



Graphics prepared by: Maria Victoria A. Doctor & Kenneth M. Balajadia





This guide accompanies the ReefGame Software, Computer Operator's Guide and Tool Demonstration Guide, also downloadable from www.gefcoral.org or <http://philcrm.org>

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Introduction

Hello!



Welcome to the ReefGame Starter Pack! This pack contains the different paraphernalia that you would need for playing ReefGame. We included here some tips and suggestions for variations that you can do to make your ReefGame kit more interesting. Do not be afraid to explore your creativity! You can find detailed instructions on how to play ReefGame in the ReefGame Tool Demonstration Guide, downloadable from <http://philcrm.org> or www.gefcoral.org.

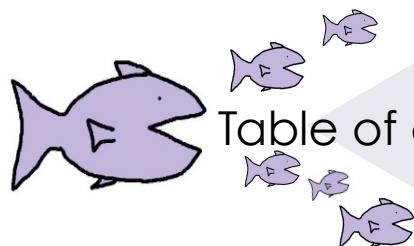
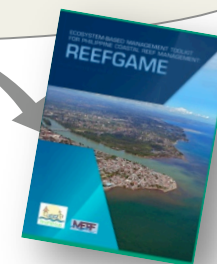


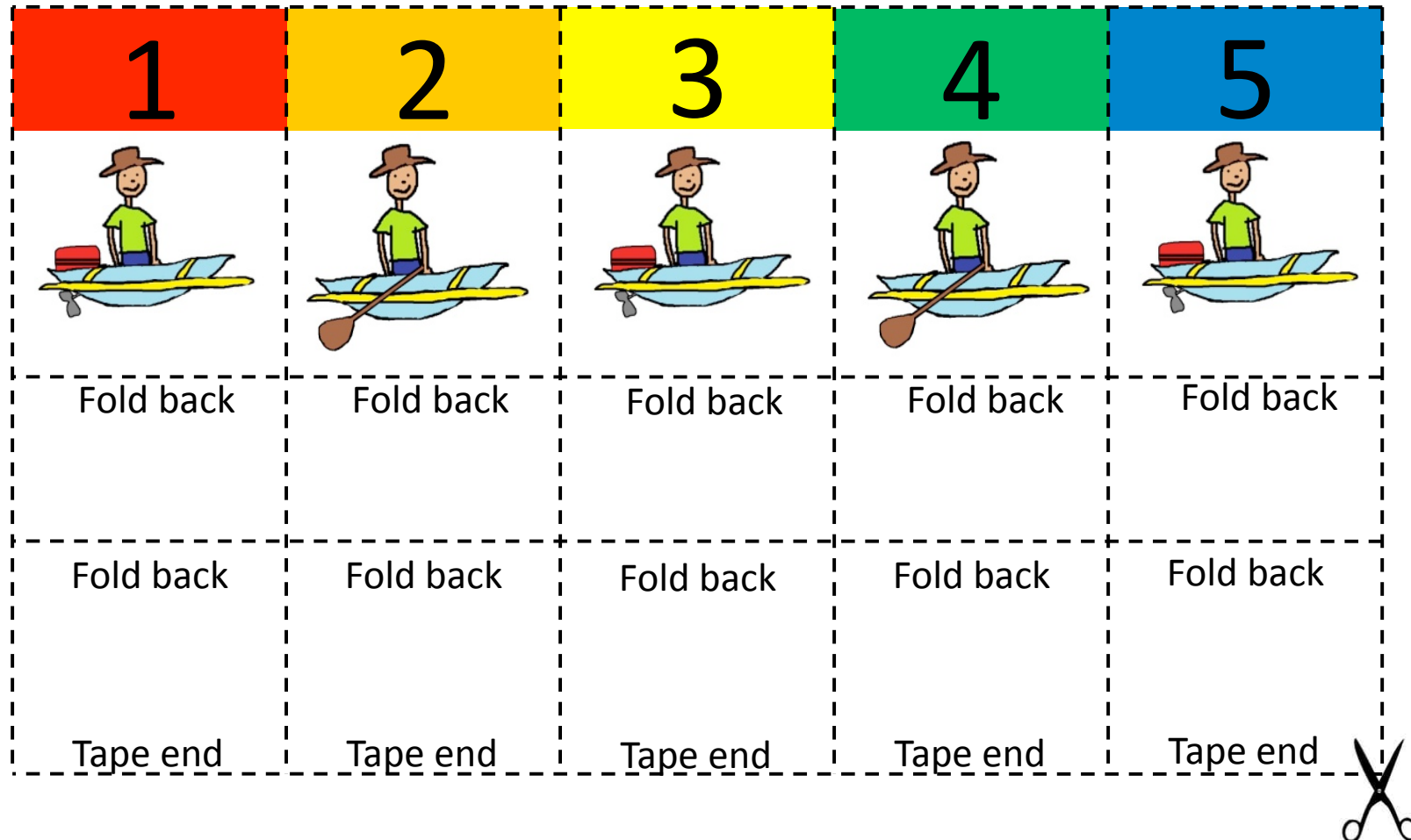
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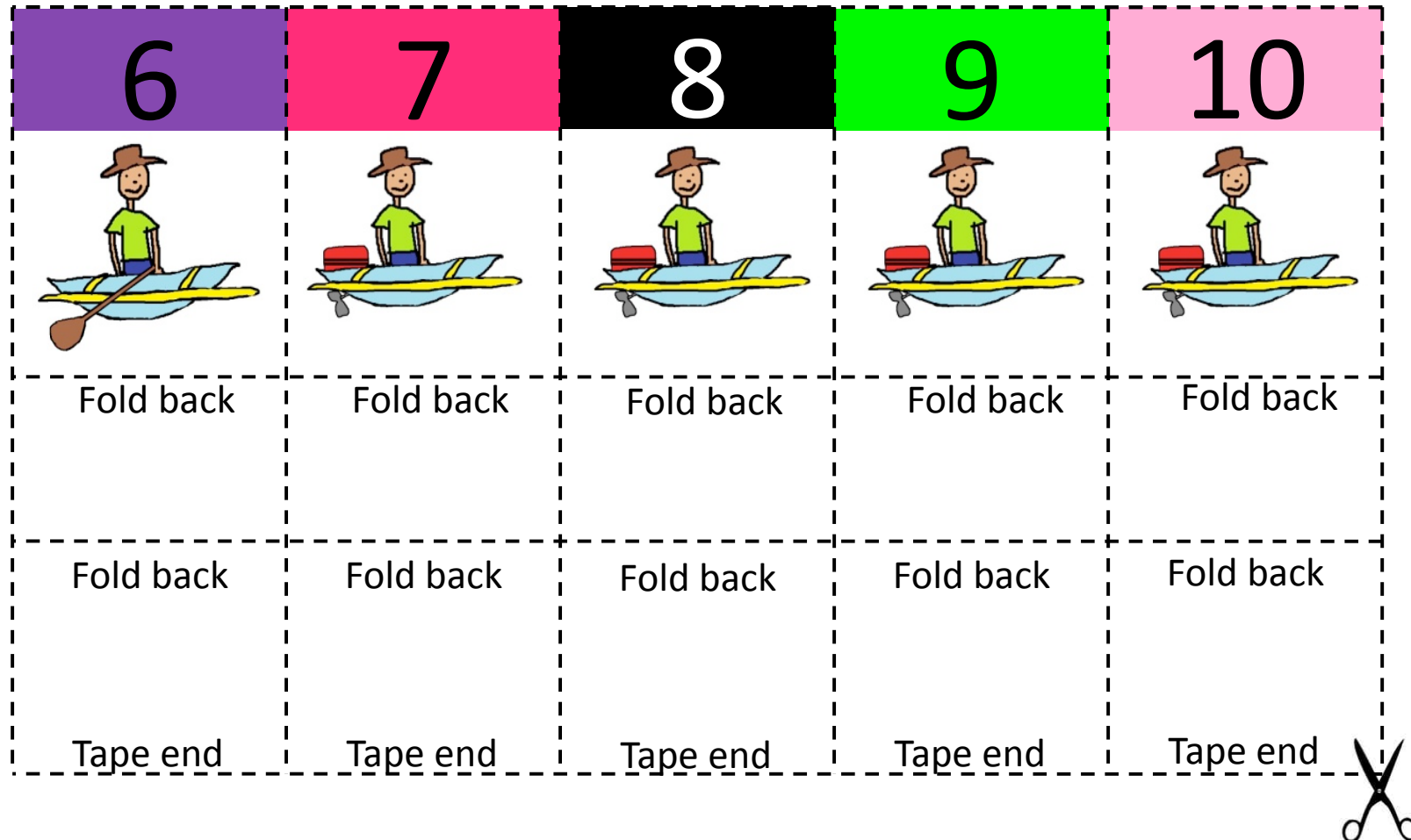


ReefGame Manual

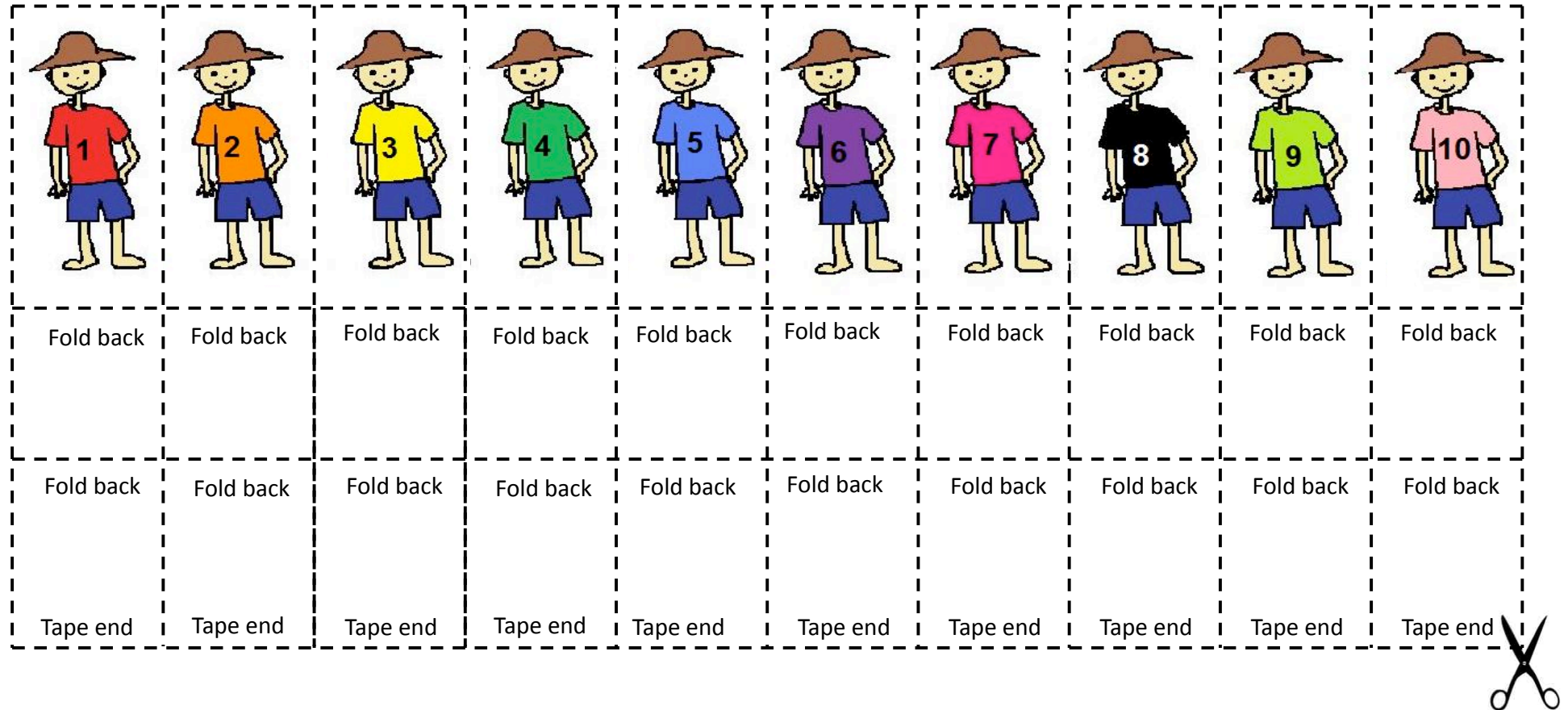
Fisher tokens



Fisher tokens

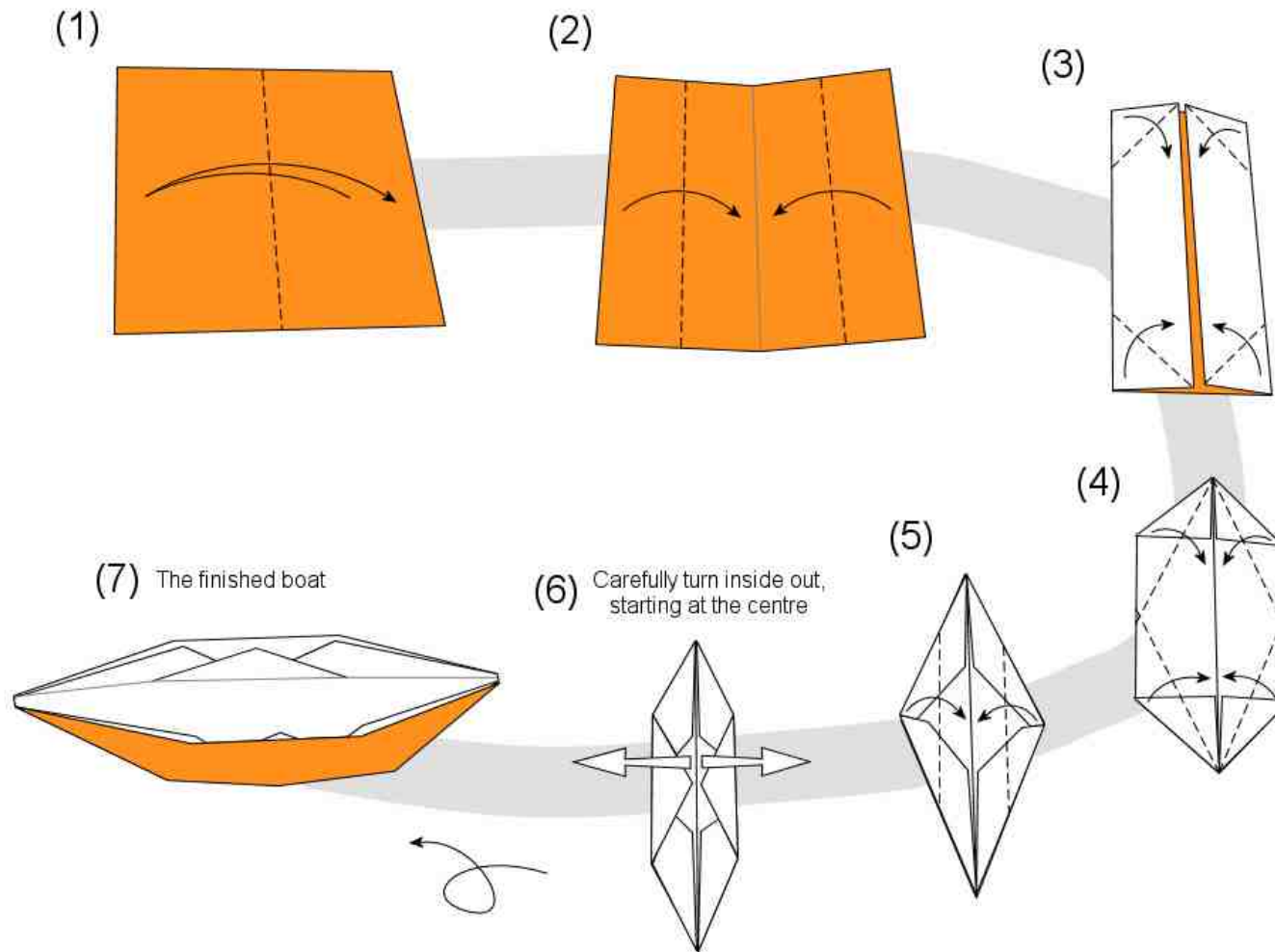


Fisher's child (*anak*) tokens



Option for boat: Origami boat version 1

You can use origami boats as alternatives to the cardboard stand-up fisher tokens. Just follow the origami instructions.

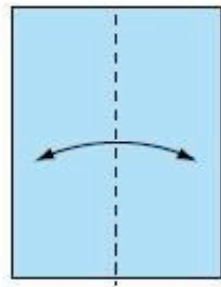


Source: <http://origami.island-three.net/boat.html>

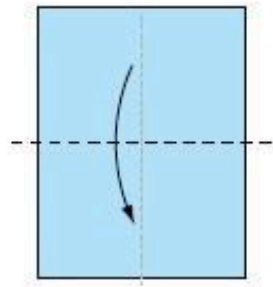
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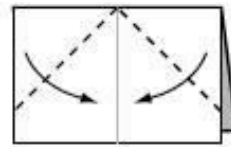
Option for boat: Origami boat version 2



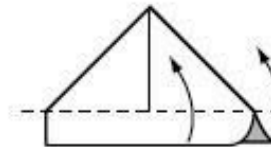
1. Start with a rectangular piece of paper, coloured side up.
Fold in half, then open.



