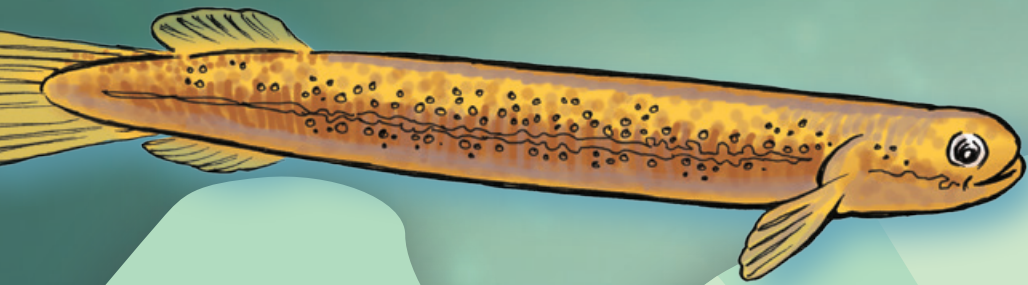
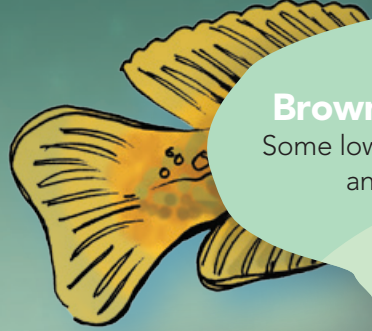


For
2-5
players



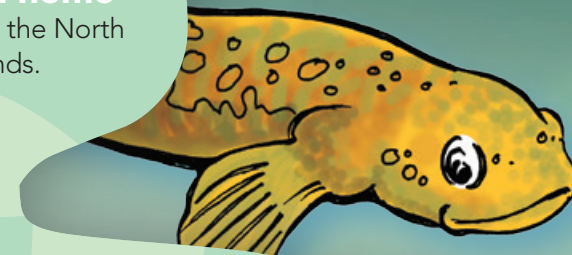
Black mudfish home

Waikato, Auckland, & Northland



Brown mudfish home

Some lowlands round the North and South islands.



Northland mudfish home

Around Lake Omapere

MUDFISH MUDDLE

How to play

Each player chooses which one of our native species they will be: Northland mudfish, black mudfish, brown mudfish, Chatham Island mudfish, or Canterbury mudfish.

Place all your mudfish counters on their home.

Decide who starts, and take turns to move.

To move, throw the die, and move ONE of your mudfish counters that many squares around the board, clockwise.

You must move the exact number you throw. If you can't, skip a turn.

You can move over the top of your own mudfish.

Other players' mudfish block you. You cannot move past them.

If one of your mudfish lands on top of another of your mudfish, you can then choose to move those two mudfish as a single mudfish for the rest of the game. You can do this with three, four, or five mudfish at once, too.

Move each mudfish around the board until they return to their wetland home entrance.

You must throw the exact number to get a mudfish home.

The first player to get all their mudfish home wins.

YOU NEED

1 die

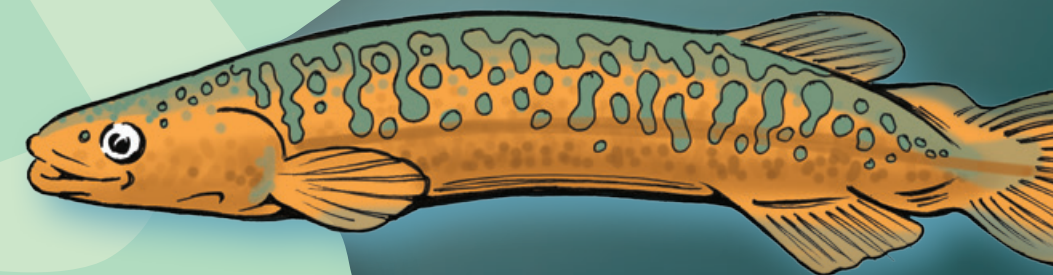
Counters (a different colour for each player):

- 2 players = 5 counters each
- 3 players = 4 counters each
- 4 players = 3 counters each
- 5 players = 2 counters each



Canterbury mudfish home

The Canterbury Plains



Chatham Island mudfish home

Chatham Island

Game devised by Paquita Galan-Dwyer
Designed and Illustrated by Rob Di Leva