Fancy Guppy
Female

Sensory Bias Score
1  2  3  4  5  6

Survival
Roll bias or under for +1 point

Reproduction
Roll bias or over for +2 points

Khor Ham Sheng

Fancy Guppy
Male

Brightness Score
1  2  3  4  5  6

Survival
Roll brightness or over for +1 point

Reproduction
Roll brightness or under for +2 points

Wild Guppy
Female

Sensory Bias Score
1  2  3  4  5  6

Survival
Roll bias or under for +1 point

Reproduction
Roll bias or over for +2 points

Daragh Owens

Wild Guppy
Male

Brightness Score
1  2  3  4  5  6

Survival
Roll brightness or over for +1 point

Reproduction
Roll brightness or under for +2 points

Daragh Owens
You were eaten!
No mate chose you!
Better luck next season...
+0 points

You couldn’t find food!
You did not choose a mate!
Better luck next season...
+0 points
The Murky Pond
Munkiness makes everything more difficult to see. Bright fish hide easily from predators and food is more difficult to find.

Brightness and Bias scores are decreased by -1
Roll for survival and reproduction as usual

The Fish Tank
In this artificial environment, there are no predators and fish are fed daily, so survival is high.

Survival: Do NOT roll (+1 point automatically)
Reproduction: Roll once as usual (win +2 points)

The Clear Stream
Everything is easy to see in the clear stream. Food is easier to find, and bright fish are more likely to be eaten by predators.

Brightness and Bias scores are increased by +1
Roll for survival and reproduction as usual

The Amazon River
Food and predators are very abundant in this habitat.

Survival: Roll TWICE (win +1 point max)
   females must win at least once, males must win twice
Reproduction: Roll once as usual (win +2 points)

The Practice Pond
Familiarize yourself with the basic game rules here.

Survival: Roll once as usual (win +1 point)
Reproduction: Roll once as usual (win +2 points)

The Quiet Brook
There are lots of good places to hide during mating season in the brook, so it’s hard to find a mate.

Survival: Roll once as usual (win +1 point)
Reproduction: Roll TWICE (win +2 points max)