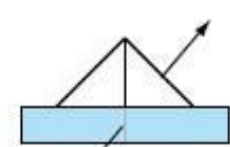
2. Fold in half downwards.



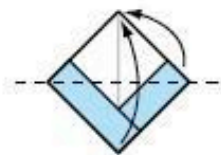
3. Bring corners in to centre line.



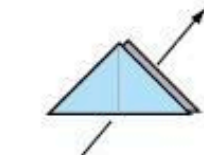
4. Fold uppermost layer upwards
& do the same to the back. Crease well.



5. Pull the sides out and flatten.



6. Fold front layer up to top,
then do the same at the back.



7. Pull the sides apart
and flatten.



8. Gently pull the top parts
of the model outwards,
making a boat shape.

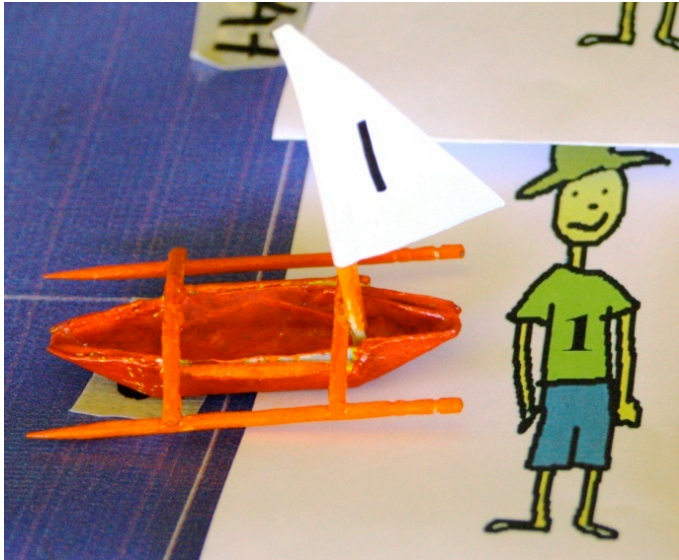


9. Flatten well to crease all folds. Then open out slightly,
forming a boat shape. Finished Boat.

Source: <http://www.origami-fun.com/origami-boat.html>

<http://www.origami-fun.com/support-files/origami-boat-print.pdf>

Option for boat: Origami boat embellishment

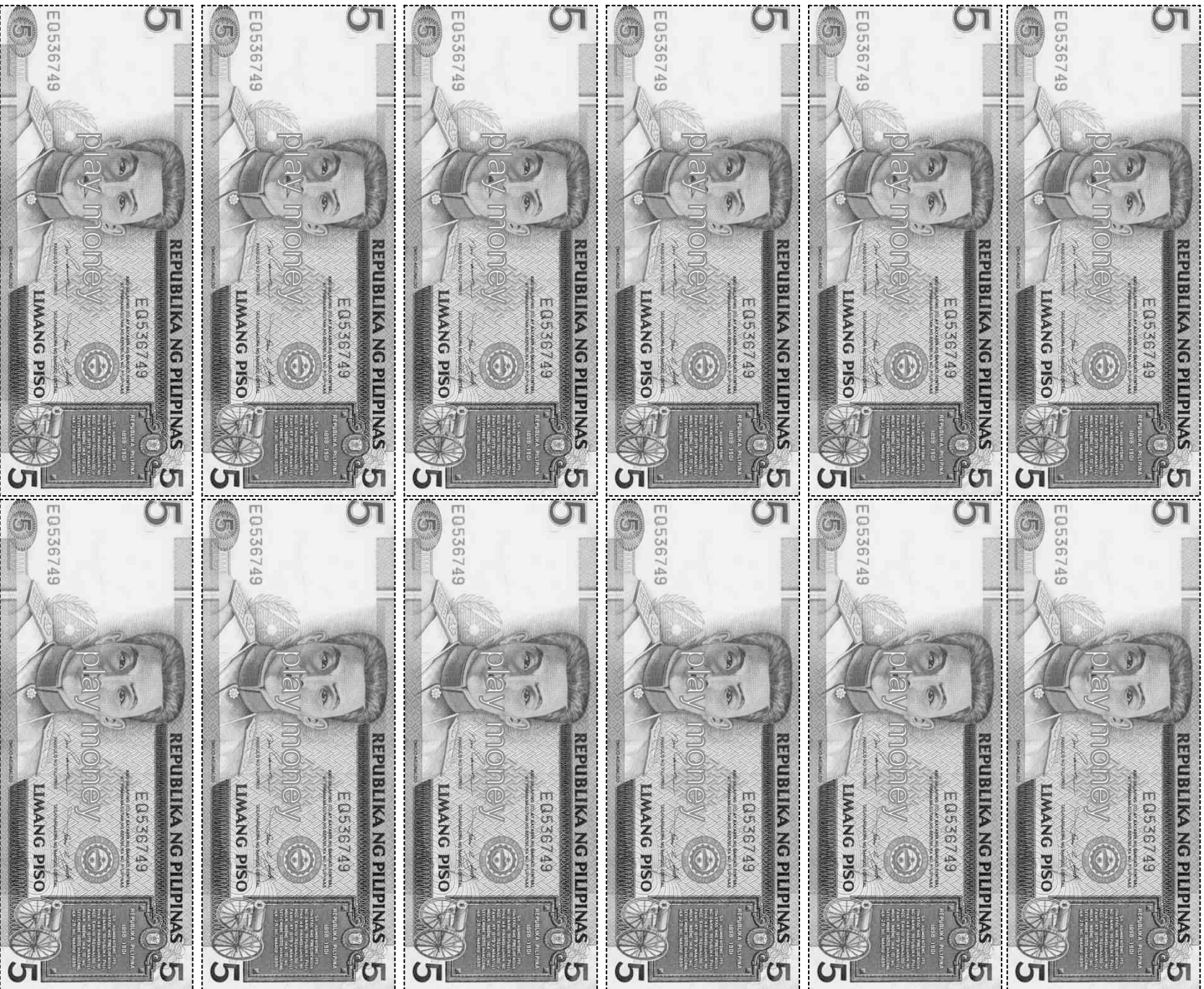


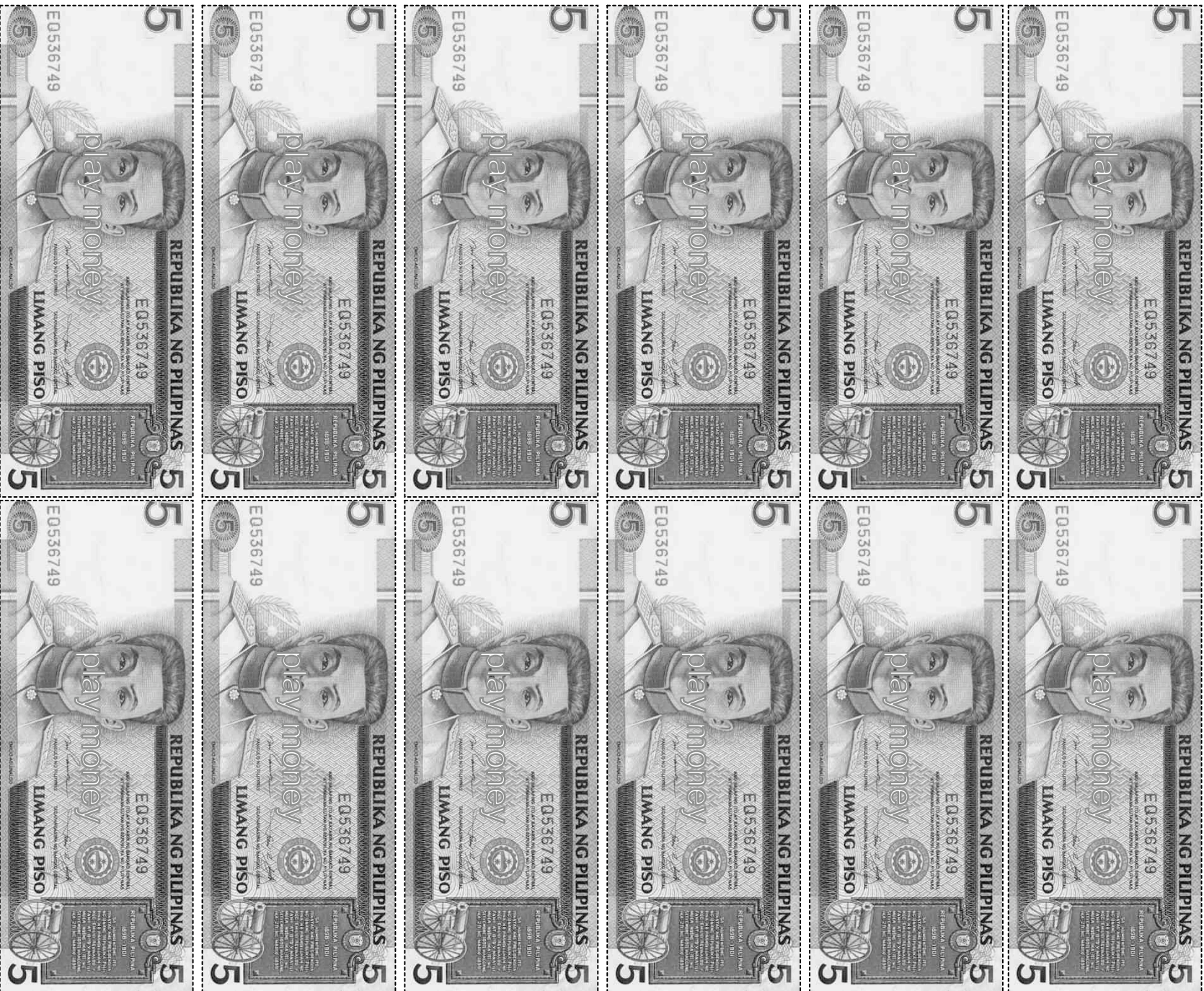
Add other details such as *katig* on the paper boat using toothpicks and glue. You can also put flags with numbers.

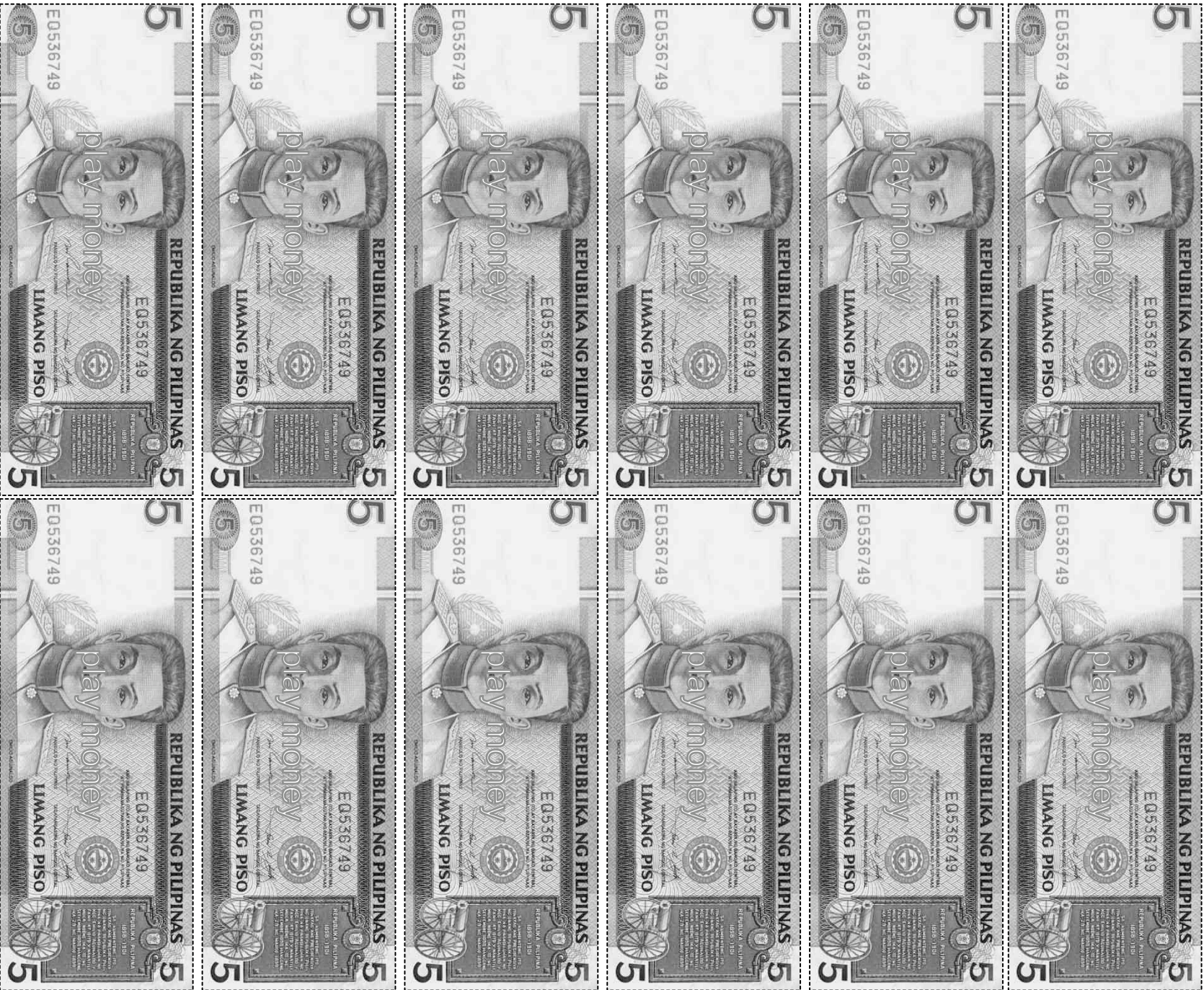
To make it easier to identify who owns the boat when playing the game, you can use a different color of paper for each boat, or you can also paint them.

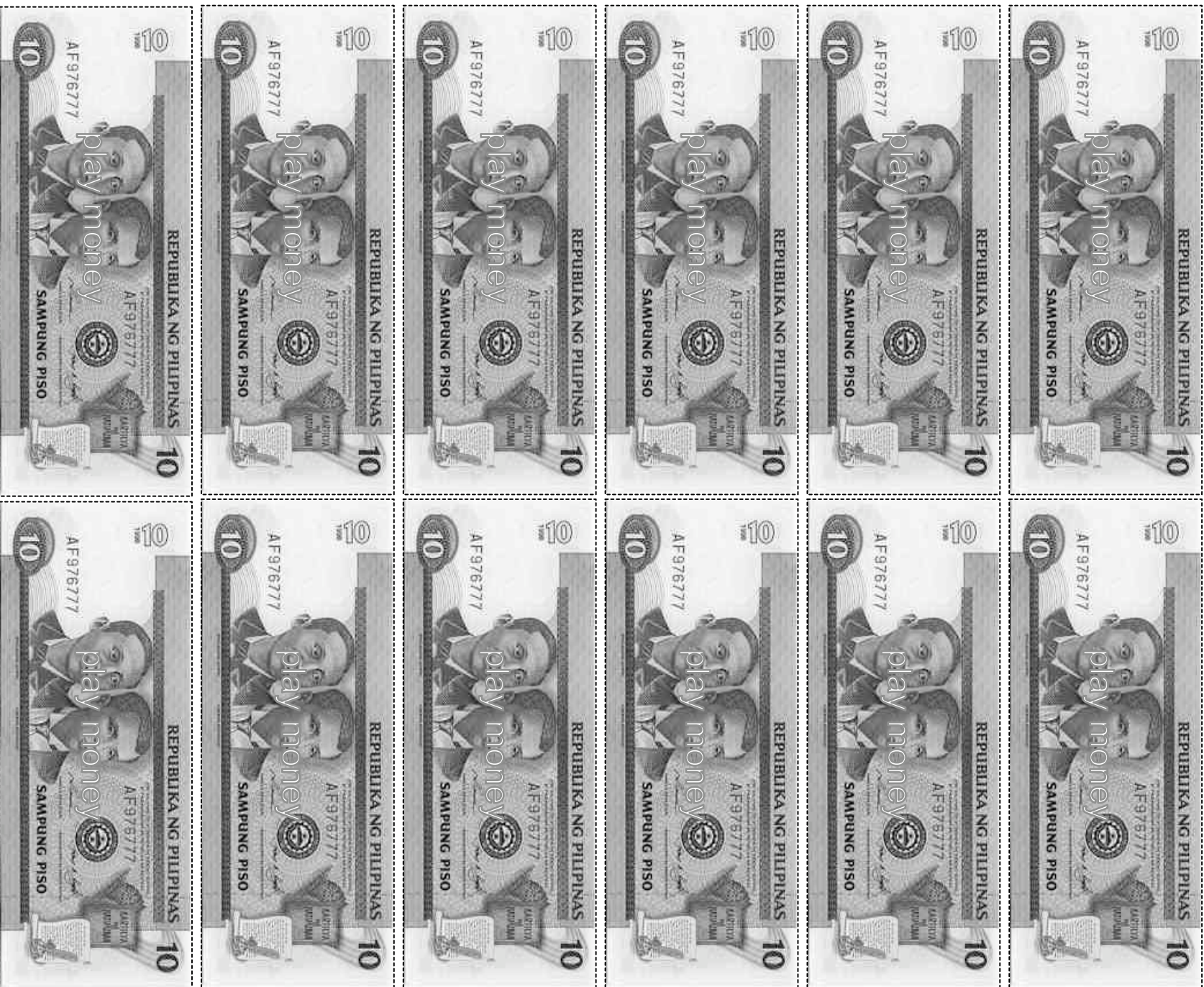
Bandanas matching the color of the boats can be used to easily identify players.

