The Salmon Game

The Salmon Game is a board game similar to the Game of the Goose. The goal of the game is to travel from the river mouth to the headwaters, where the spawning ground is located — the place where salmon reproduce. Players will act as if they were salmon, having to overcome obstacles along the river, avoid predators and barriers built by engineers, befriend environmentalists to remove them, and pass through rapids and pools to win the game. **The first player to reach the spawning ground wins**.

The game is played on a board using a dice and tokens. It is designed for **2 to 6 players**. All players start on the starting square, which is located at the rivermouth. To determine the playing order, each player rolls the dice at the beginning of the game, and the one with the highest number goes first.

During the game, players move forward with the number of spaces indicated by the dice. If they land on a **salmon square**, they must say the phrase:

"From salmon to salmon, I leap like a champion"

and move directly to the next salmon square, independently of there being a built dam in between.

Barriers and Fish Passes

The game starts with a set number of barriers, depending on the desired difficulty level and game duration. For a barrier square to have effect, it must have a barrier token placed on it (a small wooden block, a pen, a coin...). If there is no token (either because it wasn't placed at the start or was removed by an engineer or environmentalist), the barrier has no effect.

If a player lands on a **barrier**, they cannot continue unless they previously landed on the **fish ladder** square directly before the barrier.

Barriers are located on squares: **8, 16, 25, 35, 43, and 52**.
Fish ladders exist for the barriers at: **16, 25, and 43**.

Special Squares

There are several special types of squares that affect the salmon's survival and movement, and thus the players' progress:

- **Fisherman and Otter**: If a player lands on one of these, their salmon dies, and they must return to the starting square.
    - o Fisherman: squares **10, 22, 48**
    - o Otter: squares **37, 55, 60**
- **Pollution Drain**: The player loses two turns before they can roll again.
    - o Squares: **29 and 57**
- **Engineer and Environmentalist**:
    - o **Engineers** can place a barrier on any of the pre-assigned barrier spaces (marked black on the board).
        - ♣ Squares: **13, 21, 38**

            Note: Barriers can only be placed on those assigned barrier squares (those listed earlier under "barriers and fish passes").
    - o **Environmentalists** can remove one of the barriers already placed.
        - ♣ Squares: **6, 33, 49**

Rapids and Pools

The sequence of rapids and pools along the river also affects player movement:

- **Rapids**: Allow the player to roll twice on their next turn.

o   Squares: **11, 20, 31, 40, 46, 61**

- **Pools**: Cause the player to lose a turn before rolling again.

    o   Squares: **12, 19, 30, 39, 47, 62**

Game Modes

The game always begins with **3 barriers** placed on the board. Their positions and the salmon's jumping ability will determine the game's difficulty.

Easy Mode

Barriers are placed on squares **25, 35, and 42**.
Players can bypass barriers by landing on the fish pass (squares **24 and 42**) or by removing them via the environmentalist. They can also bypass them by landing on the **salmon square before the barrier**, jumping to the salmon square after the barrier.

Intermediate Mode

Barriers remain in the same positions, but they can **only** be bypassed by landing on the **fish pass** or removing them via the **environmentalist**. The salmon square jump **does not work.**

Hard Mode

Barriers are placed on squares **8, 16, and 25**.
As in medium mode, they cannot be bypassed by landing on salmon squares.

Extreme Mode

All barriers are placed in **all** designated barrier squares from the start of the game.

GAME CREDITS

Partially Illustrated by: Guillermo Valeiras Miranda

✉ gvaleiras@unav.es

Design: Alba Franco García

Development: FreeFlowLab