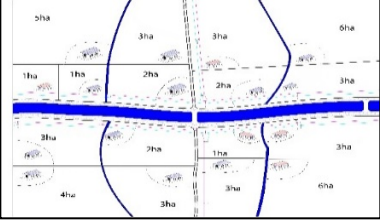# Guide and Rule of the Board Game "LUCKY SHRIMP FARMING"

TOOLS

H.1. The game board:

Map with shrimp farms.
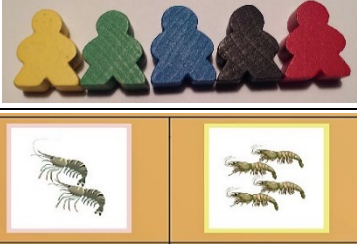
H.2. Dice

H.3. Money from ALEGAMS Bank.

H.4. Token of Players (right) and of Shrimp Farming Systems (below)

MMS = Mixed Mangrove-Shrimp	IE = Improved Extensive	InteMono = intensive monodon	InteVan = intensive vannamei

H.5. Result records

H.6. Event Cards with million (**trieu**) or points (**diem**):

- Green General cards (8) with points;
- Individual Brown (Farm) with points;
- Individual white (Family) with money.
- Points in red with + can be added to the dice's score, and dark green with **–** are to be deducted from this score.
- Same for amounts (**trieu**) to be added or deducted from the (bank) account.

+ 5 điểm   - 5 điểm
- 10 điểm   + 30 triệu
+ 10 điểm   - 30 triệu
-10 điểm   + 5 điểm

PREPARATION

1) Number of players: 3 to 5 (and 1 moderator/banker);

2) Spread the **map with the farm plots (H.1)**;

3) **Dice for tens and units (H-2)**. Before throwing the dice, decide together which color gives the tens and which the units; e.g. yellow = tens and white = units.

4) **Choose a farm on the map:** Throw the dice and read the score; the player having the highest score is the first to select a plot, then the 2nd highest, and so on.

5) All players begin with either **IE** (if farm area < 3ha) or **IMS** (if farm area >= 3ha).

6) Players put tokens **(H.4)** on their farm plot: a shrimp farm system token (card) and a player token (puppet).

7) On the result records **(H.5)** write the player's name and area of the plot with a pencil.

8) Calculate the **Initial money** as follows =

(Plot area x Operation cost) + (dice score x 1 million).

Distribute the **Initial money** (**H.6**) to each player.

H.7. Tables with financial parameters of the four shrimp farming systems.

Have fun with the Lucky Shrimp Farming game and Be the Best Shrimp Farmer. Successful harvests.

CYCLE 1:

1) Every cycle, the **moderator** picks randomly **one general event card** (**H.3**). This event will happen to all players.

2) Each player chooses randomly one **personal event card**; this event will happen only to whom the card was picked.

3) Calculate profits or losses via the dice's score (risk level in the game) and the Financial parameter of the shrimp farming systems (**H.7**): profit = income – cost.
   The amount of money after each cycle =
   current amount + loan + profits –payment to the bank.

Starting CYCLE 2 or 3, players have more alternatives:

1) Shift a part of the farm area (or the whole area) to another system if you have enough to pay **investment cost plus operation cost for those systems (see H.7).**

2) Sell/Buy (part of) the farm plot for values given in H.7.

3) If you have more than one system, throw the dice for each of your systems separately.

Starting CYCLE 4 or 5, players can buy technology.

1) If you apply a **new technolog**y, pay **100 mD** for InteVan or InteMono; pay **50 mD** for IE or MMS. After buying, you may add **10 points** to every dice' score.

2) Become a member of cluster: contribute **10 mD** to the operation of a cluster, then add **5 points** to dice's score at every cycle.

H.8. New techno-logies.

H.9. Forms of collabo-ration.

The LUCKY SHRIMP FARMING board game

For training purposes, we advise that you play this board game with a moderator or a banker.

Table 1: Financial Parameters of the Four Shrimp Farming Systems (Million Dong/ha)

Indicator	Improved Extensive (IE)	Mixed Mangrove Shrimp (MMS)	Intensive Vannamei (InteVan)	Intensive Monodon (InteMono)
Maximum loan	100	90	150	150
Investment costs	90	80	600	600
Operational costs	50	20	400	250

Table 2: Profits or Losses for One Production Cycle of the Systems (Million Dong/ha)

Score-range of the dice's throw	IE	MMS	InteVan	InteMono
0 – 19	-50	20	-400	-250
20 - 39	-25	30	-200	-100
40 - 59	0	50	0	0
60 - 79	100	80	200	150
80 - 99	150	130	450	400

Table 3: Price of Land, either for Selling or Buying (Million Dong/hectare = mD/ha)

QUALITY OF THE PLOT	Value
Class A: Plots with good infrastructure (access to electricity, road and water)	1,000
Class B: Plots having a poor infrastructure (no electricity, no road)	300

Farmers who made a lot of money may buy land (Table 3)

Rules for System's Shifting (Table 1)

Shifting to another system requires sufficient investment capital and operational budget. The player who wants to shift needs to pay this to the banker, i.e. deduct this amount from his bank balance.

For example, to shift from IE (Improved Extensive) to InteMono (Intensive Monodon) a player has to pay/loan 850 million Dong/ha (600 investment + 250 operation).

Calculating Profits and Losses (Table 2)

The lower the score of the two dice, the higher the risk of the disease, and thus the lower the profit.

Two examples:

1/ a player who throws 39, has a profit of 30mD/ha if he has MMS, but loses for the other three systems: 25mD/ha if he has IE, 200 mD/ha if he has InteVan, and 100mD/ha if he has InteMono.

2/ a player who throws 79, has a profit of 100mD/ha if he has IE, 80mD/ha if he has MMS, 200mD/ha if he has InteVan, and 150mD/ha if he has InteMono.

Farmers go bankrupt if their debt is higher than twice the value of their plot (Table 3).