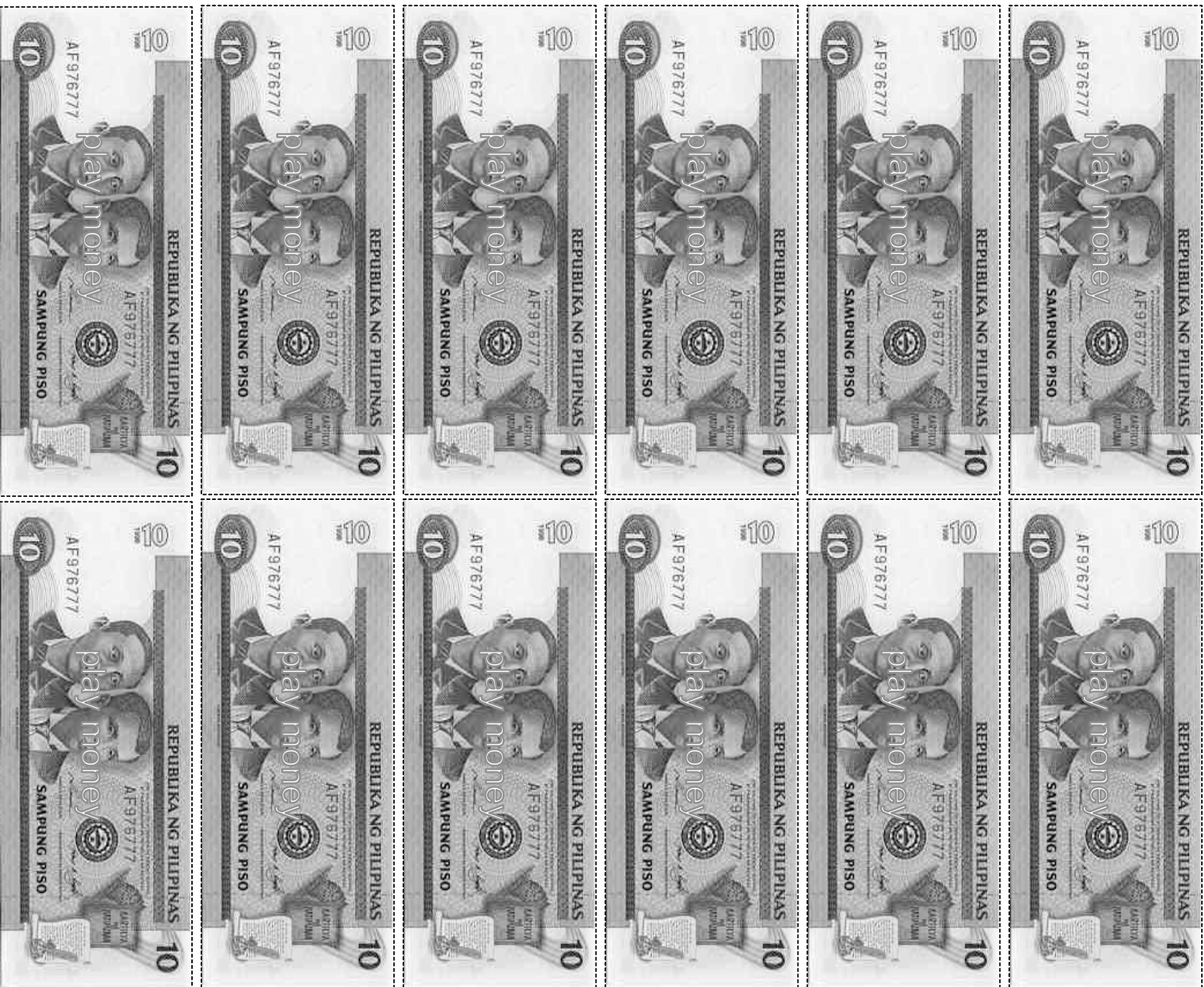


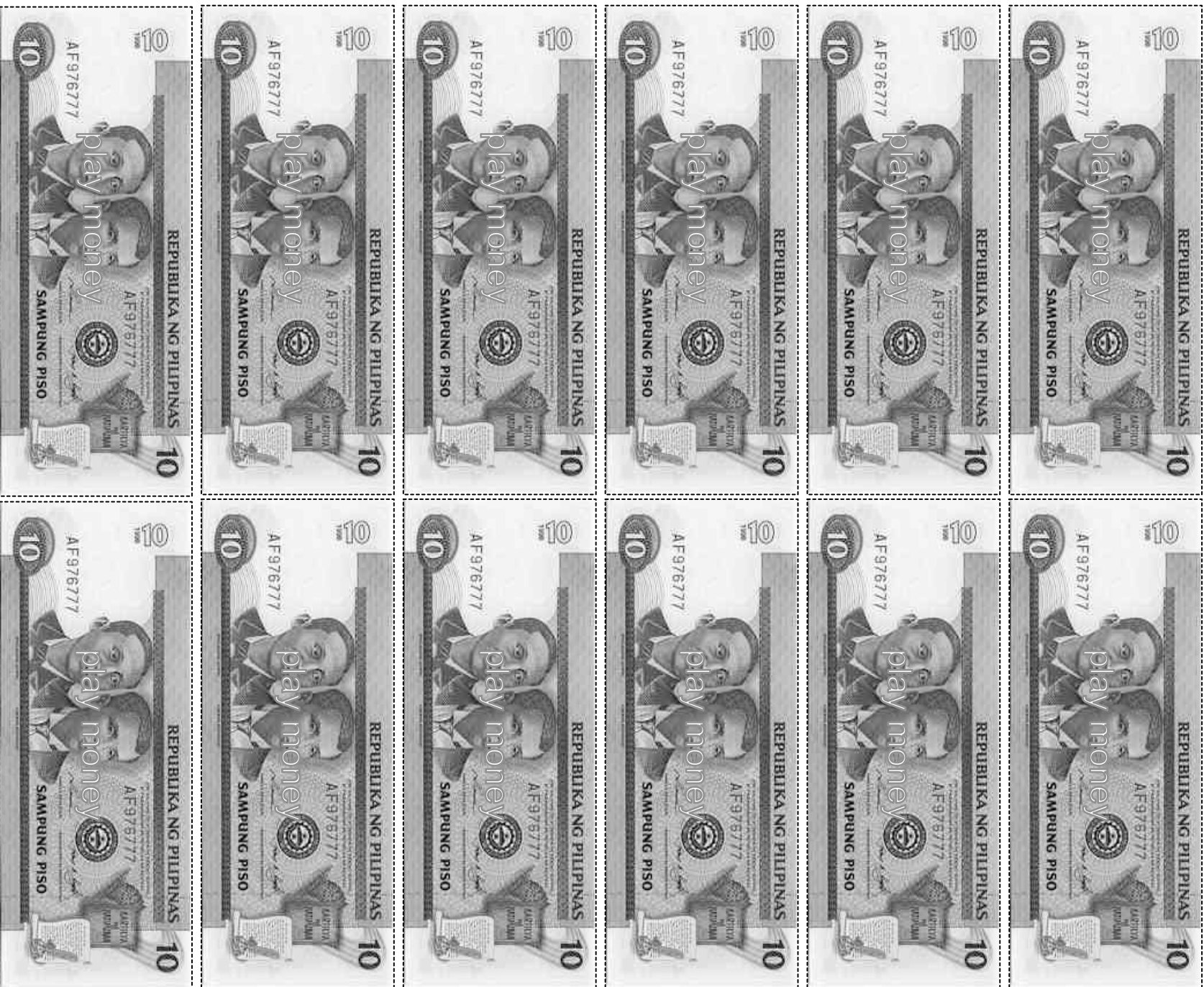


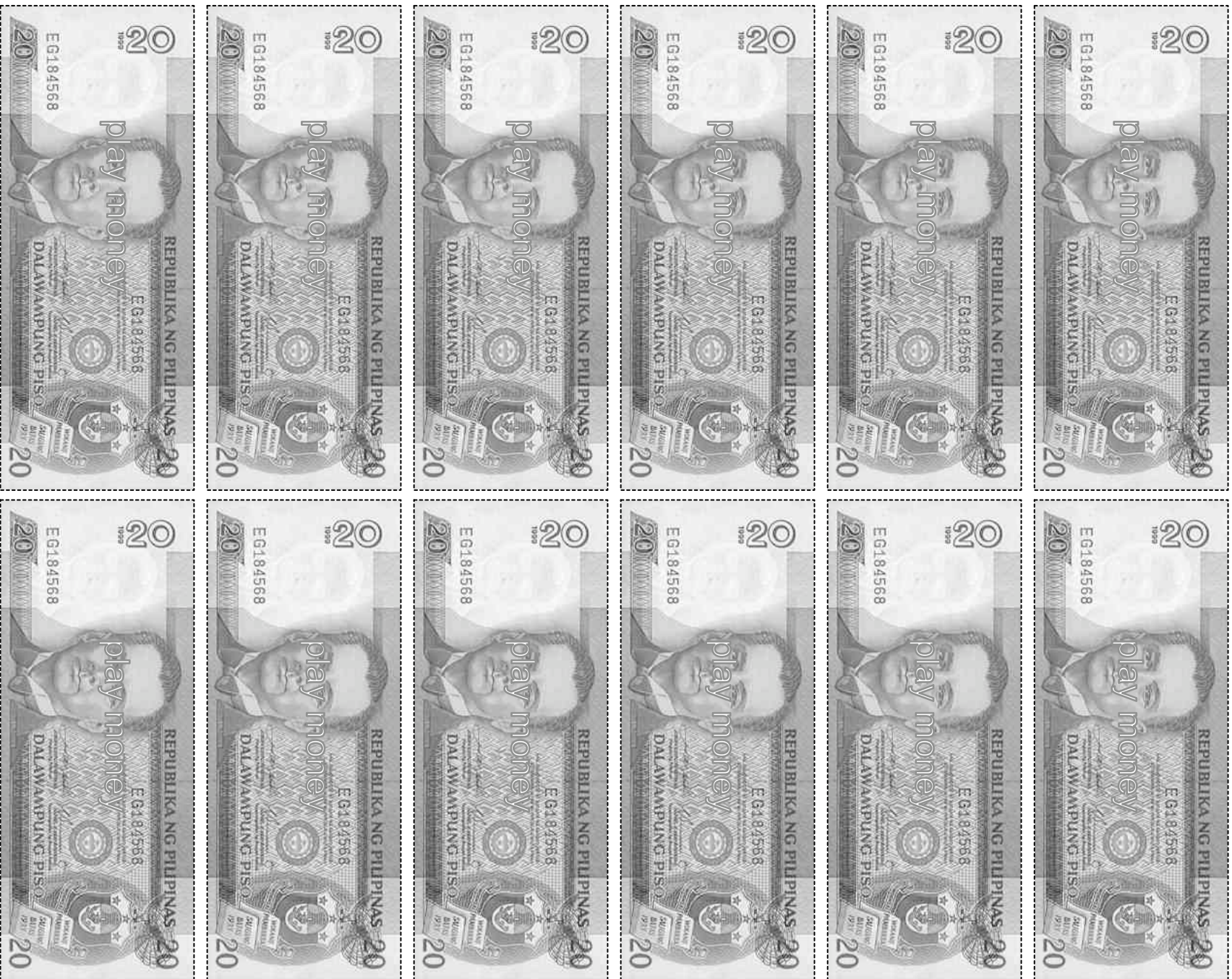


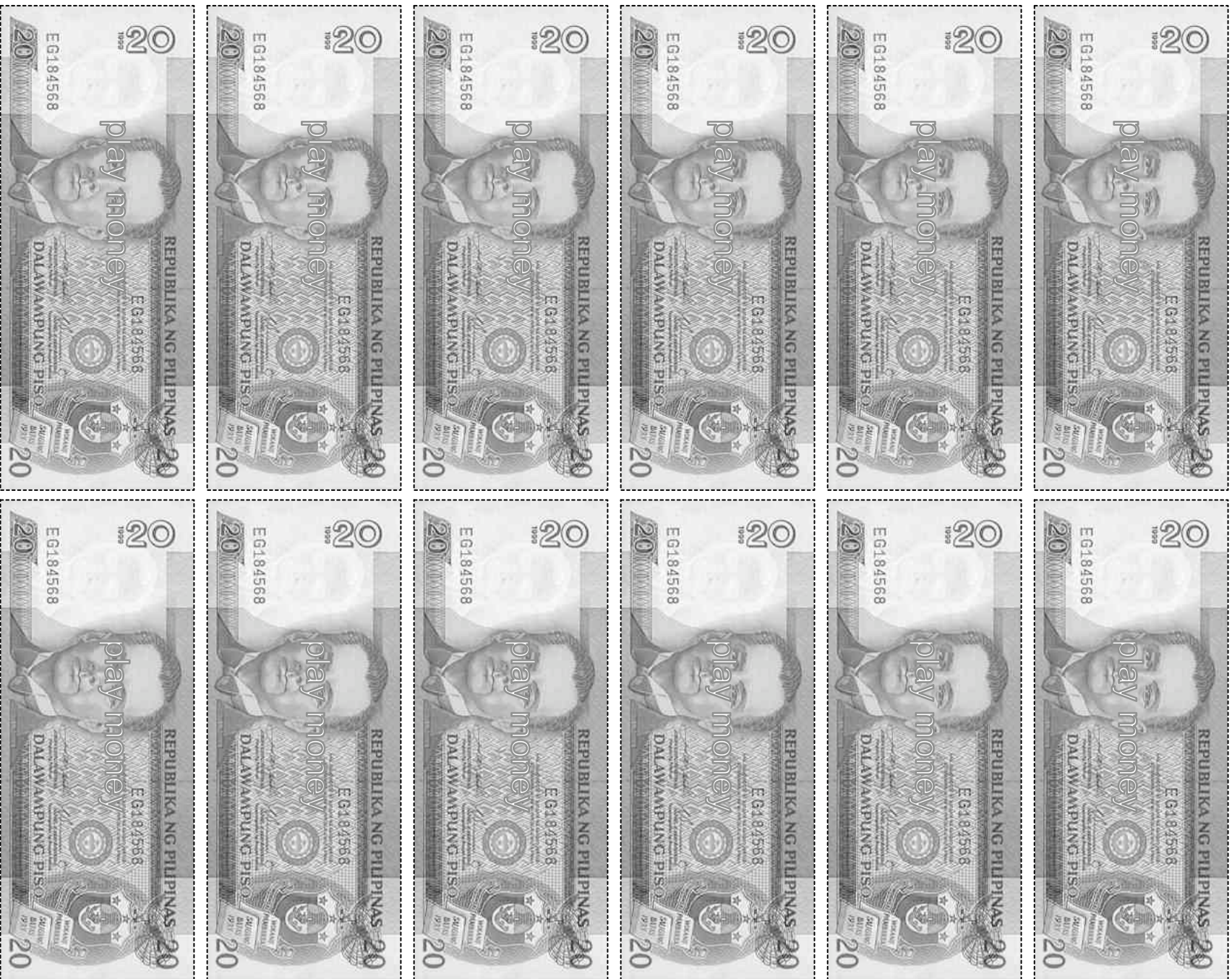


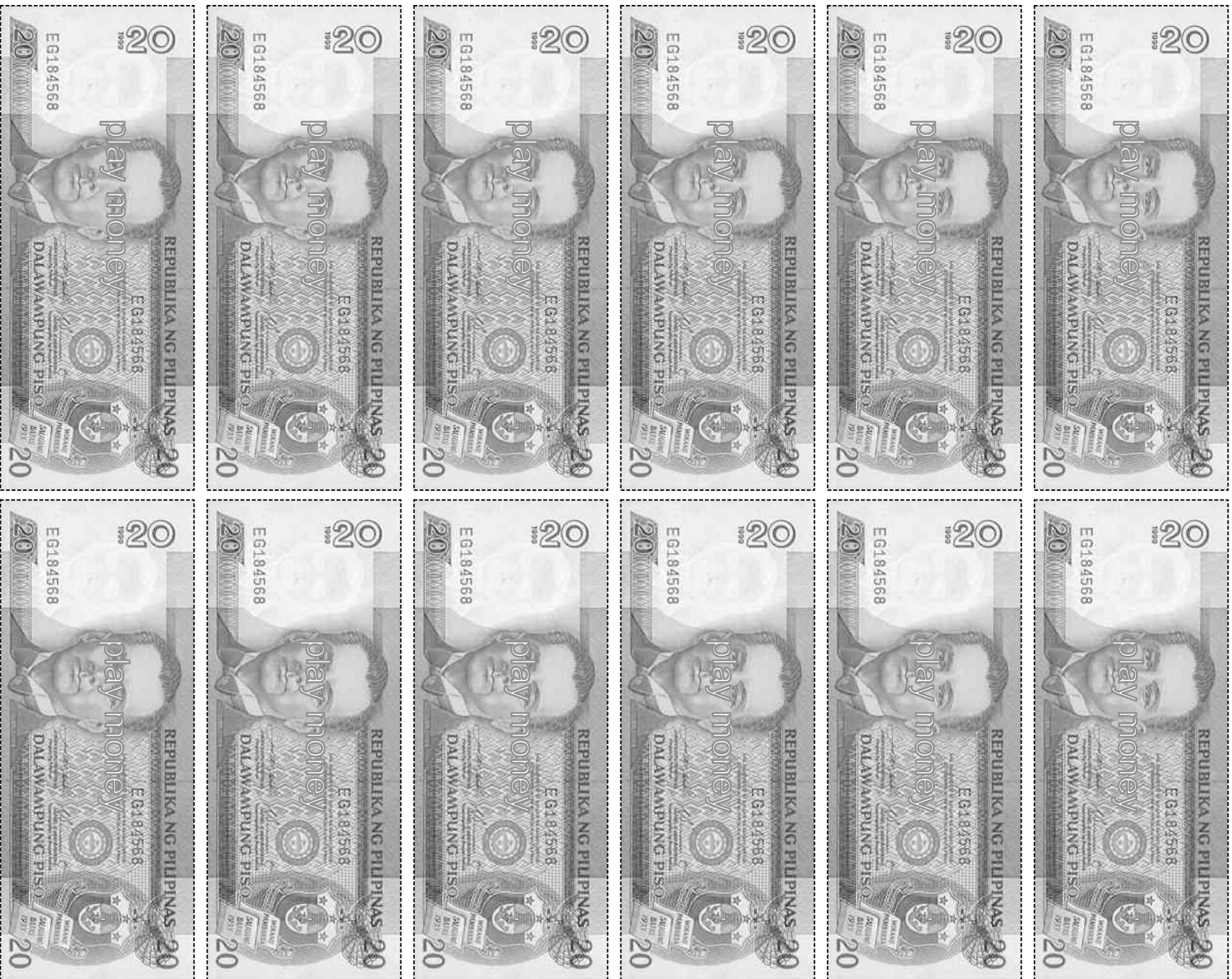




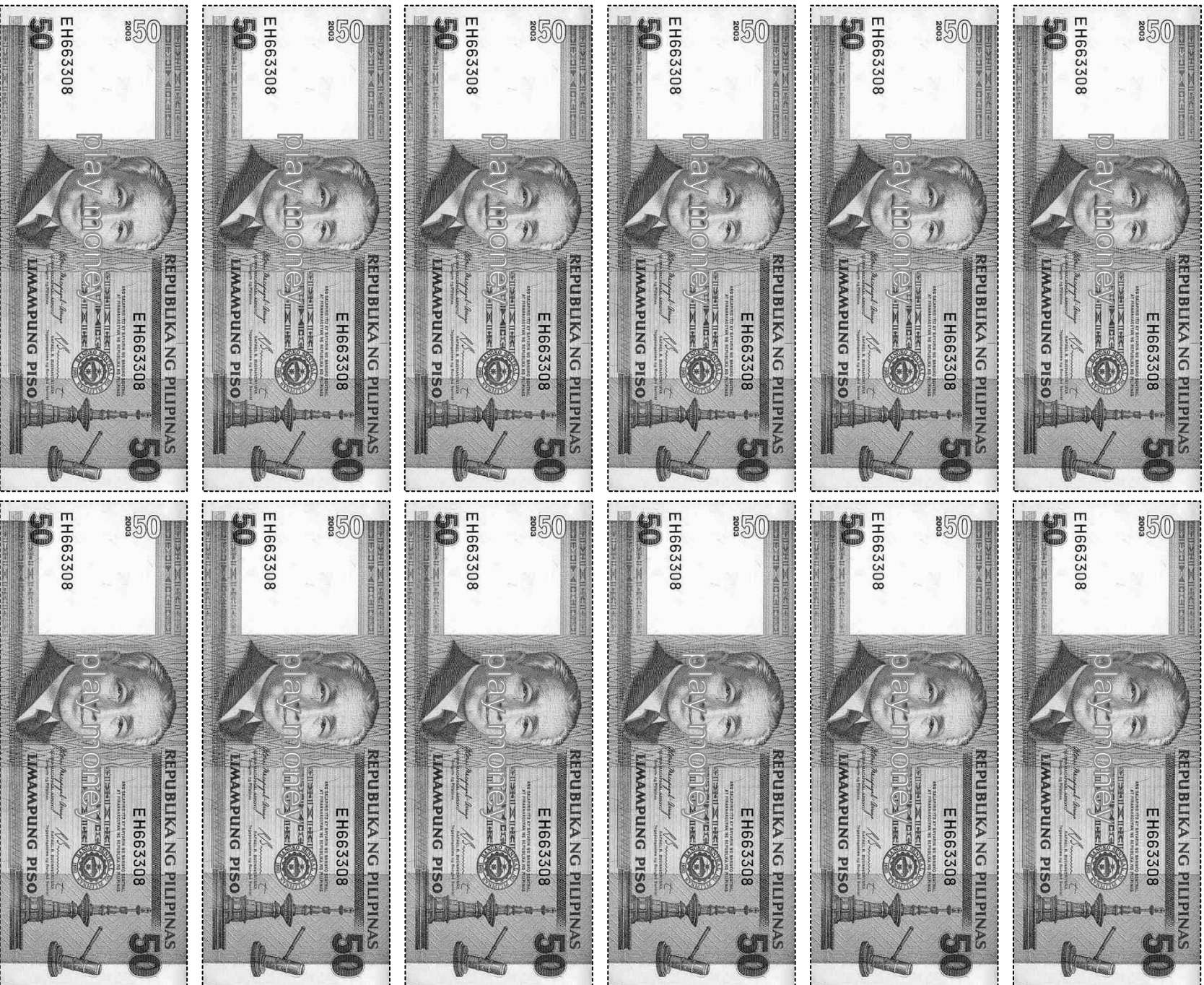


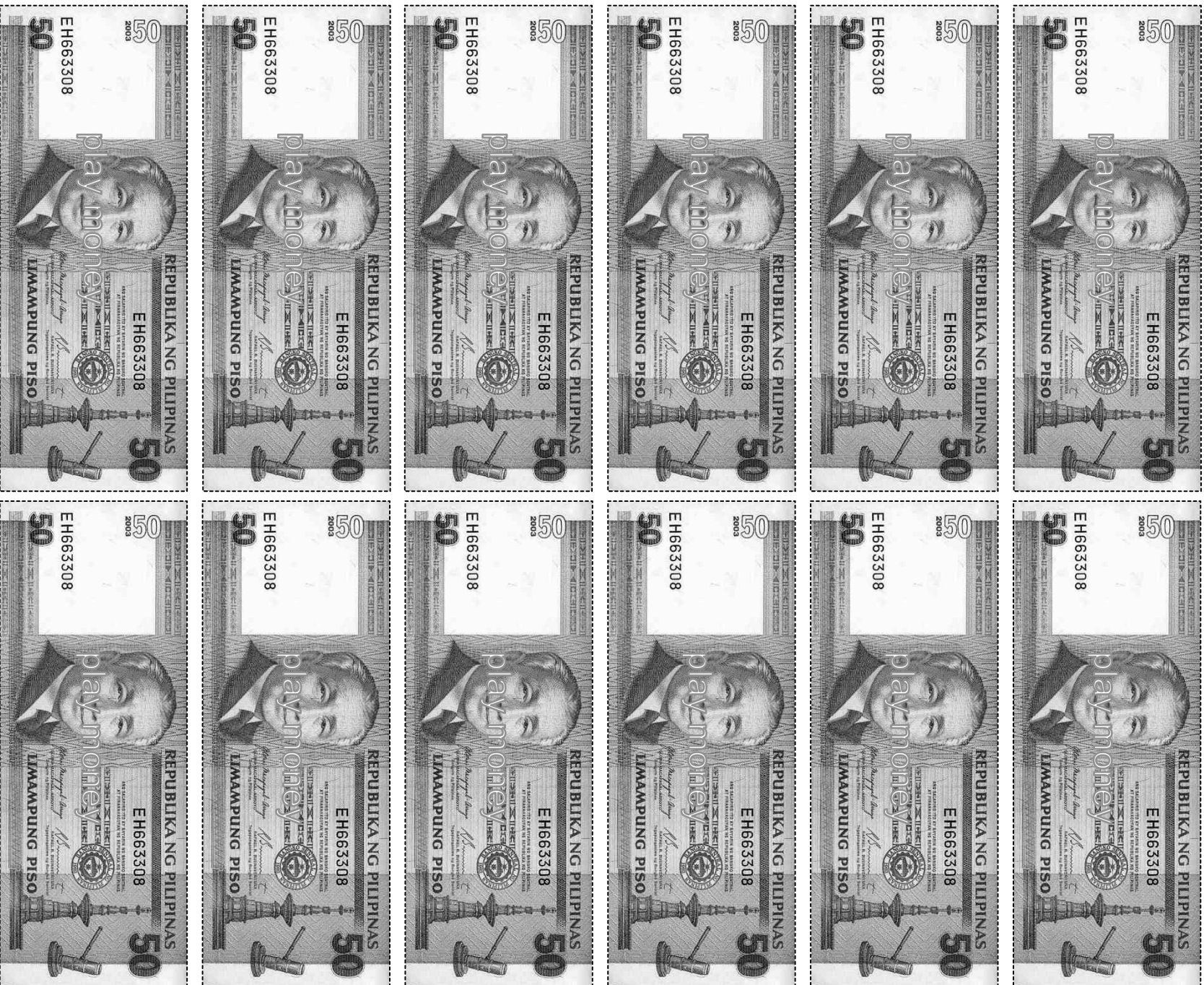








