

Game Rules

Welcome to the pier. You're new fishermen trying to become the best that they can in 14 days. Do this by catching and selling fish, fulfilling recipes and requests, and purchasing better equipment. Good luck.

Scoring:

The winner is the player with the most victory points at the end of 14 days. Catch fish and cash them to buy upgraded equipment, trade them in to fulfill recipes and requests, or hold them for victory points.

Counting victory points: At the end of the game, count up the total value of your caught fish. Then, give yourself a bonus for your equipment set:

+10 victory points if you have an iron rod
+10 victory points if you have an iron hook

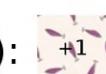
+25 victory points if you have a gold rod
+25 victory points if you have a gold hook.

Turns:

The game is split up into 14 days. At the beginning of each day, place your character on the shore. The turns proceed from the first player, moving counterclockwise. Each turn consists of any two actions (or the same action) from the action sheet. Take turns until every player has chosen to retire for the day. The game ends when the last player has retired on the 14th day.

Marketplace

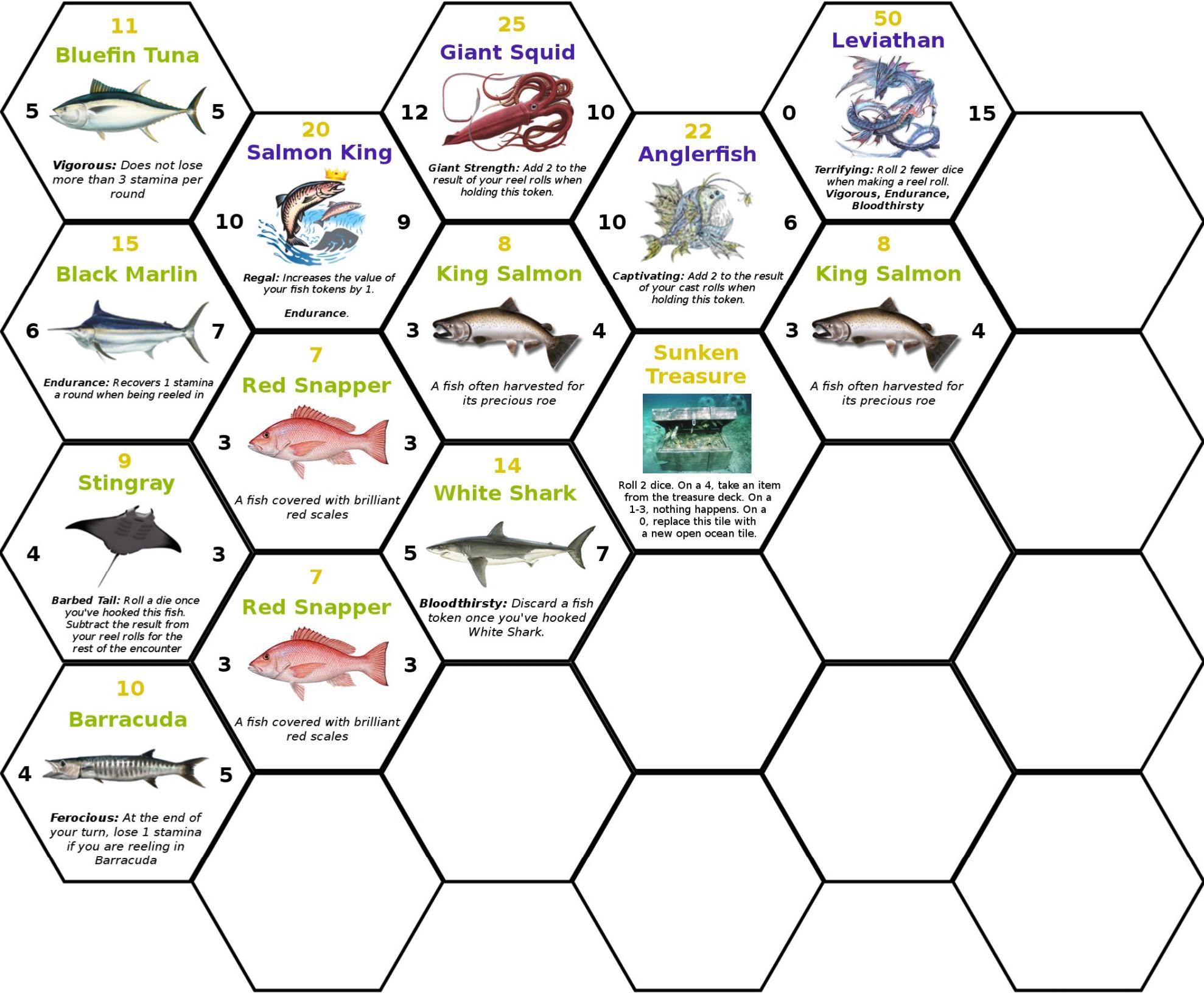
Permanent Stock:

Iron Rod:  +3	Requires: 10 coins
Iron Hook:  +3	Requires: 10 coins
Gold Rod:  +6	Requires: 25 coins + iron rod
Gold Hook:  +6	Requires: 25 coins + iron hook
Bait (x5):  +1	Requires: 5 coins

Bulletin Board:

Fishermen post requests and recipes here. Each day one new item is moved in from the left and the oldest expires. Urgent requests are removed as soon as they are completed once!





1

Glass Minnow

Popular: Take a bait token when you catch this fish

1

Seahorse

A jewel of the ocean

Pufferfish

A small fish known for its exquisitely delicate taste

3

Flounder

An ugly-looking fish known for having two eyes on one side of its head

2

Crab

Fighter: Roll a die after successfully hooking this fish. On a 0, it escapes.

4

Mackerel

Plentiful: Roll a die after catching this fish. On a 2, take an extra Mackerel token from the bank.

2

American Eel

Makes for great sushi!

1

Glass Minnow

Popular: Take a bait token when you catch this fish

1

Flounder

An ugly-looking fish known for having two eyes on one side of its head

2

Sea Urchin

Nuisance: When moving off this tile, roll a die. On a 0, stay on this tile until your next action

4

Mackerel

Plentiful: Roll a die after catching this fish. On a 2, take an extra Mackerel token from the bank.

2

American Eel

Makes for great sushi!

1

Glass Minnow

Popular: Take a bait token when you catch this fish

1

Seaweed Meadow

If you end your action on this tile, take a seaweed token from the bank.

3

Crab

Fighter: Roll a die after successfully hooking this fish. On a 0, it escapes.

Sea Urchin

Nuisance: When moving off this tile, roll a die. On a 0, stay on this tile until your next action

3

Mackerel

Plentiful: Roll a die after catching this fish. On a 2, take an extra Mackerel token from the bank.

4

<p>Urgent: Baitfish Wanted!</p> <p>Need: 1x Mackeral 1x Glass Minnow</p> <p>Reward: 5 Victory Points 5 Coins</p>	<p>Urgent: Shallow Sea Fish Wanted!</p> <p>Need: 1x Shallow Sea Fish</p> <p>Reward: Double Regular Victory Points</p>	<p>Eel sashimi</p> <p>Need: 1x American Eel 1x Seaweed</p> <p>Reward: +1 Max Stamina</p>	<p>Tuna Wrap</p> <p>Need: 1x Bluefin Tuna 1x Seaweed</p> <p>Reward: +1 Cast Skill +1 Max Stamina</p>	<p>Shark Soup</p> <p>Need: 1x White Shark 1x Seaweed</p> <p>Reward: +1 Reel Skill +1 Max Stamina</p>	<p>Miso Marlin</p> <p>Need: 1x Marlin 1x Seaweed</p> <p>Reward: +2 Max Stamina</p>
<p>Pufferfish Sashimi</p> <p>Need: 1x Pufferfish 1x Seaweed</p> <p>Reward: +1 Max Stamina</p>	<p>Urgent: Open Ocean Fish Wanted!</p> <p>Need: 1x Open Ocean Fish</p> <p>Reward: Double Regular Victory Points</p>	<p>Shellfish Stew</p> <p>Need: 1x Crab 1x Sea Urchin</p> <p>Reward: +1 Max Stamina</p>	<p>Urgent: Flounder Fillets Wanted!</p> <p>Need: 1x Flounder</p> <p>Reward: 6 Victory Points</p>	<p>Urgent: Shallow Sea Fish Wanted!</p> <p>Need: 1x Shallow Sea Fish 1x Shallow Sea Fish</p> <p>Reward: Draw a card from the treasure deck</p>	<p>Miso Marlin</p> <p>Need: 1x Marlin 1x Seaweed</p> <p>Reward: +2 Max Stamina</p>
<p>Snapper Stew</p> <p>Need: 1x Red Snapper</p> <p>Reward: +1 Cast Skill</p>	<p>Salmon Fillet</p> <p>Need: 1x King Salmon</p> <p>Reward: +1 Reel Skill</p>	<p>Stingray Ray</p> <p>Need: 1x Stingray</p> <p>Reward: +1 Cast Skill 3 Victory Points</p>	<p>Urgent: Seahorse Roe Sushi</p> <p>Need: 1x Seahorse 1x Seaweed</p> <p>Reward: +1 Cast Skill</p>	<p>Urgent: Shallow Sea Fish Wanted!</p> <p>Need: 1x Shallow Sea Fish 1x Shallow Sea Fish</p> <p>Reward: Draw a card from the treasure deck</p>	<p>Barracuda Infestation!</p> <p>Need: 1x Barracuda</p> <p>Reward: 8 Victory Points 8 Coins</p>

