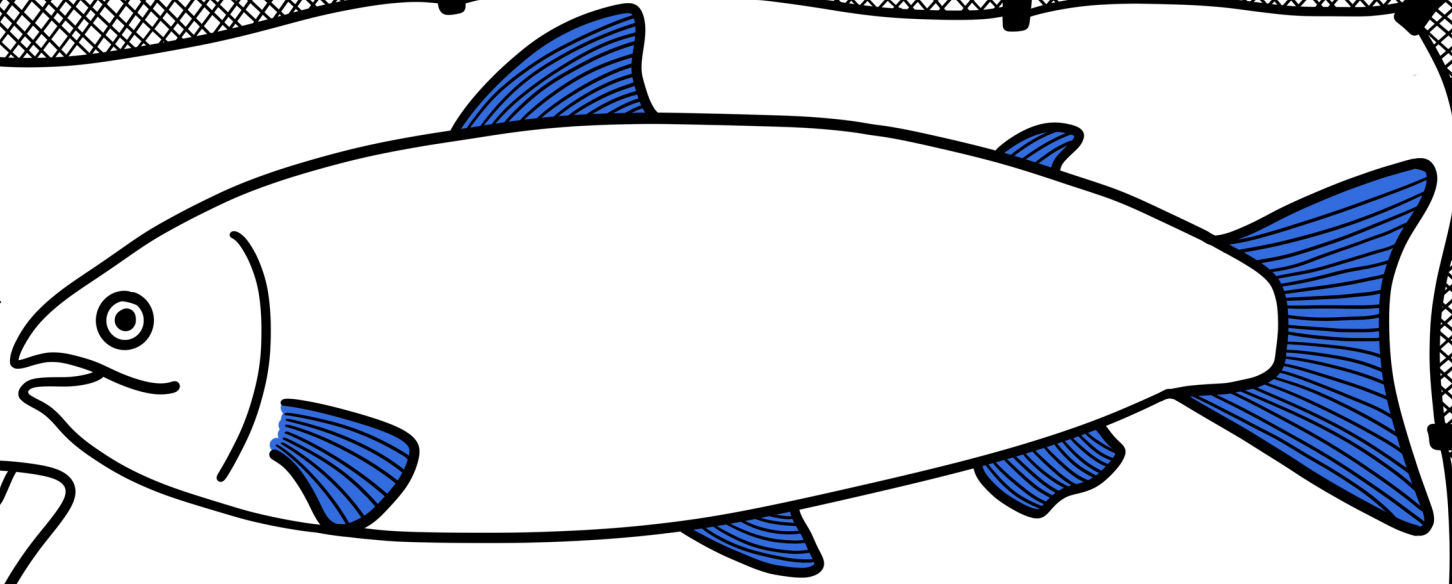
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Each turn