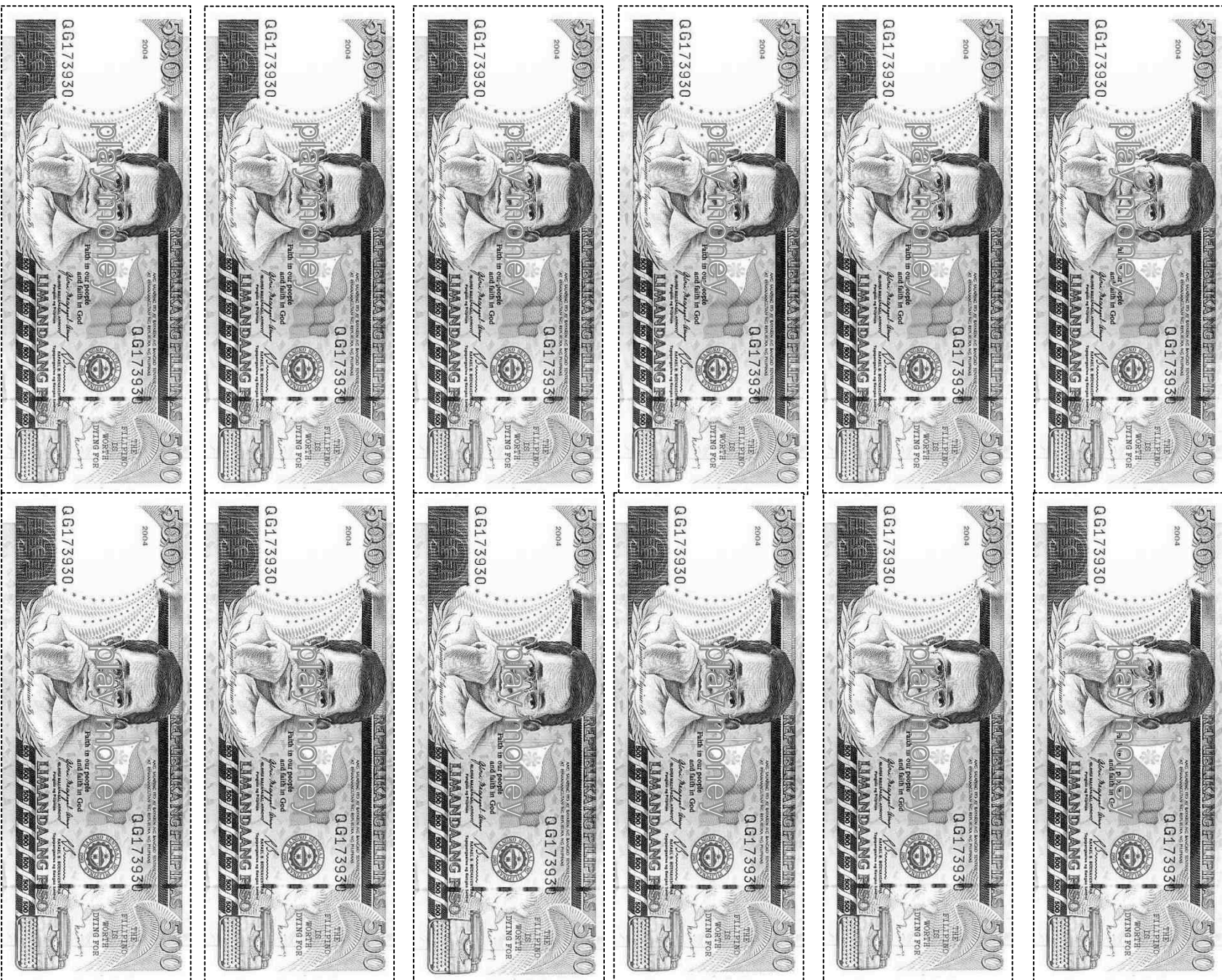


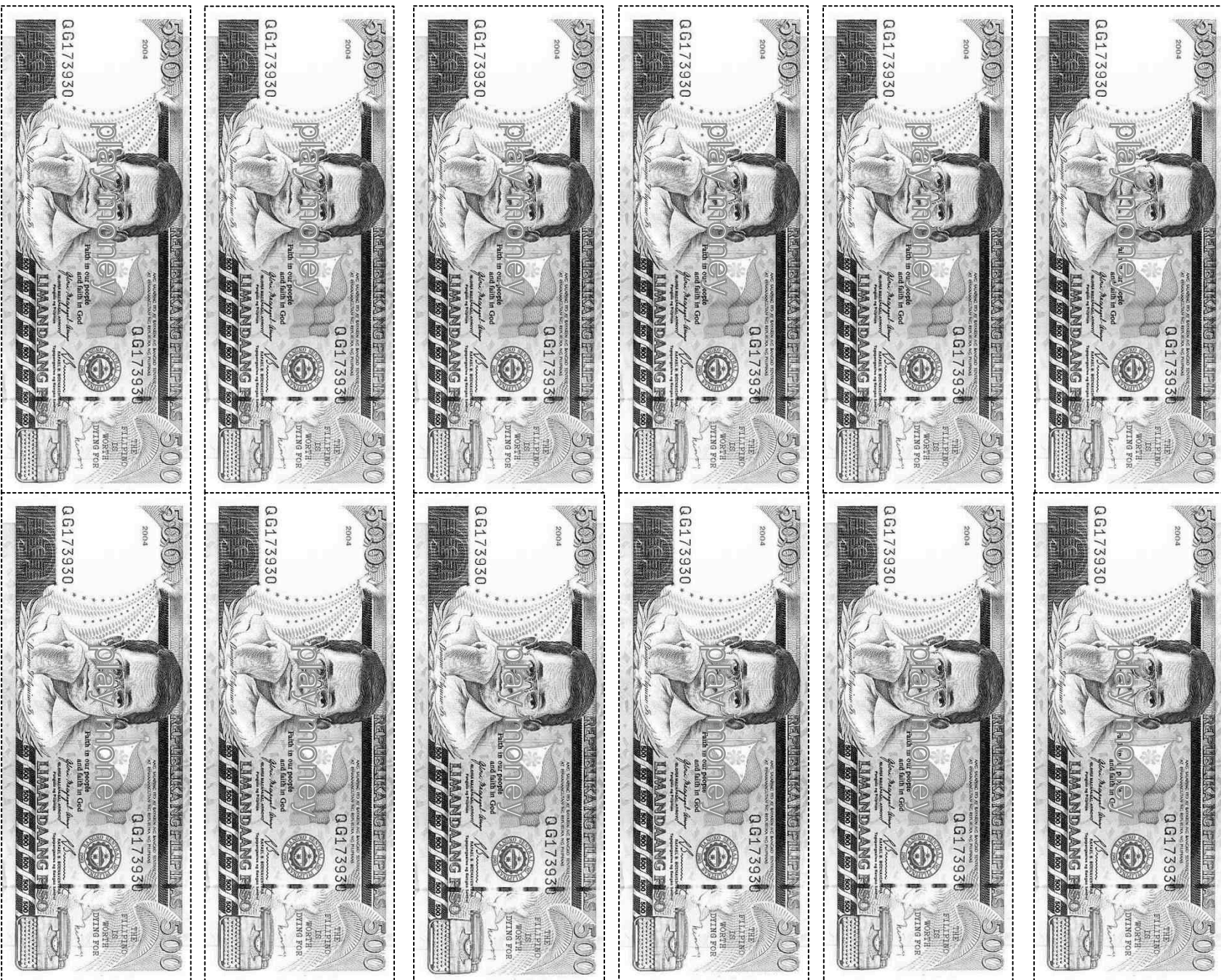




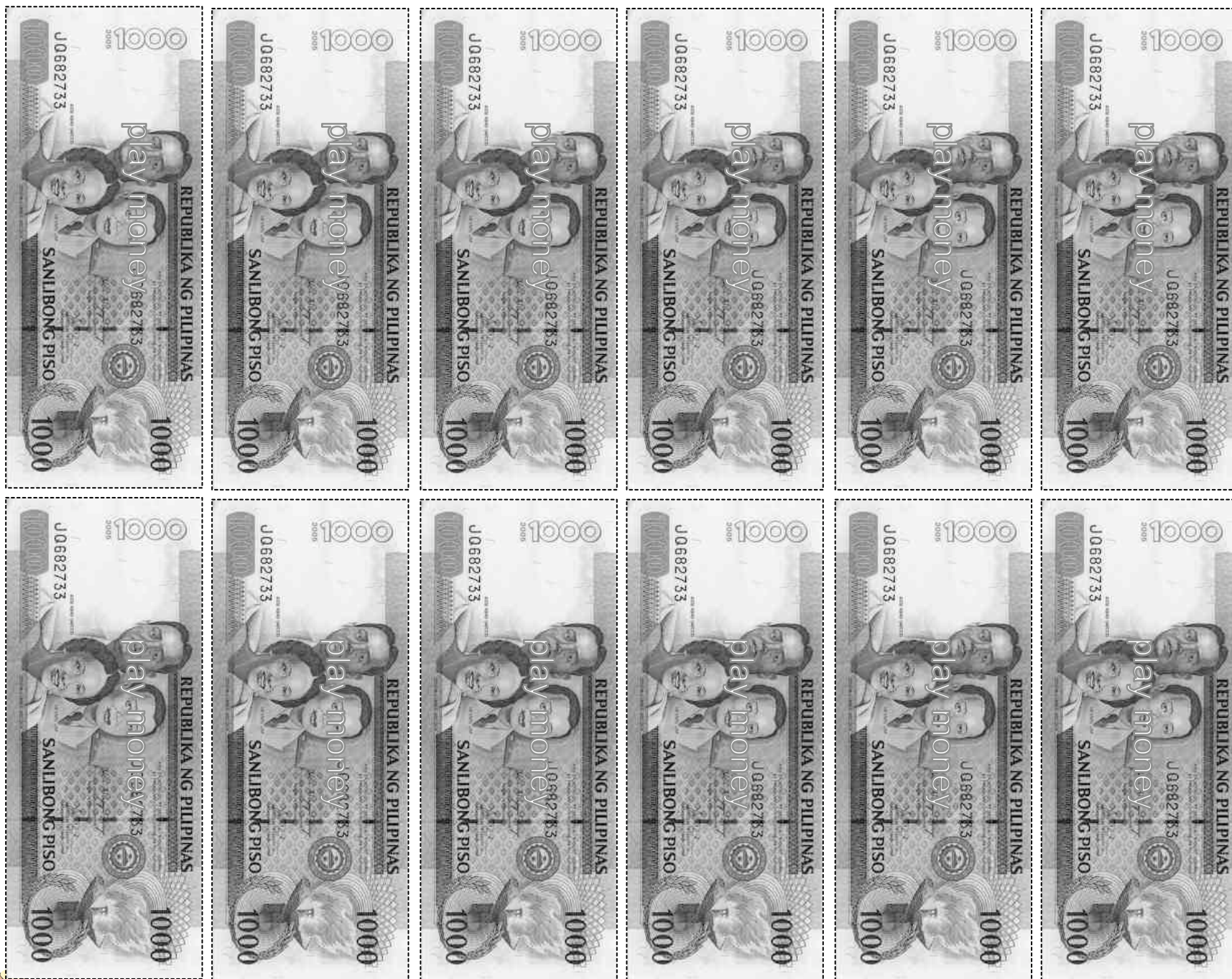


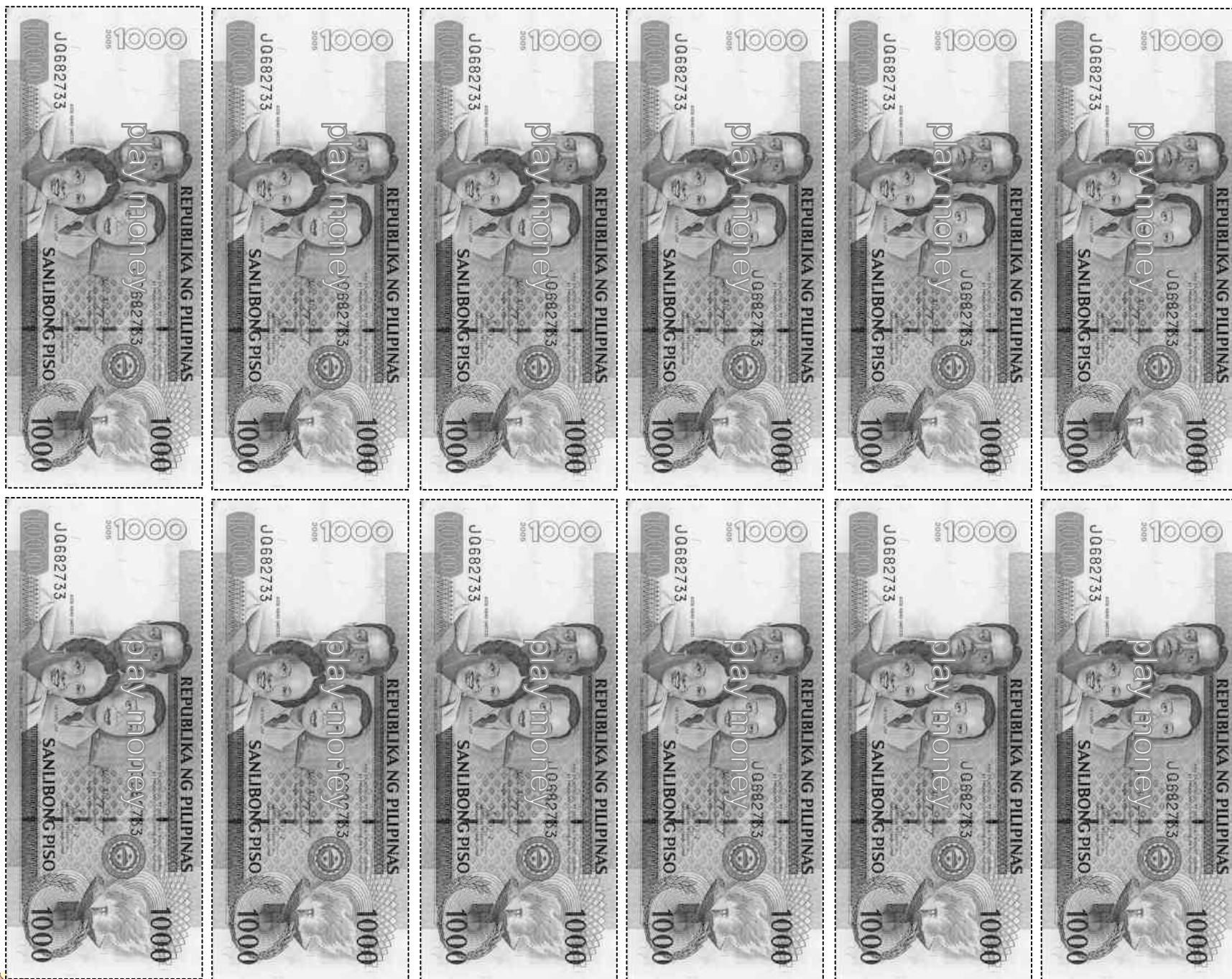


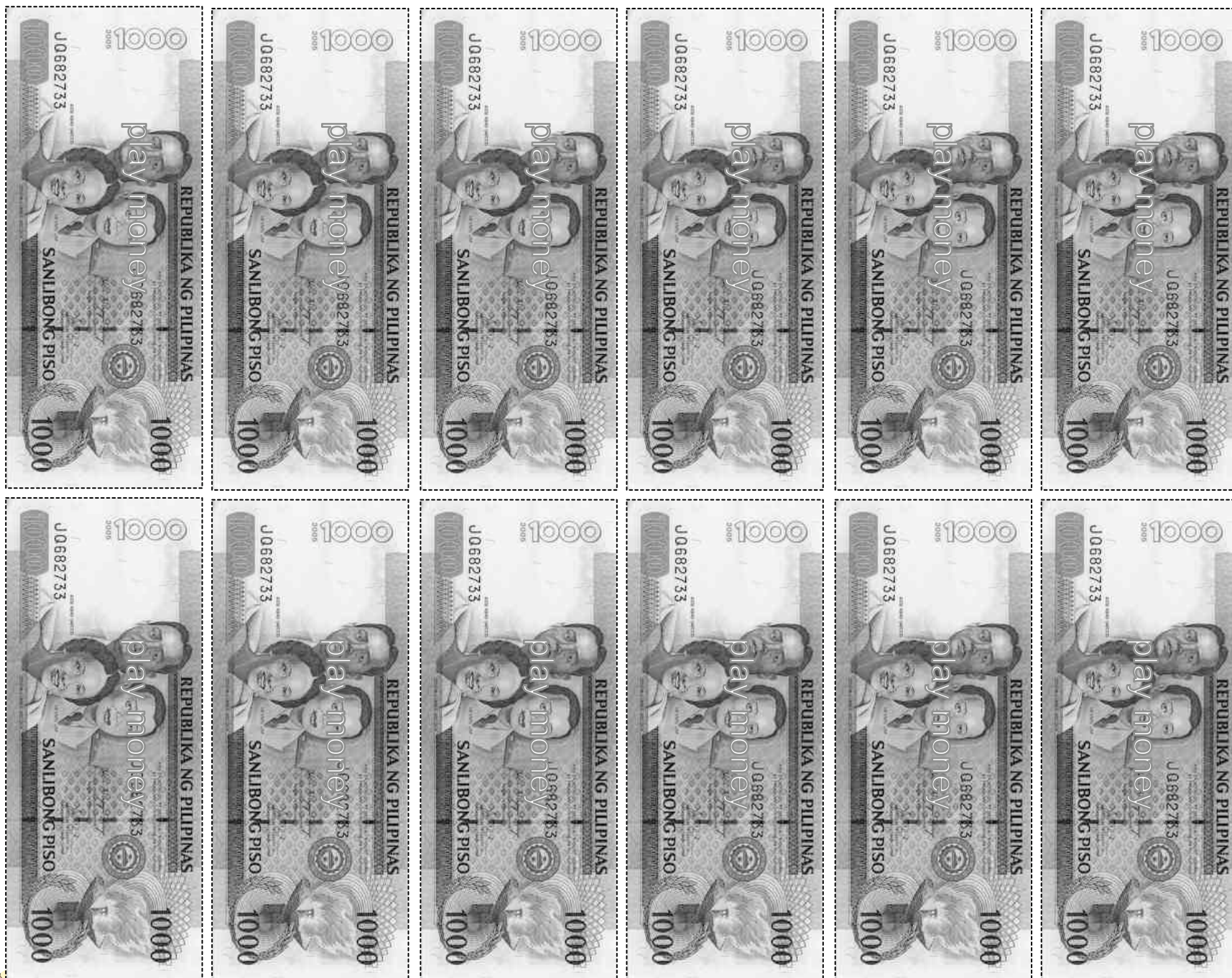










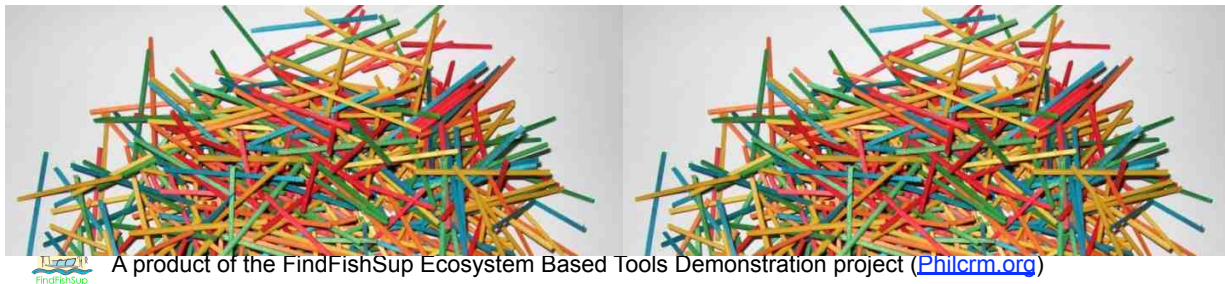