Lucky Coin



Use once a day to replace the result of one die with a 2.

Old Lantern



Use once a day to take 3 actions on your turn instead of two.

Golden Compass



You may move 2 squares in a single move action.

Ancient Amulet



The first time you lose stamina in an encounter, negate that stamina loss.

Ring Of Plenty



Use once a day to remove all depletion tokens from the tile you are on.

Rusted Anchor



Use once a day. Other players may not displace you from the tile you are on for the remainder of the day..

Stamina Actions:

1) Move (1 stamina) - Move your character to an adjacent tile. Your character starts on the Shore at the beginning of each new day. Any Shallow water tile is considered adjacent to the shore. Before moving onto a tile occupied by another player, you must use 1 additional stamina to displace the player to an adjacent ocean tile of your choice. Players who have hooked a fish cannot be displaced.

2) Cast (1 stamina) - Roll the number of dice equal to your casting skill (hook value + modifiers). Flip the tile you're on if it is unflipped. If the result is greater or equal to the rarity value of the fish listed on the tile (left number), you've "hooked" the fish!

3) Reel (variable) - Once you've hooked a fish, you need to reel it in. Roll the number of dice equal to your strength (remaining stamina + rod value + modifiers). Then have the player on your left roll the number of dice equal to the remaining stamina (right number) of the fish. The difference between the two results is the amount of stamina lost by the actor who rolled the lower value. When the fish's stamina reaches 0, you've "landed" the fish! Retrieve the corresponding fish token from the bank. If you reach 0 stamina, the fish has escaped! Instead of rolling dice, you may also choose to cut the line and end your encounter, using 0 stamina.

Free Actions:

1) Market: While your character is on the shore, you may trade in any number of fish tokens to receive victory points or fulfill recipes.

2) Retire: Return to shore and take no more actions for the day. If you were the first player to retire this turn, take the first player token for the next day.

Stamina Actions:

1) Move (1 stamina) - Move your character to an adjacent tile. Your character starts on the Shore at the beginning of each new day. Any Shallow water tile is considered adjacent to the shore. Before moving onto a tile occupied by another player, you must use 1 additional stamina to displace the player to an adjacent ocean tile of your choice. Players who have hooked a fish cannot be displaced.

