



## W2.1 HARVEST GAME

### Rules of the game

You are part of a team of people who fish for a living. Your team's goal is to maximize its assets by the end of the game. Each fish you catch is worth one coin.

The ocean can support a maximum of 50 fish. We start the game with between 25 and 50 fish in the ocean.

We will play for 6 to 10 years, making one round of decisions per year.

The maximum order is between 0 and 8 fish per boat, per round.

With each decision round, your team decides how many fish it will try to catch that year. You indicate your desired catch by writing the number on a slip of paper, putting the slip in your ship, and taking your ship to the game operator. The operator will fill orders randomly. The fish you catch are returned to you in your ship. If your order exceeds the number of fish remaining in the ocean, you receive no fish that year.

After all orders are processed, and your team's ship is returned, the fish in the ocean will regenerate according to the curve shown on [W2.2](#).