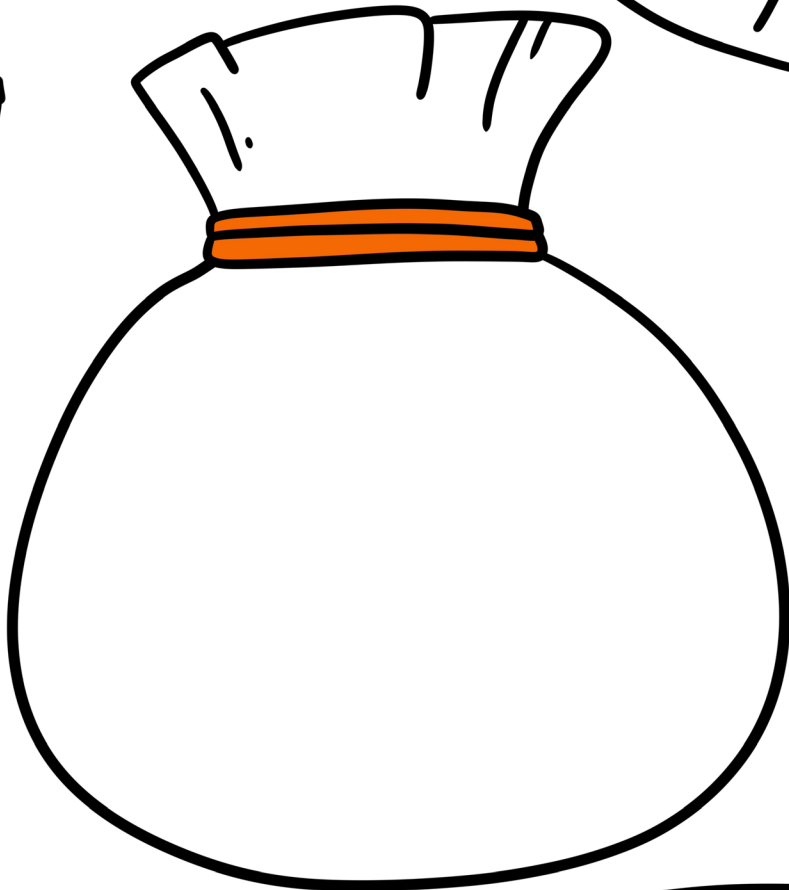
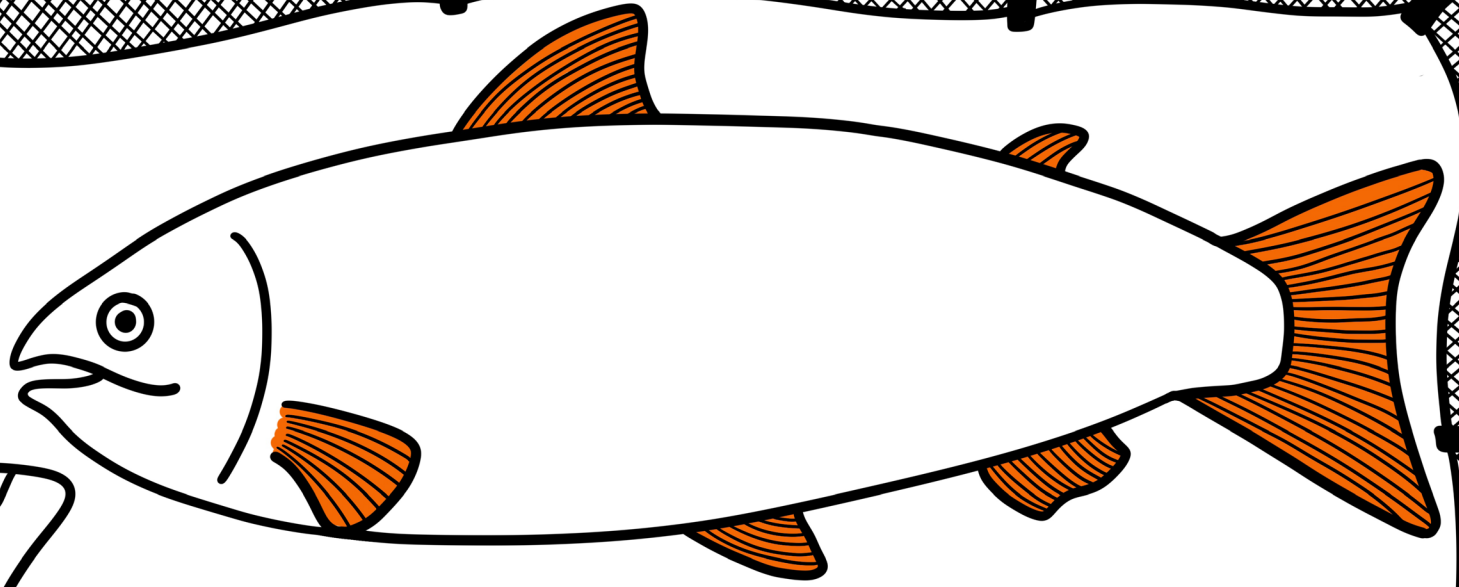
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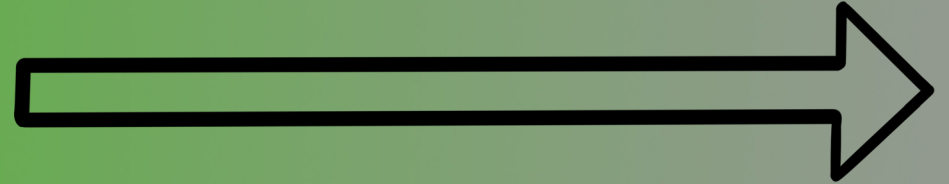


Inactive		Active	Active		Inactive
		Active	Active		

20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0

Start here

Environment



Resistance



Start here

0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

Rounds



Start here

0 1 2 3 4 5 6 7 8 9 10

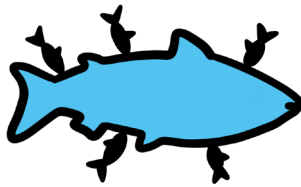
Regional lice outbreak



All players add 1 LICE token. If any player has 3 or more LICE tokens, all immediately treat (CHEMICAL)

Government steps in to control the outbreak

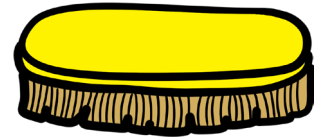
Regional lice outbreak



All players add 1 LICE token. If any player has 3 or more LICE tokens, all immediately treat (BIOLOGICAL)

Government steps in to control the outbreak

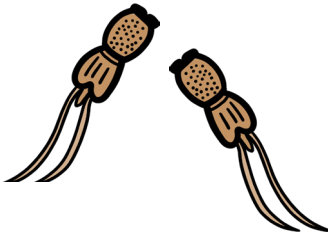
Regional lice outbreak



All players add 1 LICE token. If any player has 3 or more LICE tokens, all immediately treat (MECHANICAL)

Government steps in to control the outbreak

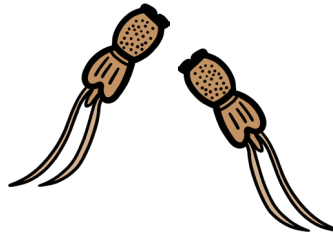
Local lice outbreak



Add 1 LICE token. If you now have 3 or more LICE tokens, either activate two treatments or cull

We've got to stop this local outbreak from spreading!

