

Overfished Forest

A Game for 2-5 Players by John duBois

Introduction

You're ordering bears to distribute fish to other animals, trying to get the animal and bear on your goal card to have the most fish when night falls.

Components

- 24 Goal Cards
- 7 Action Tiles
- 4 Bear Tokens
- 10 Fish Tokens
- 1 Fish Track
- 5 Action Reference Cards

You will also need a way to keep score.

Setup

Place the 10 Fish Tokens on numbers 1-10 of the Fish Track.

Arrange the Action Tiles near each other so that all animals and the kid are clearly visible.

Randomly place the Bear Tokens on the Kid, Monkey, Zebra, and Wolf tiles.



Shuffle the Goal Cards and give one to each player (these are kept secret). Also give each player an Action Reference Card.

Choose a player to go first.

Turn Sequence:

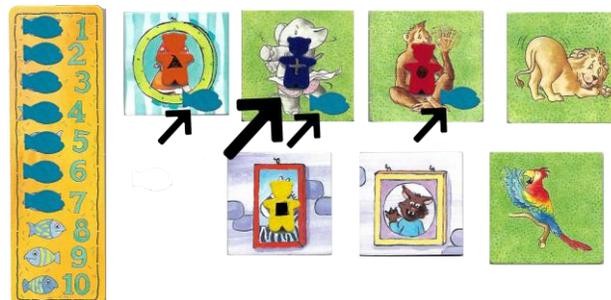
On your turn, move any Bear Token to an Action Tile that does not already have a Bear Token on it. Then, take that Tile's action. After taking your action, it is the next player's turn.

Actions and sample turns are:

The **elephant** "sprays" fish out of the water and onto animals.

Move the three Fish Tokens on the highest numbers on the Fish Track onto three different Action Tiles.

Example: Moving the Blue (Plus) Bear to the Elephant allows this player to move the Fish Tokens off the 10, 9, and 8 spaces of the Fish Track. She puts them on the Kid, Elephant, and Monkey.



The **lion** "scares" a Bear.

Move a Bear Token to an Action Tile with no Bear Token. Don't take that tile's action.

Example: Moving the Red (Circle) Bear to the Lion allows this player to move the Yellow (Square) Bear from the Zebra to the Wolf. The player could also have chosen the bear-free Parrot or Monkey, but not the Kid, Elephant, or Lion, since they already have Bears on them.



The **parrot** "carries" a fish away.

Move a Fish Token from one Action Tile to another Action Tile.

Example: Moving the Orange (Triangle) Bear to the Parrot allows the player to move a fish from the Monkey to the Kid.



The **monkey** “apes” another action.

Use the Action of any Action Tile that has a Bear Token on it.

Example: When this player puts the Yellow (Square) Bear on the Monkey, she can use the abilities of the Elephant, Parrot, or Lion. She chooses to use the Elephant to get more Fish onto the animals, taking three Fish from the track and putting them on the Kid, Wolf, and Lion.



- Then, all fish that scored points this turn are placed next to (but not on) the Fish Track.
- Last, all players discard their Goal Cards and draw new cards.

Example: A player triggers scoring by moving the Yellow (Square) Bear to the Kid. Each player, with going from leftmost Goal Card to rightmost, scores as follows:

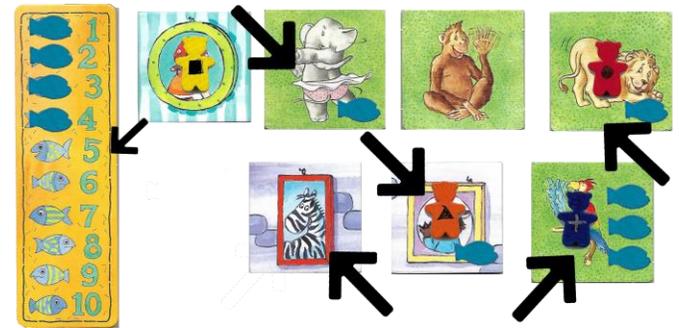
1. 1 point for each Fish on the Zebra (0) plus 2 points for each Fish on the same tile as the Red (Circle) Bear (2) = 2 points.
2. 1 point for each Fish on the Elephant (1) plus 2 points for each Fish on the same tile as the Orange (Triangle) Bear (2) = 3 points.
3. 1 point for each Fish on the Parrot (3) plus 2 points for each Fish on the same tile as the Blue (Plus) Bear (6) = 9 points, reduced to 5 because player's cannot score more points than the lowest-numbered empty space on the Fish Track, which is 5.

 : 1 pt per fish	 : 1 pt per fish	 : 1 pt per fish
 : 2 pt per fish	 : 2 pt per fish	 : 2 pt per fish

The **wolf** “eats” the fish on a tile.

Remove all the Fish Tokens from any one Action Tile. Place these Fish Tokens next to (but not on) the Fish Track.

Example: Moving the Orange (Triangle) Bear onto the Wolf allows this player to take all three fish off the Kid and put them next to the Fish Track.



The **zebra** “restocks” the fish.

Take all the fish that are not on the Fish Track or an Action Tile and put them on the lowest-numbered empty spaces on the Fish Track.

Example: Moving the Yellow (Square) Bear onto the Zebra allows the player to move the three fish that are next to the Fish Track onto the 5, 6, and 7 spaces of the Fish Track.



After recording these scores, players place all Fish that were scored (all of them in this case) next to the Fish Track, discard the current Goal Cards, and deal out new Goal Cards.

Ending the Game

After Goal Cards are scored for the third time, the game ends. The player with the most points wins. If there is a tie, the player with the most points from a single scoring round wins. If players are still tied, they share their victory.

The **kid** “scores” goals.

- Each player reveals their Goal Card and scores the points described on the card. Players cannot score more points than the lowest-numbered empty space on the Fish Track.