

Black Molly

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2 - 4, 8+



5 - 30



tactics

Black Molly

Contents:

- 24 game cards
- 18 wooden pieces
- 6 glass counters
- 1 die

TRF 610
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The Realm of Fantasy

Introduction

If you have a Black Molly in your aquarium, better beware: Black Molly's love to eat young fish. If the youngsters can't hide well, their chances for survival are slim.

Game setup

Every player represents a group of young fish trying to survive as long as possible in an aquarium with Black Molly's. However, the Black Molly's aren't the only threat; there are other dangers facing the young fish.

Object of the game

Every player starts with four fish and tries to keep these alive as long as possible.

Game preparation

All cards are shuffled and placed arbitrarily, pictures facing up, in a four by six card rectangle. This represents the aquarium. Each player selects a color of fish to play with, except black. All players place one of their fish on each of the starting fields. The two black fish are placed on each of their starting fields (see illustration below). The player who first declares a desire to go first begins the game and is the starting player. He takes the four-sided die (D4) and starts the game.



The round

1) Moving your own fish

The starting player may now move one or more of his fish one card or pass, followed by the player to his left until every player has had a turn. Fish may not be moved diagonally and never to a card:

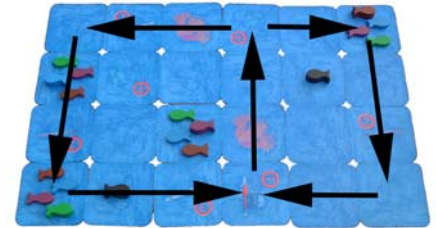
- with a Black Molly
- with an anemone
- with a machine turned to "ON" (see below)

2) The machines

There are four dangerous machines in the aquarium, each with their own number. The starting player will now throw the D4 to decide which machine will be switched "ON." The machines with the number facing up on the die will be switched "ON." When the machines with the numbers 2, 3, 4 are switched "ON," this is displayed by putting a red game piece on the applicable cards.

THE CURRENT

If the number 1 is thrown, the current will be activated and all players' fish (not the Black Mollies) in the current, will be moved **one** card according to the red arrow on the card displaying the 1 (i.e. see below).



If there are fish on the card where the current splits, the starting player decides where those fish are moved.

If later in play a 2, 3 or 4 is thrown and a machine is already set to "ON" as displayed by a red game piece, it will be switched "OFF" by removing the red game piece.

This card is once again safe, at least for now.

3) Moving Black Mollies

After all players have moved their fish or passed, the starting player will move the Black Mollies. Every Black Molly will swim ONE card via its shortest route towards the card with the fewest (player) fish. If there are multiple cards with the fewest fish, the Black Molly will swim to the nearest one. If there are multiple routes that are shortest, the starting player will decide the route.

Black Mollies can't move diagonally.

Two Black Mollies are allowed on one card.

Black Mollies are allowed on a card with an anemone.

4) Taking fish out of play

If one or more fish are now on a card with a Black Molly or a red game piece, these fish are now eaten or have succumbed to the dangers of the machine and are taken out of play. These fish can not reenter the game. Black Mollies are NEVER taken out of play.

The starting player passes the D4 to the player on his left; this player is now the starting player and begins a new round.

END OF THE GAME

A player loses when all of his fish are out of the game. He will, however, remain playing until there is a winner. The player with the last remaining oldest fish in the game wins.

ALTERNATIVE RULE

A player loses when his oldest fish (the fattest one) is taken out of play. However, he will keep playing until there is a winner.

The player with the last oldest fish in play wins.

When preparing the game, the starting player will first place all of his fish in the game followed by the player to his left, etc.

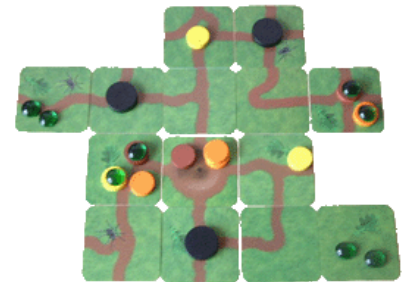
An old fish may not:

- Start the game on a card that is already occupied by another old fish.
- Be moved during game play to a card that is already occupied by another old fish.

also from Richard de Rijk



*Anera's Arena
3D miniature game*



*Atta Ants
tactical puzzle board game*

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