Option for Play Money



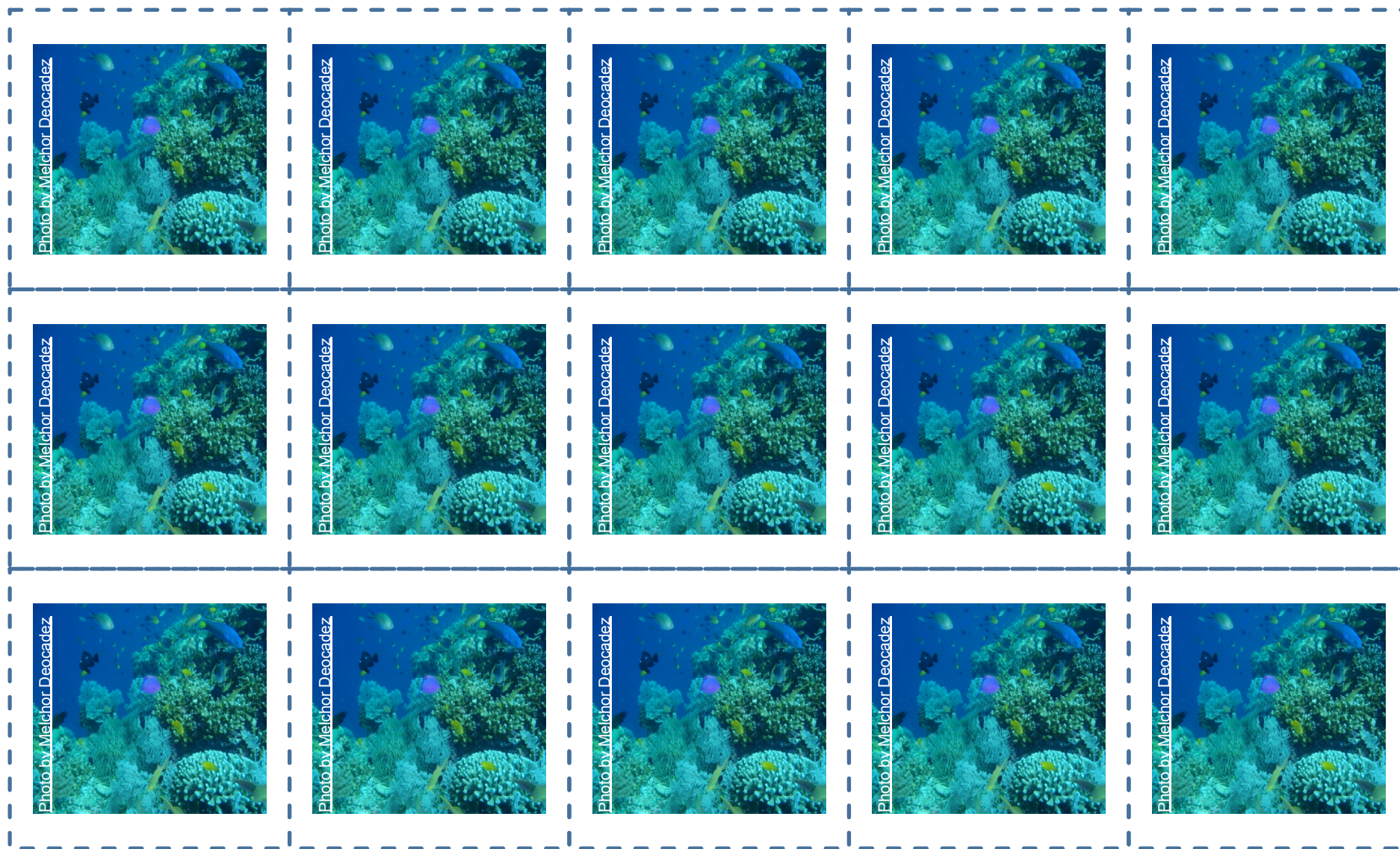
You can also use colored chips and sticks (such as pick-up sticks and popsicle sticks) as a replacement for play money.

Just assign a color per money denomination (e.g. green is 5 pesos, orange is 20 pesos and red is 50 pesos).

