

## 'Nom Nom' Fish Wars Rules

Welcome to the 'Nom Nom War' between the 'Al Carp-Ones' and the 'The Cod-Fathers'. Fish wars is a turn-based game.

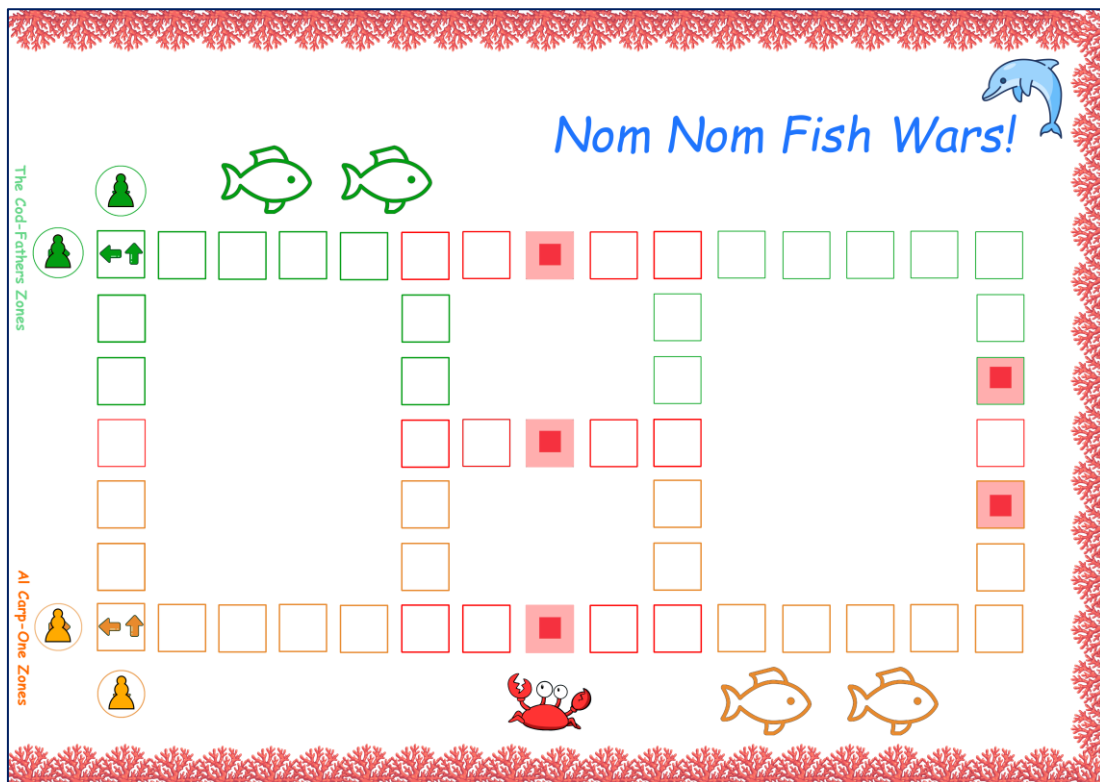
### Objective

First player to **secure three flags** wins.

### Setup

1. Place the pawns in their colour coordinated zones (circular areas)
2. Shuffle, and place the pack of cards face down above the board.
3. Place the flags (blocks) in each of the **filled coloured and numbered coordinated** spaces.
4. Players decide who starts.

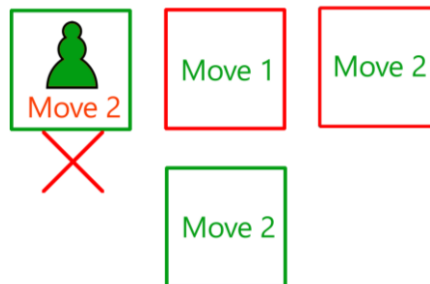
### Example



### Rules

- Flip a card to specify number of moves. The player may either move based on the number of the single card, or gamble **once per turn** by flipping another card and playing high-low with the current card. (see High-Low Gamble page)
- The player must move in one continuous direction throughout the turn. However, the player can turn left and right when possible. Players may only move one pawn per turn.
  - Move through the flag to pick the flag up. **(1 pawn can carry one flag at a time).**
- **Return to base with the flag to capture the flag.** Leaving base, **counts as a move.** Returning will **discard your remaining moves and end your turn.**
- Players can **land** on the opponent **(with the exact number of moves)** to send the opponent back to their base. If applicable the player **steals** the opponents held flag if not **already holding a flag.** If the player is **already holding a flag,** the player can place the flag on any **empty flag tile.**
- Players can move **past the opponent treating the opponent's current tile as a move** and **steal their opponent's flag if applicable.** Players can place **both** of their pawns on the **same tile.**
- If the player draws a **Shark** card, the player can keep the card and draw another card. (see High-Low Gamble page)
- After each turn, discard the flipped cards, and repeat the process. If all cards have been used, shuffle the discard pile.

### Continuous Movement Example



### High-Low Gamble

- 78 cards range from ace - 6, and **Shark** cards.
- Based on the current card, the player must **verbally** guess whether the next card will be higher or lower.
- If **correct**, the player can move based on the 2 cards combined. (6 + 5 = 11 moves e.g.) If **incorrect**, the player cannot move, and loses their turn, unless the player uses a Shark card (see below)
- If the player draws the same card as the card shown, this is treated as an **incorrect** guess.
- The player can use a **Shark** card to gamble for a third card (after a correct or incorrect guess) and move based on the 3 cards combined if **correct**.