

## Setup rules

- Player setup
  - Each player receives a game piece and can choose any corner of the map to start.
  - Each player also begins with 5 gold. Consider using play money.
- Board setup
  - Place the board in the middle of the table
  - Place the fishing pile face down so that the players cannot see what fish they would pull
- Shop setup
  - For each shop on the map, take 3 cards from the shop inventory pile and display them face up. These 3 cards are the items that the shop has in stock. Players will need to take into account what items are in stock before picking which shop to travel to.
- Fish market setup
  - For each fish market, take 1 fishing rates card from the pile and display it. These will be the rates that people can sell their fish at.
  - After each sale, the old rate will be put on the bottom of the deck and the new rates would be drawn from the top

## Turn rules

- Rotate around the table taking turns
- Each turn can either
  - Move up to 2 spaces
    - Diagonals are allowed
    - Spot must be unoccupied (shops & markets included!)
  - Interact with current location
    - Buy items at spaces named “shop”
    - Sell fish at spaces named “fish”
    - Fish at the designated spots
  - Use an item
    - Not at the same spot of a fish/shop spot
    - Items of the same variety can be used at the same time
  - Loiter
    - Decide to not move
    - Prohibited in shops / fish markets

## Special location rules

- Locations:
  - Fish market

- Sell as many fish as you would like at the displayed rates
  - Rates should be placed rarest the market the correspond to
  - After a sale of any size, turn ends, money is given, and rates cycle
- Shop
  - Buy as many items as you would like
  - 3 cards stocked in a shop at a time
  - Restocking
    - After a sale the shops cards are restocked face down
    - When a new player enters the shop, they may be revealed
    - Alternatively, a player may purchase as many “restocks” as they may wish per visit for the cost of 4 for each revealed card.
- Sunken treasure
  - Redeem one item from the shop inventory piile

### Item rules

- Cannons ( 7 in stock )
  - Cost 8 gold
  - Whoever has the most by the end of the game wins
- Fancy fish bait ( 4 in stock )
  - Cost 2 gold
  - Consume for 3 fish at a fishing spot instead of 1
  - or
  - Consume for 1 fish at any other water spot
- Mystery treasure ( 2 in stock )
  - Cost 6 gold
  - Consume to take 2 cards from the shop inventory pile
  - or
  - If no cards remain in the shop inventory pile, receive 12 dollars
- Grappling hook ( 2 in stock )
  - Cost 3 gold
  - When a different player is within your boats range by 3, consume to take a random item from their items
- Port-a-pirate ( 2 in stock )
  - Variable cost
  - Consume to place a pirate on the map for N dollars
  - When a different player goes within 2 tiles of this pirate they must pay  $N*2$  dollars to you (or their entire balance)
- Sail upgrade ( 2 in stock )
  - Cost 6 gold
  - Move an extra spot every turn. Can stack with other sail upgrades
- Wind charm ( 2 in stock )
  - Cost 3 gold

- Consume by placing on the map. If a different player comes near by 2 radius they are stuck for 2 turns
- Bombfish ( 1 in stock )
  - Cost 4 gold
  - Fishing just got dangerous. When any player other than the buyer draws this fish, they lose all their fish. Destroyed after use.
- Book of fishing ( 1 in stock )
  - Cost 12 gold
  - Master the art of fishing: all small fish sell for the cost of a big fish