

ALIMENTO!

“Alimento!” – A fun board game, featuring organisms found in Kentucky’s aquatic ecosystems!

Players:

Any number from 2 to 12 that is divisible by 2 or 3 can play (2, 3, 4, 6, 8, 9, 10, or 12). Up to 3 may play individually. More than 3 must be in teams. No more than 3 teams can play.

Equipment:

1 Alimento Game Board

The Purple/Blue deck and the Yellow/Green Deck (total of 104 cards)

50 Blue Tokens

50 Green Tokens

50 Purple Tokens

When two players/teams are playing, use two different color tokens. When there are three players/teams playing use all three different color tokens.

Object of the Game:

The first player/team to earn 5 points wins the game. A player/team earns points by having connected series of four of the same color tokens in a straight line (either up and down, across or diagonally) on the playing surface. Each completed series earns a player/team one point. You may use any one of the spaces from your first series as part of your second. Players/Teams may earn a bonus point if their series contains a food chain.

A food chain is a pathway for the transfer of energy and materials from one organism to another within an ecosystem. In this game, all food chains must include at least three organisms. One possible food chain in the aquatic ecosystems of Kentucky would be:

Mayfly → Black Crappie → Bald Eagle

In this food chain, the Bald Eagle eats and obtains nutrients from the Black Crappie. The Black Crappie had eaten and obtained nutrients from the Mayfly. Therefore, energy is passed up the food chain, from the Mayfly to the Black Crappie, then from the Black Crappie to the Bald Eagle.

On the beginner's version of the game board (the side with arrows), several possible food chains are labeled. There may be more food chains than the ones labeled. On the advanced version of the game board (the side without arrows), no food chains are

labeled; players/teams must discover them on their own. Unlabeled food chains should be agreed upon by majority rule.

Note:

The spaces with logos in the four corners of the game board are free spaces. All players/teams may use them as though their color token is in the corner. When using a corner, only three of your tokens are needed to complete a series. More than one player/team may use the same corner as part of a series.

Preparation:

Place the game board on a flat surface with enough room around the game board for placement of the draw deck of cards, discard pile and extra tokens.

The youngest player deals. The dealer should shuffle the cards and deal out the same number of cards to each player. When playing in teams, each individual team member receives their own cards for play (see table below).

Table for Number of Cards Dealt to Each Player:

- For 2 Players – 7 cards each
- For 3 Players – 6 cards each
- For 4 Players – 6 cards each
- For 6 Players – 5 cards each
- For 8 Players – 4 cards each
- For 9 Players – 4 cards each
- For 10 Players – 3 cards each
- For 12 Players – 3 cards each

Rules:

Beginning with the player/team to the left of the dealer and moving in a clockwise direction: each player/team selects a card of their choice from their hand and places it face up on the discard pile and then places one of their tokens on the matching card on the game board. Once a token has been placed, it cannot be removed by an opponent except when using a Joker.

When placing a token, you must say the name of the organism and the ecosystem it is found in. Ecosystems are depicted by the border color surrounding the card.

- Green –Wetland Slough
- Yellow – Stream
- Blue – River
- Purple - Reservoir

The Wild Cards

There are eight Wild Cards in the card deck. To play a Wild Card, place it on the discard pile and place one of your tokens on any of the open Wild Card spaces on the game board. A Wild Card space is the image of the back of the cards that says “Kentucky Aquatic Wild Cards”. This action completes your turn. You cannot place any additional tokens on the game board during this turn. You may play a Wild Card during your turn whenever it works best for your strategy.

The Joker Cards

There are four Joker Cards in the card deck. The Jokers are humans. Humans can be either beneficial to detrimental to the environment so you can decide if you want to be good or bad. To play a Joker Card, place it on the discard pile and remove an opponent’s token from the game board or place a token of your own on any open space on the game board. If you remove a token, you will then replace it with a token of your own. This action completes your turn.

You cannot place any additional tokens on the game board during this turn. You cannot remove a token that is already part of a completed series. Once a series is achieved by a player/team, it cannot be broken.

Dead Card

If you hold a card in your hand that does not have an open space on the game board because the space representing that card is covered by a token, you are holding a dead card. When it is your turn, place the dead card on the discard pile, announce that you are turning in a dead card and take a replacement card (one card per turn). You then proceed to play your normal turn.

Loss of Card

Once you have taken your turn and placed your token on the game board, you must take a card from the draw deck. If you fail to take a card before the next player/team makes a move and takes a card, you lose the right to take a card and you must finish the game with fewer cards than the other players/teams – a disadvantage.

When the draw deck becomes depleted during play, the discard pile is reshuffled to create a new draw deck.

Winning the Game

Play continues in a clockwise direction until **a)** one player/team scores 5 points, at which time that player/team wins the game **OR b)** all the available board spaces are covered by tokens, at which time the player/team with the most tokens on the board wins the game.