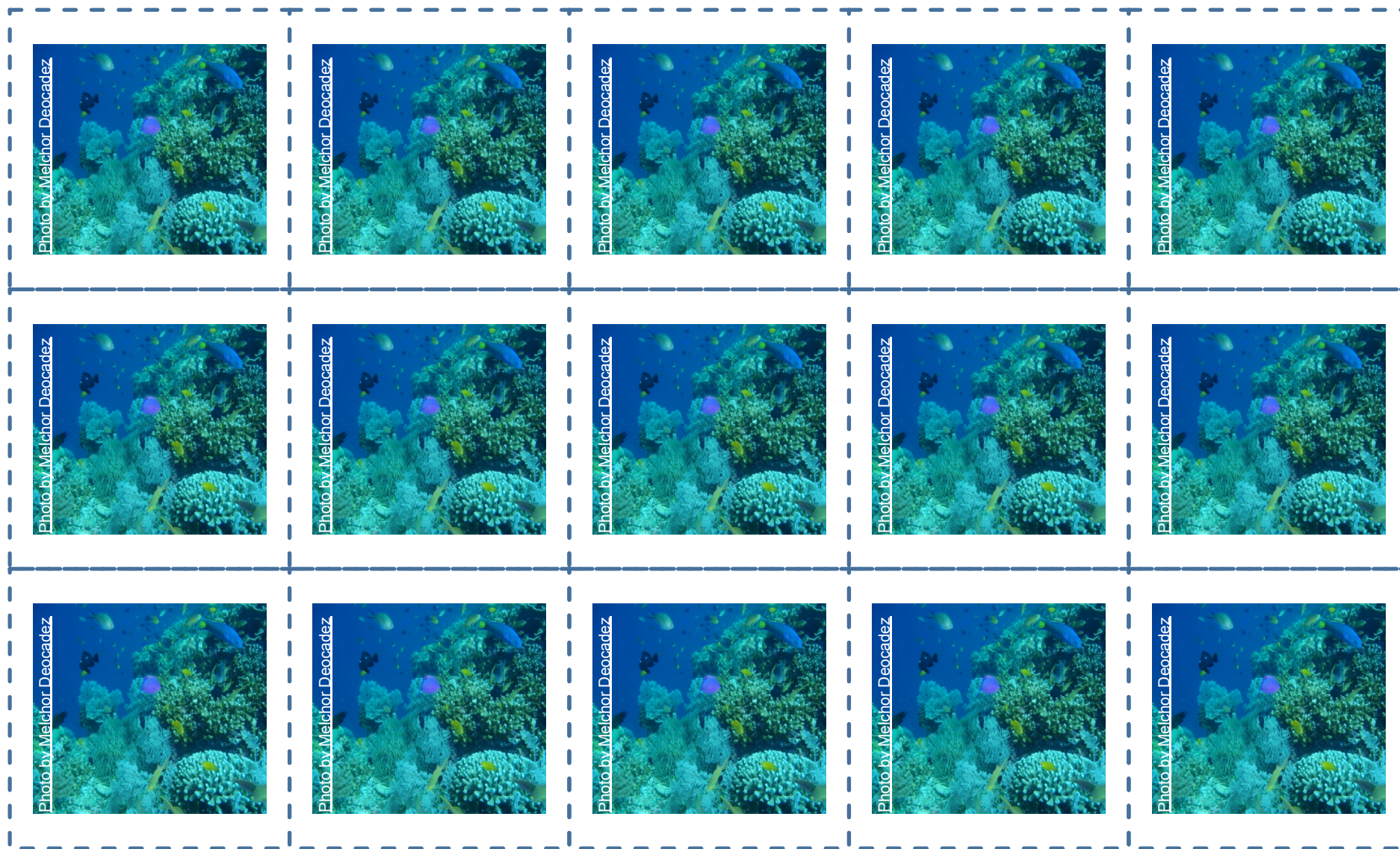


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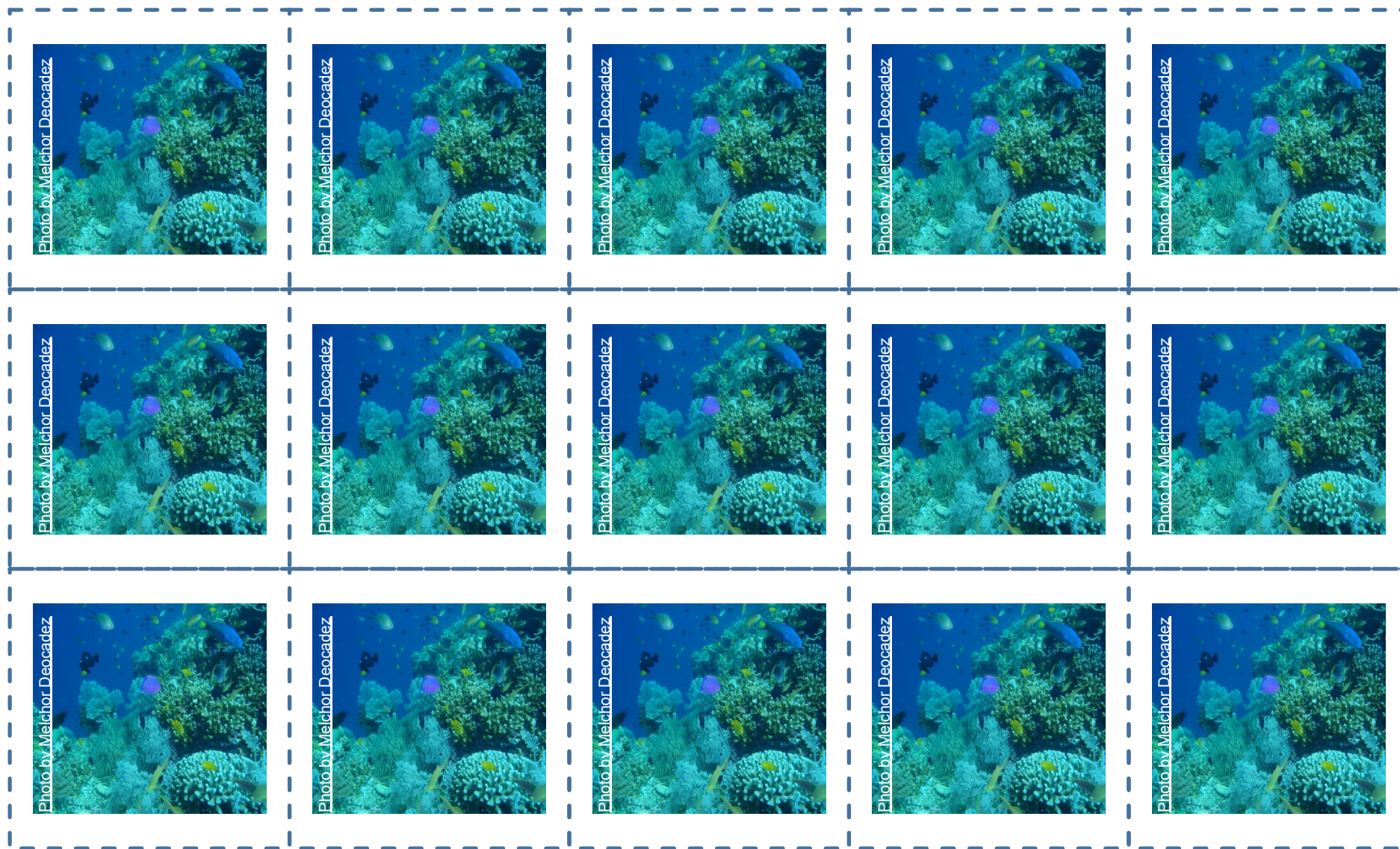
Habitat cards: Coral Reef



