

# HECHT IM KARPFENSTEICH (Pike in the Fishpond)

**Setup:** Place one carp in each of the 3 carp nests. Each player chooses a colour, places 2 pikes in their starting positions, 4 in reserve, and takes 6 discs. Random start player begins, play proceeds clockwise.

## Game Rounds

When each player has performed all 6 actions, it is the end of a round.

2p: 4 rounds; 3p: 3 rounds; 4-6p: 2 rounds.

## Movement and Eating of the Fishes

The active player has up to 7 movement points they may distribute between the carp and/or their pikes. It costs 1 movement point to move 1 hex. Streams are short-cuts around the board; this costs 1 point.

Pike can leave the board, “wandering off,” by following the arrows. This costs 1 movement point.

A fish can move through an occupied hex, but cannot end in an occupied hex except to eat.

Pike eat carp, carp eat snails. A fish eats if it lands on a suitable piece at the end of its movement. It is now full.

If a Pike lands on a Carp with a Snail, the Snail is returned to the stock pile.

When there are 4 or fewer Carp on the board, none may be eaten by Pike.

## Nests

Only ‘full fish’ can enter a suitable nest.

Pike never swim into carp nests; carp never swim into pike nests.

When 2 full fish occupy a nest, no more fish can enter.

Once entered, a full fish cannot leave again on the same turn.

When there are only 3 carp in the pond, they cannot all enter different nests (the 3<sup>rd</sup> must join another).

## Breeding

Only possible if: exactly 2 full fish (pike or carp) are in a nest. A breeding action activates all nests.

After breeding: full fish are now hungry, eaten carp or snails are returned to the stockpile.

If hungry fish are in the nest, full fish cannot enter.

After breeding, players must use their next available movement points to move their Pike from the nests.

## Actions

The active player must take an **action** at the beginning, during, or end of their turn.

Cover the chosen action with a black disc once complete.

No action can be repeated until all actions have been covered, when all the discs are then removed.

If a chosen action cannot be completed, it is a null-action. A disc must still cover the chosen action.

### Snail

Take a snail from the stock pile and place it on a vacant hex of your choice.

### Star

Miss a turn. Must be chosen at the beginning of a turn. You are not entitled to movement points.

### Wave

The player has an additional 7 movement points this turn, 14 in total.

### Pike Breeding

Two new pike pieces of the player/s are placed in the nest (1 of each, if mixed players).

### Carp Breeding

Roll a die and place the number of Carp into the nest. Roll for each nest separately.

## Game End

A game ends when all players have used their Pike breeding action in the final round.

Each player counts their pike on the board together with those which have ‘wandered off’.

The player with the highest total wins. Ties are broken by greatest number of full pike.