

## **Intro**

In a small, unnamed seaside village, the wives of fishermen gather in pairs and small groups after their husbands have fallen asleep. This is the extent of their agency in a society dominated by their husbands' machismo, pride, and fishing prowess. But their husbands do not yet know how far their wives are willing to go to reclaim power and independence...

## **Components**

- Game board
- Character Pieces
- Husband Tokens
- Fish pieces [how many of each??]
- Reputation pieces [how many]
- Location Cards
- Husband Profile Cards
- Die
- Relationship Rings

## **Setup**

Each player picks a character piece to represent their location on the board. All players will start with 3 reputation stars and 3 fish.

Each player must randomly choose a Husband Profile card which outlines their husband for the round of gameplay and the objectives needed to kill their husband.

Depending on which husband profile cards have been picked for this round of gameplay, corresponding husband tokens will be placed on the game board in the location found on that husband's card.

The player who most recently menstruated goes first and turntaking commences in a clockwise direction.

## **Goal of the Game**

The goal of the game is to amass the most wealth and reputation possible. These two forms of currency dictate scoring at the end of the game, and the player with the highest score will win the game. Below, you will find the primary methods of amassing various types of currency.

## **On Your Turn**

### *Killing Your Husband*

Because players play as fishermen's wives with little financial freedom, they must kill their husbands in order to inherit their husband's wealth. Each husband has a specific inheritance as shown on their profile card. In order to kill your husband, a player must satisfy three specific kill conditions throughout their gameplay.

### *Kill Conditions*

The kill conditions for each husband are specified on that husband's profile card. Each player must satisfy all three conditions in order to successfully kill their husband.

In order to satisfy a kill condition, a player must be in a specific location as outlined on the card. Each kill condition requires a player to pay a certain fish cost. Additionally, carrying out a kill condition diminishes the reputation of the player that carries it out. Thus, the player must have a certain amount of reputation in order to fulfill a condition.

### *Gaining Fish and Reputation*

In order to amass enough fish and reputation to carry out kill conditions, players can take certain actions depending on their location on the board. A player can look at each location's card to see which actions can be carried out. Some actions allow players to amass reputation or fish in order to further their gameplay.

### *Affairs*

Players can also start affairs with other husbands in order to inherit that husband's wealth. There will be a husband at each location, so when a player lands in a location with a husband that is not theirs, they can choose to sleep with the husband 3 times (taking 3 individual turns) at the cost of 2 reputation stars each. Once a player has slept with another husband 3 times, they have successfully made it into the husband's will. Thus, once the husband is killed, the mistress will inherit that husband's wealth.

### *Sapphic Alliances*

If two players are in the same location, they can choose to engage in a sapphic alliance. [INSERT MECHANIC FOR HOW THIS HAPPENS]. Once a sapphic alliance has been established, if either player's husband is killed, the inheritance is split between players. If either player is also in an affair, the inheritance from the affair is split as well.

## **Game End**

Once all players' husbands have been killed, the game is finished. Players can then add up their points

### *Scoring*

Each player totals the number of fish they have in their possession and multiplies that number by the amount of reputation points they have. This number represents a player's final tally of points.