Habitat cards: Coral Reef

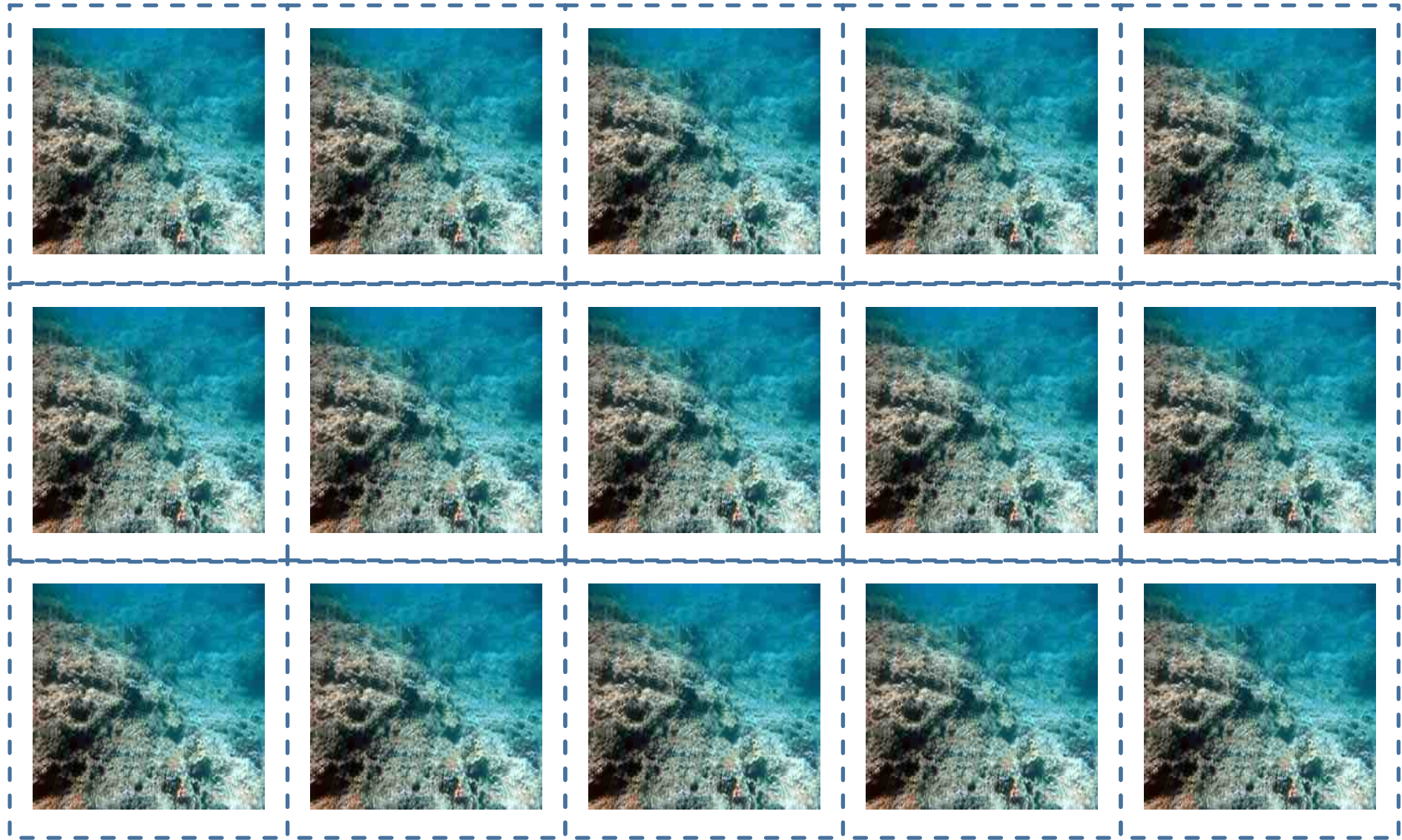


Habitat cards: Coral Reef



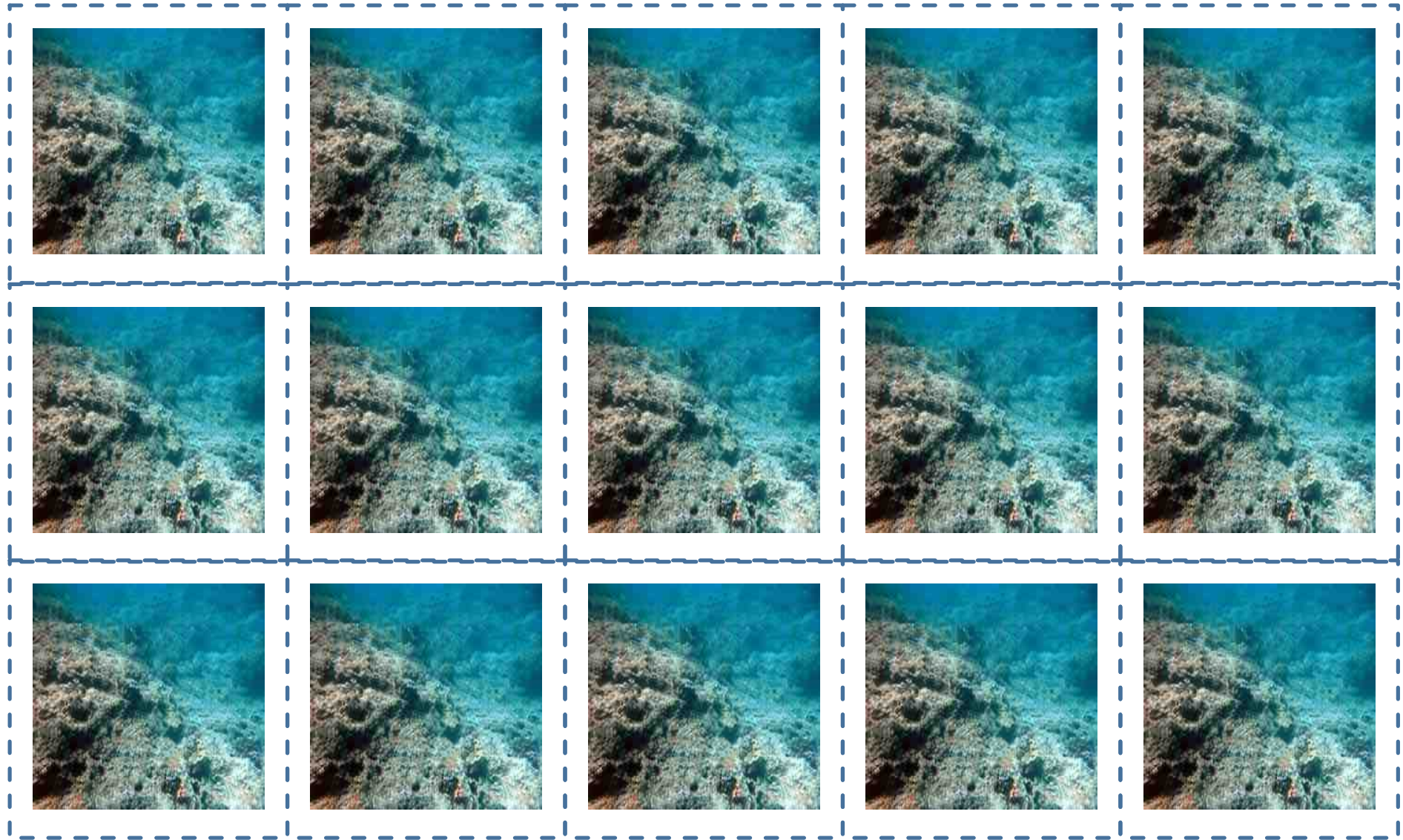
Habitat cards: Algae/ Dead coral

http://www3.aims.gov.au/monmap/a_esthetics/aes18088Sb.html



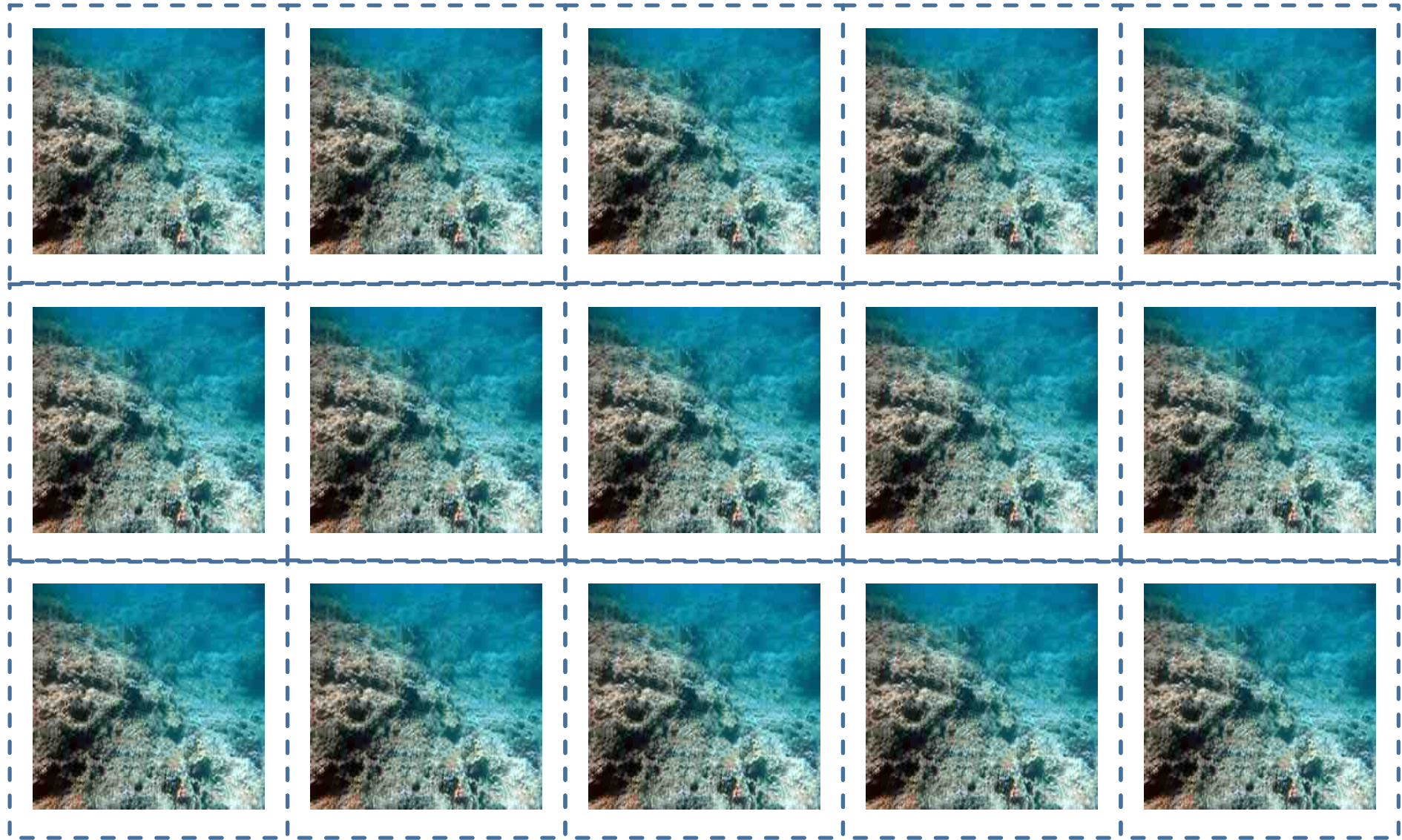
Habitat cards: Algae/ Dead coral

http://www3.aims.gov.au/monmap/a_esthetics/aes18088Sb.html



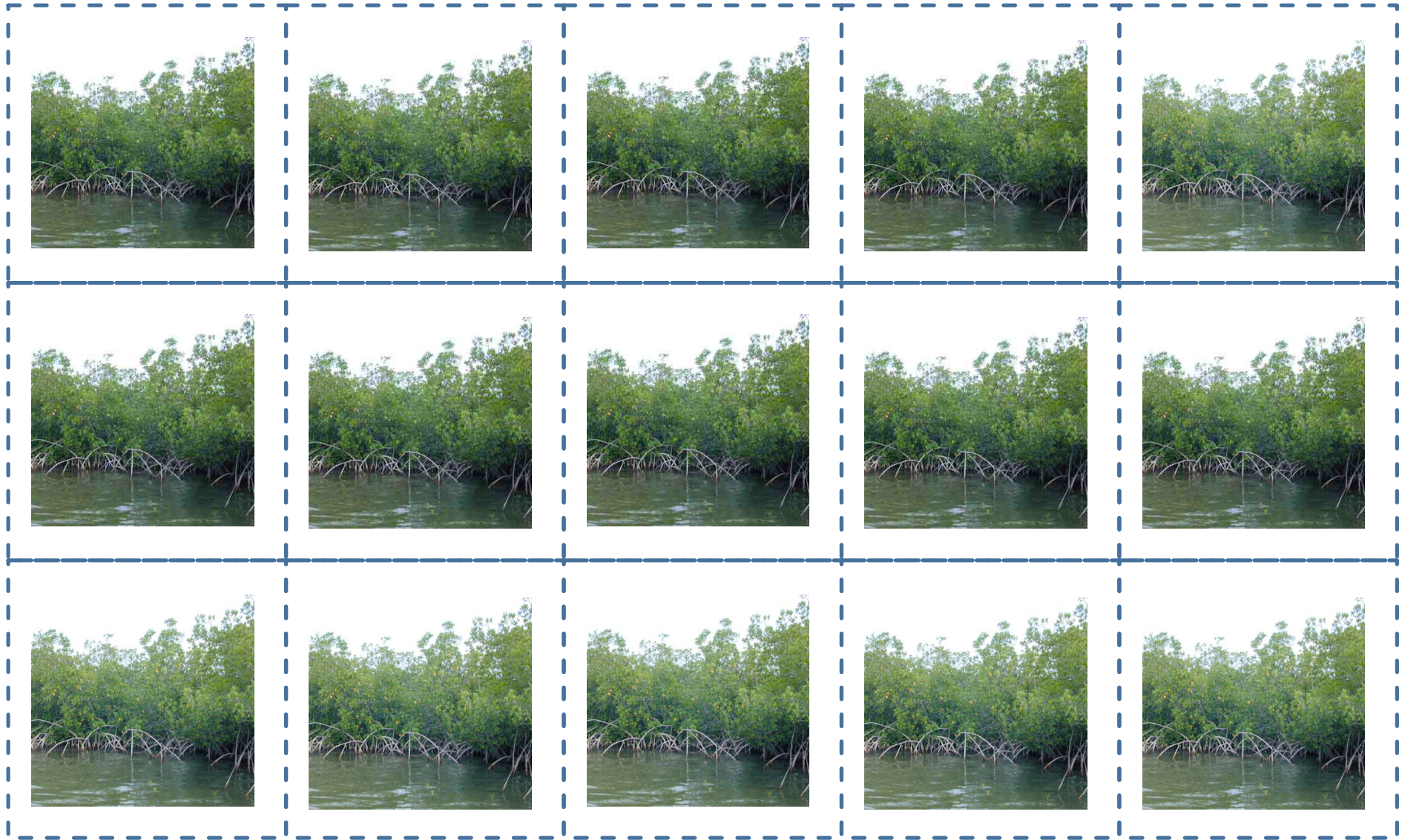
Habitat cards: Algae/ Dead coral

http://www3.aims.gov.au/monmap/a_esthetics/aes18088Sb.html



Habitat cards: Mangroves

http://sofia.usgs.gov/virtual_tour/pgfilbay.html



A product of the FindFishSup Ecosystem Based Tools Demonstration project (Philcrm.org)

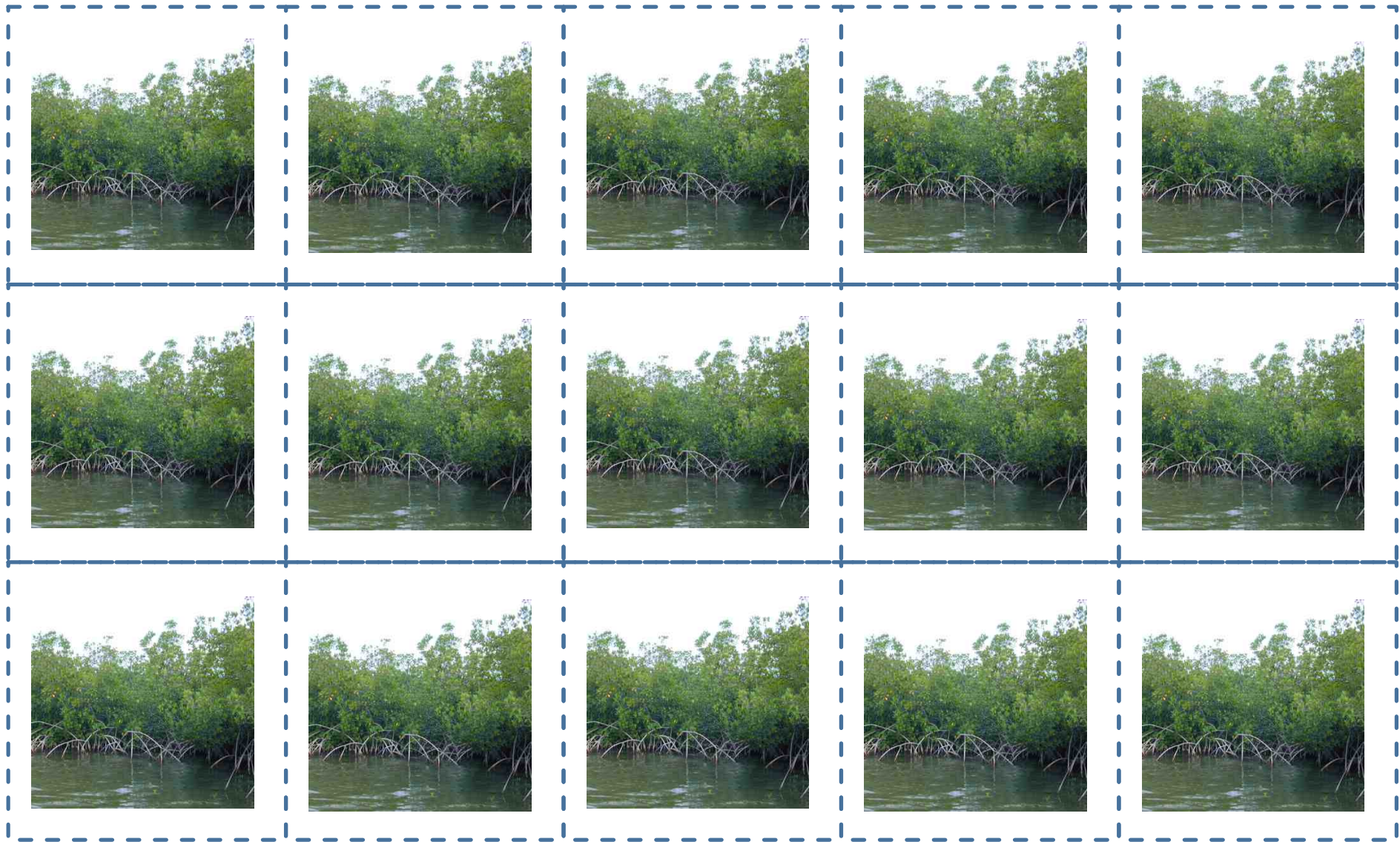


supported by the CRTR program www.gefcoral.org



Habitat cards: Mangroves

http://sofia.usgs.gov/virtual_tour/pgfilbay.html



A product of the FindFishSup Ecosystem Based Tools Demonstration project (Philcrm.org)

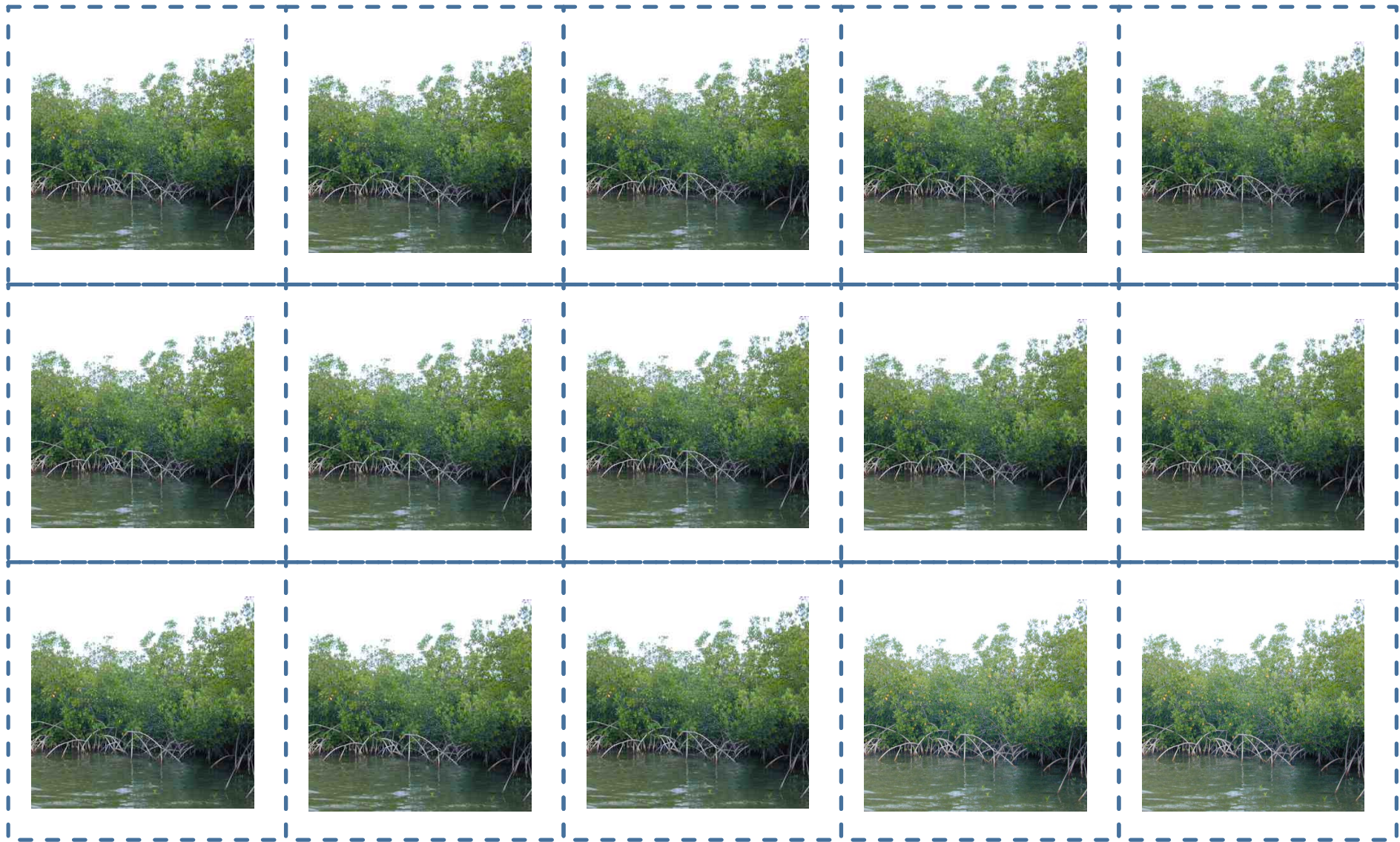


supported by the CRTR program www.gefcoral.org



Habitat cards: Mangroves

http://sofia.usgs.gov/virtual_tour/pgfilbay.html



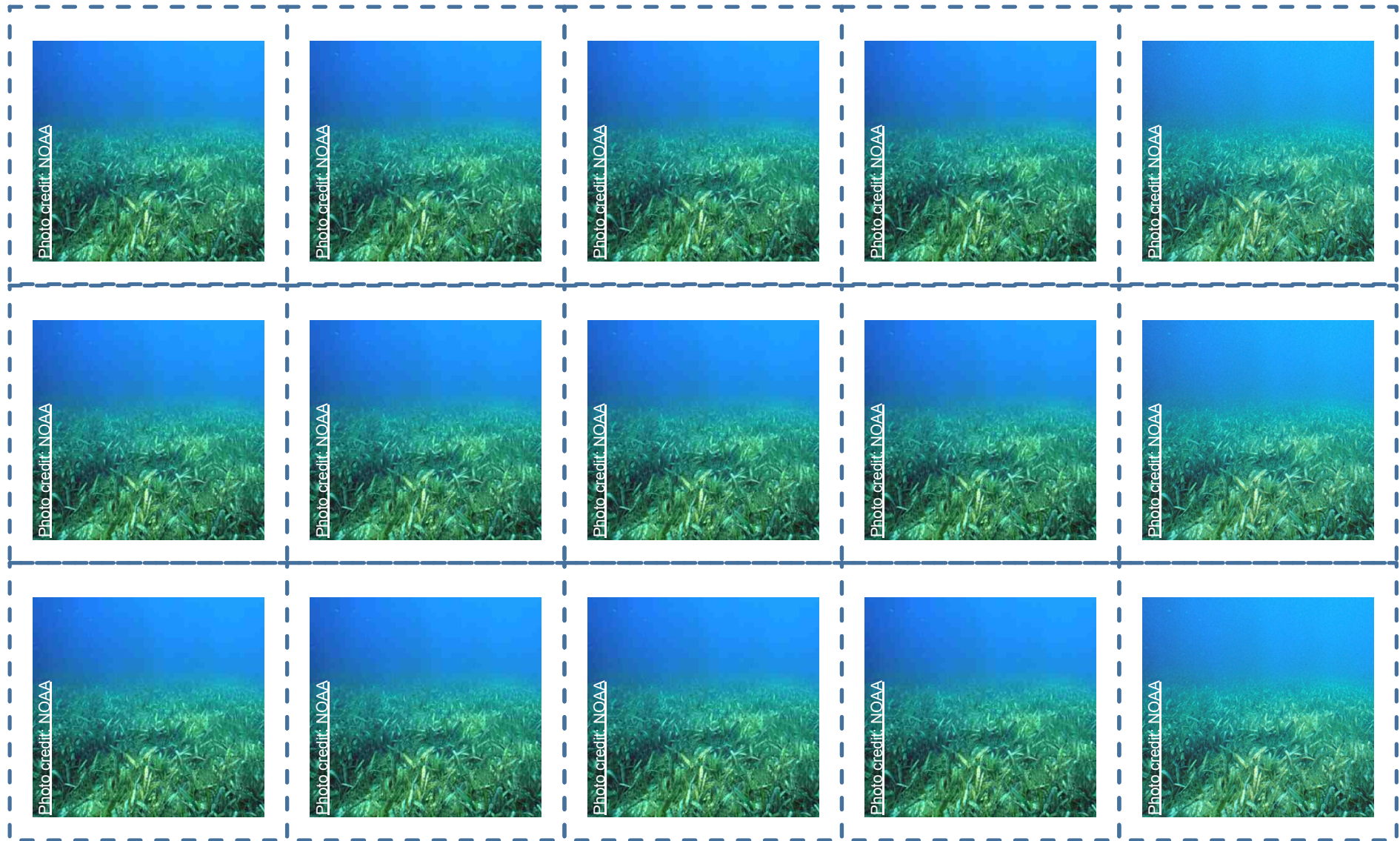
A product of the FindFishSup Ecosystem Based Tools Demonstration project (Philcrm.org)