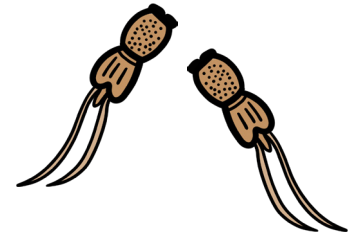
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Local lice outbreak



Add 1 LICE token. If you now have 3 or more LICE tokens, either activate two treatments or cull

We've got to stop this local outbreak from spreading!

Artificial selection



If you and either of the players next to you used the same treatment last turn, +1 LICE each and add +1 RESISTANCE

The lice are evolving in response to the treatment!

Artificial selection



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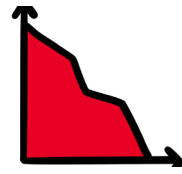
Artificial selection



If you and either of the players next to you used the same treatment last turn, +1 LICE each and add +1 RESISTANCE

The lice are evolving in response to the treatment!

International trade deal with fish-exporting country



All players lose 1 MONEY per INJURY on their fish

There's lots more fish for sale, so low-quality product won't sell

International trade deal with fish-importing country



All players gain 1 MONEY, unless they have 4 or more INJURY

Lots more customers for your product! As long as it's decent quality...

Public awareness



If ENVIRONMENT is 12 or lower, all players with 10 or more MONEY lose 4 MONEY

People boycott the big suppliers over their environmental impact

Public awareness



If ENVIRONMENT is 12 or lower, all players with 10 or more MONEY lose 4 MONEY

People boycott the big suppliers over their environmental impact

New government regulations



If ENVIRONMENT is 6 or lower, all players lose 5 MONEY

It costs money to adapt your farm to new regulations

New government regulations



If ENVIRONMENT is 6 or lower, all players lose 5 MONEY

It costs money to adapt your farm to new regulations

Fish inspection



If you have 4 or more INJURY tokens, lose 1 MONEY per INJURY

How good is the fish you're selling?

Fish inspection



If you have 4 or more INJURY tokens, lose 1 MONEY per INJURY

How good is the fish you're selling?

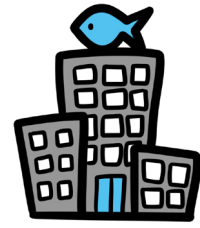
Fish inspection



If you have 4 or more INJURY tokens, lose 1 MONEY per INJURY

How good is the fish you're selling?

Big Fish Co. buys every farm in the region



Choose one or more treatments for all players to activate on their next turn

The company standardises all the treatment in the farms they own

Viral outbreak



You take +2 INJURY and next player takes +1 INJURY. If either of you has 4 or more LICE, that player adds +1 INJURY

Fish already burdened with lice find it harder to fight off infections

Viral outbreak



You take +2 INJURY and next player takes +1 INJURY. If either of you has 4 or more LICE, that player adds +1 INJURY

Fish already burdened with lice find it harder to fight off infections

Storm sweeps region



+1 INJURY to all players

Like a fish under troubled water

Sewage dump



+1 INJURY to all players, -2 ENVIRONMENT

Hooray for privatised water companies!

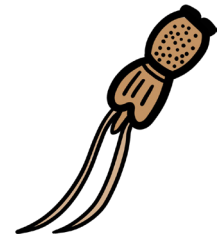
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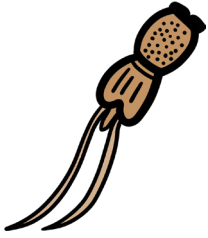
Infected stock



Player gains +1 LICE

These new fish you bought for the farm seem to have passengers...

Infected stock



Player gains +1 LICE







*These new fish you bought
for the farm seem to have
passengers...*

Infected stock









Player gains +1 LICE







*These new fish you bought
for the farm seem to have
passengers...*







	0	
Cull		
-All 	-1	
-All 	+1	







No profit this turn, and miss next turn

	-2	
Chemical		
-2 	+2	
+1 	-2	







Next turn, remove 1 LICE token after calculating treatment results

	-2	
Biological		
-1 	+1	
0 	0	







	-3	
Mechanical		
- All but one 	+1	
+2 	0	







	0	
Cull		
-All 	-1	
-All 	+1	







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