A Trout Journey

Ages 5 to 100. One to eight players or one to eight teams.

Requires: these instructions, a dice, the board, pencil and paper.

The game

Rivers throughout Europe, and indeed worldwide, are a source of water, hydroelectric power and sport or leisure, and rivers are home to many living creatures. Rivers are also affected by climate change. In this game we will travel the river waters from the eyes of one of their most well-known inhabitants: **Salma** the Brown Trout. **Salma** is a native European fish, born in the clean headwaters of a river. At the start of the game, in her youth, **Salma** lives behind rocks and hunts yummy invertebrates. When she is strong enough she tries to go downstream to grow chubby in the ocean, then comes upstream again to find a handsome mate and lay lots of eggs and to have healthy baby trout. On her travels she will find obstacles, dangerous encounters and pleasant adventures. Let's go with her and enjoy an unforgettable journey in her home river.

Instructions & Rules

Like in the 'Game of the Goose', Salma the Brown Trout is a board game where the board represents the route of the river. Salma starts upstream (square #1) and goes downstream on the game board to the Sea (square #62).

This game can be played individually or in teams. Roll the dice by turns. Move your playing piece along the 62 numbered spaces, starting from square#1.

The next page shows what you must do when you land on a certain square with an image (fish, dam, otter etc). You can also earn 'water bonuses' on certain squares. These water bonuses can help you in some situations, so keep track of the number of water bonuses the players have with a pencil and paper (see instructions on next page).

Enjoy!!!!!

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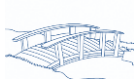
If you land on:

1. Jumping trout: Salma is happy and swims fast. The player can jump to the next trout; except if it is the last trout on the board (downstream).

2. Macroinvertebrate: Good food - plenty of energy. So, you can continue with your journey, roll the dice again.



3. Bridge: Salma can rest a while under the bridge and recover energy... Take a shortcut to the next bridge (can go to next bridge either upstream or downstream).

4. Dam without a fish ladder: Sorry but you cannot go downstream. Start again from square#1 if you are on the first dam. Otherwise go back and re-start from the previous (upstream) dam without a ladder. Dams have big reservoirs of water behind them so you can take one water bonus.

5. Dam with a fish ladder: You can continue but need some time for jumping this obstacle. Lose one turn. Dams have big reservoirs of water behind them so you can take one water bonus.

6. Drought: There is no water in the river and Salma has to wait until the next rain. Lose two turns. If you have water bonuses you can pay one and continue playing.

7. Pollution: The water is polluted and Salma cannot swim in it. Lose one turn. If you have water bonuses you can pay one and continue playing.

8. Otter: Salma meets Lutra the Otter, who likes brown trout very much; to eat! Salma has to swim fast not to be eaten. Throw the dice again and if the number is odd you can escape downstream (move that number downstream), but if it is even you must escape upstream (move that number upstream).

9. Fishing rod: Salma is caught by a fisherman. The fisherman puts Salma in a bucket! If you have two water bonuses, you can fill up the bucket for Salma to jump out -and start from the beginning. If you don't have water bonuses, Salma ends in the oven or deep-fried! The player is out of the game!