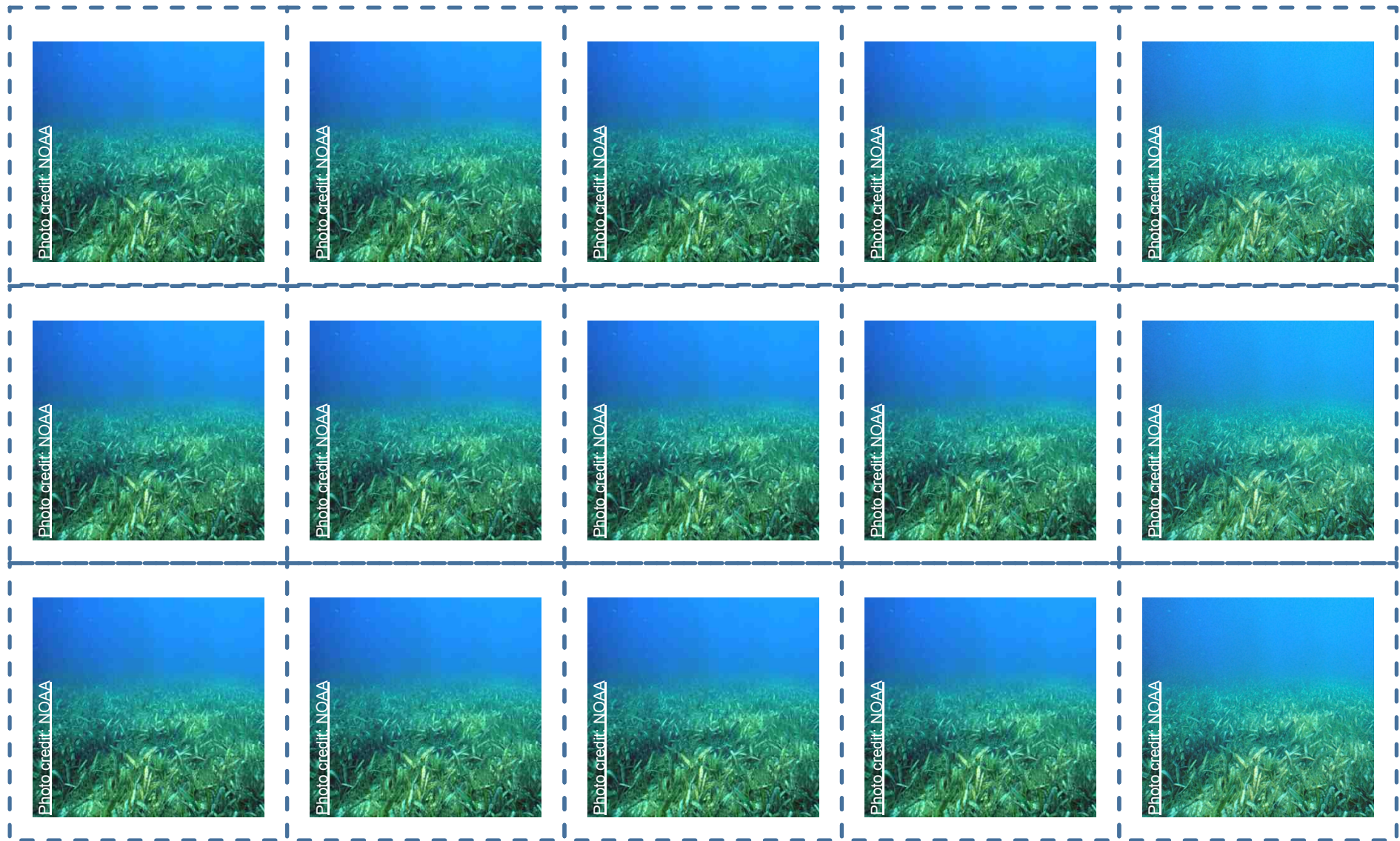
supported by the CRTR program www.gefcoral.org



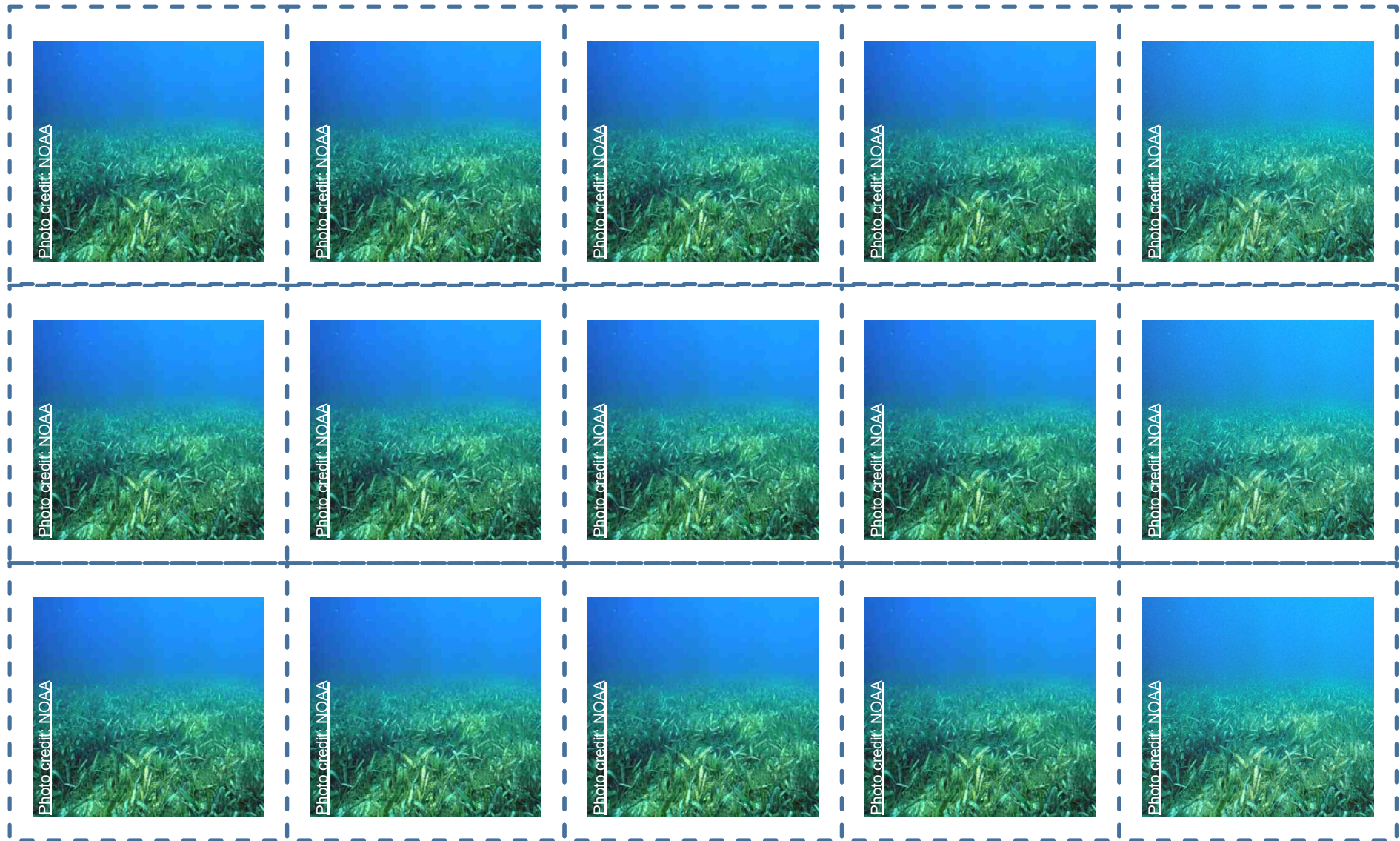
Habitat cards: Seagrass



Habitat cards: Seagrass



Habitat cards: Seagrass



Alternative Livelihood



Alternative Livelihood

http://pwang.files.wordpress.com/2008/04/overloaded-tricycle.jpg 					Tricycle
http://pinoyweekly.org/new/wp-content/uploads/2009/06/new-hubay-pinoy-magazine-200 					Farming
					Industry

Alternative Livelihood



PLAYER 1

ReefGame Fisher Profile



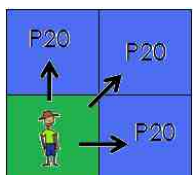
Boat



Gear



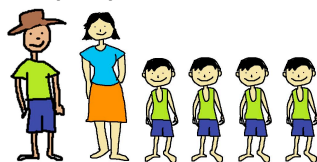
Transport expenses



P20 for each square travelled from home harbour

Family size

6 people



Family expenses (per round)

P300

PLAYER 2

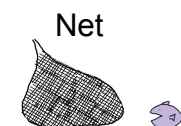
ReefGame Fisher Profile



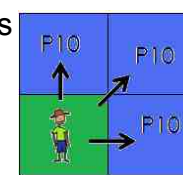
Boat



Gear



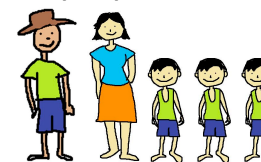
Transport expenses



P10 for each square travelled from home harbour

Family size

5 people



Family expenses (per round)

P250



PLAYER 3

ReefGame Fisher Profile



Boat



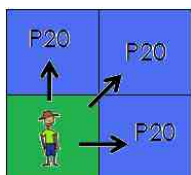
Motorised

Gear

Spear gun



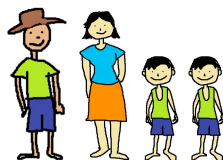
Transport expenses



P20 for each square travelled from home harbour

Family size

4 people



Family expenses (per round)

P200

PLAYER 4

ReefGame Fisher Profile



Boat



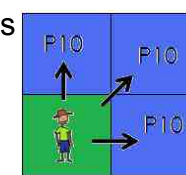
Non-motorised

Gear

Net



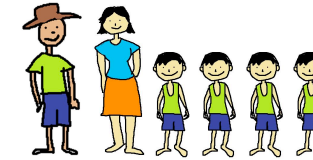
Transport expenses



P10 for each square travelled from home harbour

Family size

6 people



Family expenses (per round)

P300



PLAYER 5

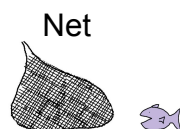
ReefGame Fisher Profile



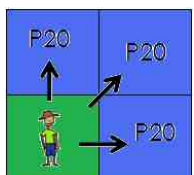
Boat



Gear



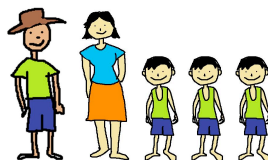
Transport expenses



P20 for each square travelled from home harbour

Family size

5 people



Family expenses (per round)

P250

PLAYER 6

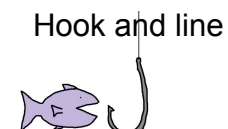
ReefGame Fisher Profile



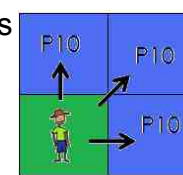
Boat



Gear



Transport expenses



P10 for each square travelled from home harbour

Family size

4 people



Family expenses (per round)

P200



PLAYER 7

ReefGame Fisher Profile



Boat



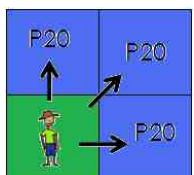
Motorised

Gear

Spear gun



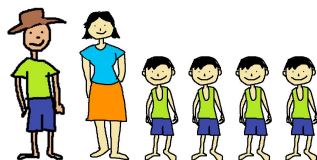
Transport expenses



P20 for each square travelled from home harbour

Family size

6 people



Family expenses (per round)

P300

PLAYER 8

ReefGame Fisher Profile



Boat



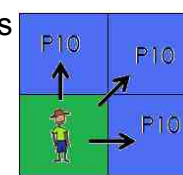
Non-motorised

Gear

Net



Transport expenses



P10 for each square travelled from home harbour

Family size

5 people



Family expenses (per round)

P250

PLAYER 9

ReefGame Fisher Profile



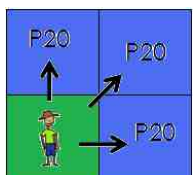
Boat



Gear



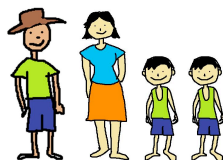
Transport expenses



P20 for each square travelled from home harbour

Family size

4 people



Family expenses (per round)

P200

PLAYER 10

ReefGame Fisher Profile



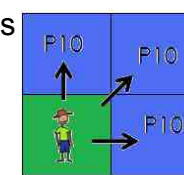
Boat



Gear



Transport expenses



P10 for each square travelled from home harbour

Family size

4 people



Family expenses (per round)

P200





ReefGame Local Government Unit Profile

Aim: To ensure sustainable environment, fisheries and tourism in your municipality

Tasks:

First rounds: fishing only

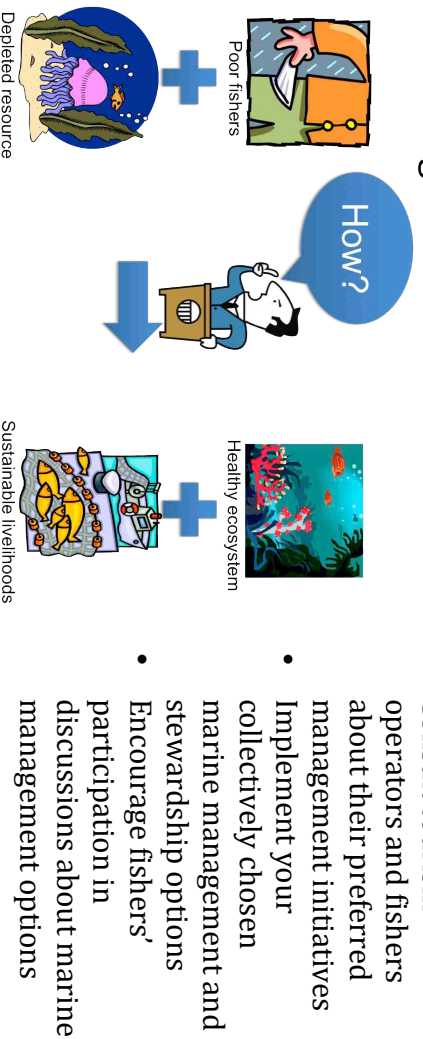
- Observe game dynamics – watch and ask how fishers make their decisions, and whether their results match what you know about your municipality
- Encourage the fishers to analyse what is happening in the game

Later rounds: alternative livelihoods and marine management

Financial management

- Collect any license or user fees you decide to impose on fishers and tourism operators
- Collect your environmental fees from the banker (the amount is displayed on the LCD).
- Ensure sustainable financing by encouraging cost-sharing of coastal resource management initiatives with the tourism industry and fisher community

Management interventions



Marine management

- Consult tourism operators and fishers about their preferred management initiatives
- Implement your collectively chosen marine management and stewardship options
- Encourage fishers' participation in discussions about marine management options

Alternative livelihoods

- Facilitate the involvement of fishers in the tourism industry, through training, direct employment or micro-business initiatives
- Grant permission for fishers to set up their own business, if they desire and they can meet your requirements (eg environmental requirements and/or payment of registration fee).



ReefGame Tourism Profile

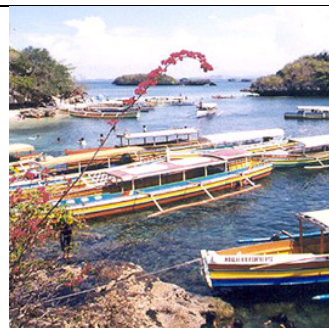
Resorts

Initial capacity:	15
Max employees:	3 per cell.
Cost of a new cell:	3000
Marine Stewardship:	1000 per ocean cell protected (negotiate access arrangements with government)

Tasks:

- Employ at least one fisher required to run your establishment. Potential employees should demonstrate adequate skills and personal attributes and/or a willingness to learn.
- Track your visitor rates and income, as displayed by the computer, to ensure financial sustainability.
- Participate in participatory management and marine stewardship decisions with the government – remember to defend your and your community's interest!





ReefGame Tourism Profile

Boat tourism

Initial capacity: 15
Marine Stewardship: 1000 per ocean cell protected (negotiate access arrangements with government)

Tasks:

- Employ the number of fishers required to run tours/dives. Potential employees should demonstrate adequate skills and personal attributes and/or a willingness to learn.
- Track your visitor rates and income, as displayed by the computer, to ensure financial sustainability.
- Participate in participatory management and marine stewardship decisions with the government – remember to defend your and your community's interest!



Refer to the map in the computer program to:

1. Tape in a green square in each land (green) cell.
2. Tape in matching habitat cards.
3. Tape in corresponding alternative livelihood cards.



Guide map made in
MS Excel Program



Taping the green squares and habitat cards



Sample game board with boat tokens

For longer lasting and lower maintenance tokens and cards, you may opt to laminate these.

Description of materials used for this starter pack:

Fisher tokens, fisher's child, habitat and livelihood cards

- Brand: Orange Vellum Board
- Size: A4, 200 GSM

Play money

- Brand: Best Buy Colored Multipurpose Paper
- Size: A4, 80 GSM