Ecosimple is an ecosystem modeling tool for training fish in the art of survival

Use the arrow keys to move.

You are the big fish representing a skipjack tuna.

If you encounter an octopus you will swim away, and your escape response may cause you to get caught.

If you encounter a researcher he will catch you and study you. You don't want to know what he will do to you, so make sure you don't get caught.

If you encounter a fishing net you will be caught and eaten.

The goal is to eat as many bait fish as possible, or you will starve.

The octopus and the dolphin will also eat the bait fish.

Watch out for the dolphin. He will eat you. Don't try to hug him, please. The dolphin may die if it gets caught in the net, but because of the backdown procedure, this does not happen often.

Watch out for the cold water, skipjack don't like cold water.

There are three oceans. You have to get 10 points in each ocean within a limited time (for each life), if you don't eat enough fish (points) you will stave to death. Because you are older and larger in the third ocean, you have longer before you starve.

If you can finish the game you should be able to publish the results in a prestigious scientific journal.

Hints:

1) Try and find a productivity hotspot.
2) You can use the sea grass as protection from the fisherman, but the researcher and dolphin can still get you.
3) There is a small no-take marine reserve (not even the researcher can catch you), but its not the 20% that everyone wants, so its hard to find. Remember, marine reserves are only a recent phenomena. However, be careful because the fishermen may wait at the edge of the reserve to get you when you come out and the dolphin does not obey the rules.