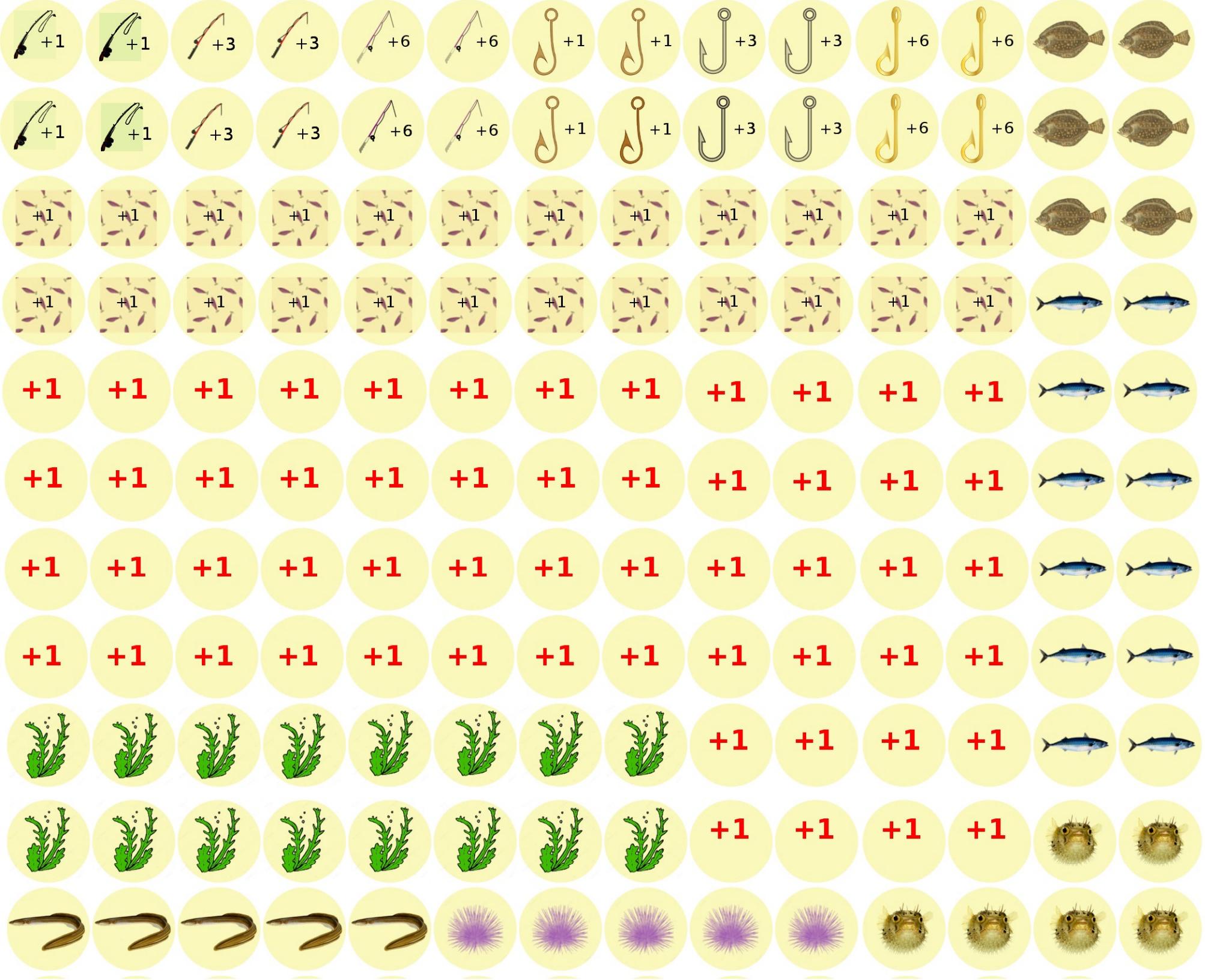
2) Cast (1 stamina) - Roll the number of dice equal to your casting skill (hook value + modifiers). Flip the tile you're on if it is unflipped. If the result is greater or equal to the rarity value of the fish listed on the tile (left number), you've "hooked" the fish!

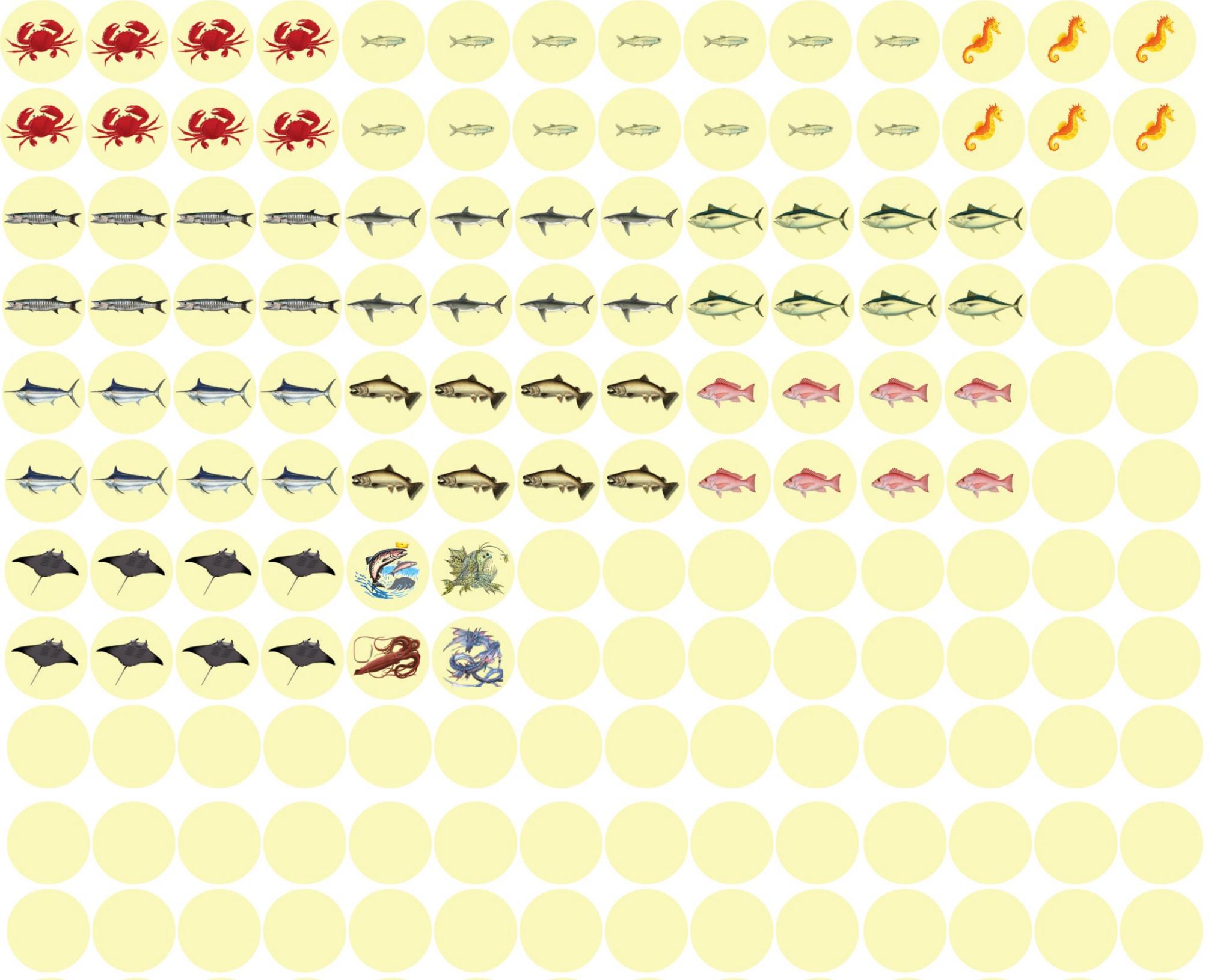
3) Reel (variable) - Once you've hooked a fish, you need to reel it in. Roll the number of dice equal to your strength (remaining stamina + rod value + modifiers). Then have the player on your left roll the number of dice equal to the remaining stamina (right number) of the fish. The difference between the two results is the amount of stamina lost by the actor who rolled the lower value. When the fish's stamina reaches 0, you've "landed" the fish! Retrieve the corresponding fish token from the bank. If you reach 0 stamina, the fish has escaped! Instead of rolling dice, you may also choose to cut the line and end your encounter, using 0 stamina.

Free Actions:

1) Market: While your character is on the shore, you may trade in any number of fish tokens to receive victory points or fulfill recipes.

2) Retire: Return to shore and take no more actions for the day. If you were the first player to retire this turn, take the first player token for the next day.





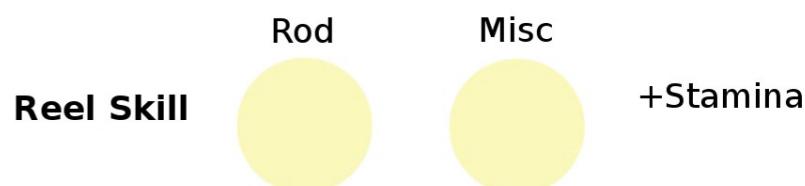
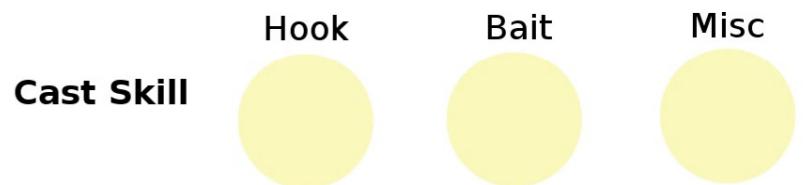
Cat

Very Hungry



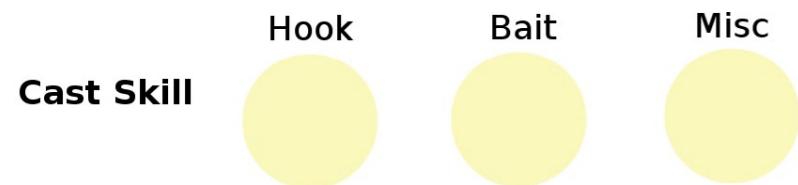
Ham Ninh Fishing Village

The whole thing



Stamina

0 1 2 3 4 **5** 6 7 8 9 10 11 12

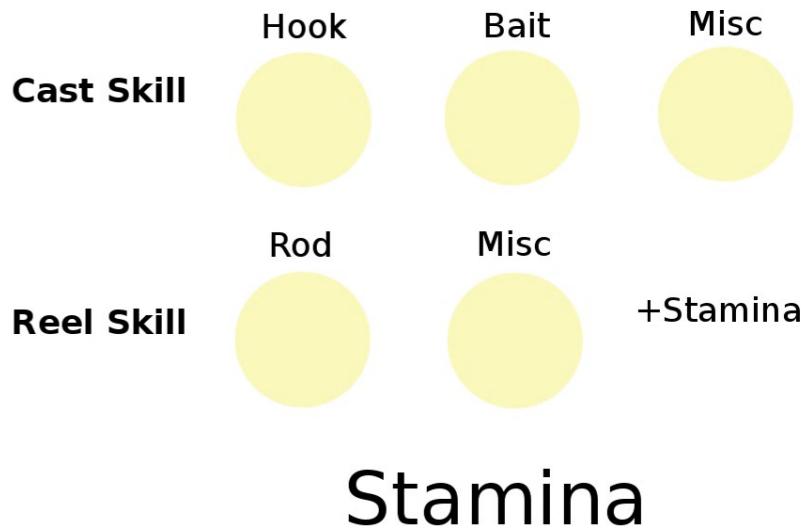


Stamina

0 1 2 3 4 **5** 6 7 8 9 10 11 12

MODEL F1-5H

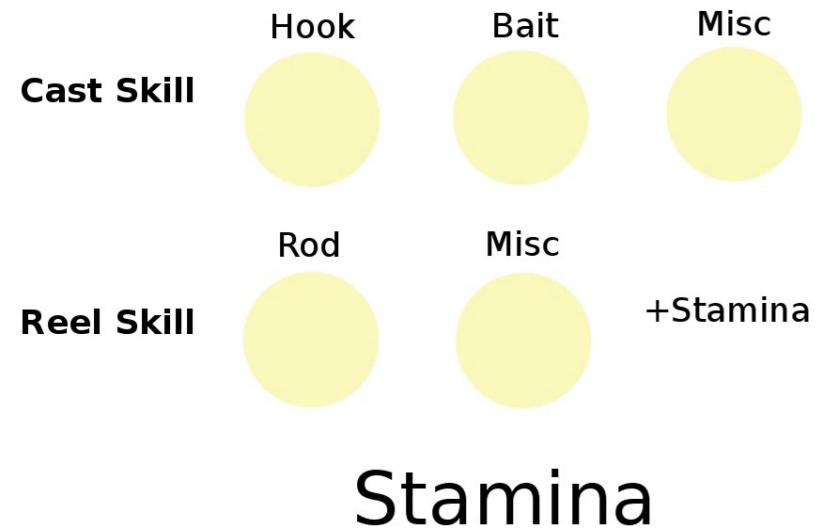
Defender of lakes, streams, and oceans



0 1 2 3 4 **5** 6 7 8 9 10 11 12

Odin, God of War

Not too good at fishing



0 1 2 3 4 **5** 6 7 8 9 10 11 12