

SMALL FISHES

THE RULEBOOK

Welcome to Small Fishes: Seas the Booty! Join these adorably vicious anthropomorphic fishy pirates and gamble, brawl, and WIN TREASURE!

Gather resources by collecting coins and fishing for recruits. Duke it out with your friends by laying it all out in the treasure hunt. Whoever has the most power wins the hunt, but don't be mistaken. These little fishies have tricks up their fins!

This ship has enough seats for 6, so hop on board for this half hour adventure!

COMPONENTS

Fish Cards (114)



Captain's Emblem



Fish Coins (50)



Treasure Cards (15)



Fish and Hunt Indicators (12)



Encounters (15)



Playmat



Rulebook



CARD BREAKDOWN

POWER LEVEL

Highest power wins the treasure

FISH SPEED

Fish with higher speeds will activate their effects first



FISH NAME

TIER INDICATOR

Indicates recruit tier, also indicated by background

FISH EFFECT

OBJECTIVE

The objective of the game is to end the game with the highest total amount of treasure, which can be found by adding the number on each of your treasure cards. Every round there is an opportunity to win a treasure card from the treasure pile. The game ends after the last card in the treasure pile is gone.

THE CAPTAIN



In small fishes we break ties and determine order using rank. The player with the captain emblem is the captain and has the highest rank. The player sitting clockwise to the captain has the second highest rank and the next clockwise player has the third highest rank and so on. The player with the lowest rank is sitting counterclockwise to the captain. The position of captain isn't permanent though, so when there's a new captain, there's a new ranking!

SETUP

Put the playmat in the center of the playing area. Separate the fish into 3 decks, organized by tier, and place them on the mat. Randomly select 5 Encounter Cards and shuffle them into the 15 Treasure Cards. Place the Treasure/Encounter deck on the mat. Place the fish coins somewhere every player can reach.

Give each player both a fish and hunt indicator of the same color. Each player starts with two Tier 1 cards, two Tier 2 cards, one Tier 3 card, and two coins. Give the captain emblem to the previous winner (or to the oldest player).

SETUP EXAMPLE



GAMEPLAY

Each round of small fishes consists of 3 different phases. In order they are:

- 1. The participation phase**
- 2. The fishing phase**
- 3. The hunting phase**

THE PARTICIPATION PHASE

At the start of each round, flip over the top card of the treasure pile to reveal either a Treasure Card or Encounter Card.

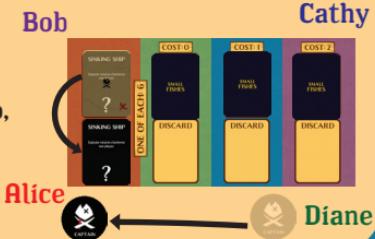
If an Encounter Card is revealed, an Encounter will begin. There will be an effect that will immediately take effect or impact the next treasure. After reading the Encounter, place it in the treasure discard pile and flip over the next top card of the treasure pile to begin a new round.

If a Treasure Card is revealed, each player decides whether they want to compete in the treasure hunt. Every player places an indicator face down in front of them: a hunting indicator if they want to battle for the treasure and a fishing indicator if they want to fish and replenish extra resources.

When everyone has placed their indicator down, everyone flips the indicators to reveal who is a hunting player and who is a fishing player. After the indicators are flipped, you move to the Fishing Phase. If there are no hunting players, then the Hunting Phase is skipped. After the Fishing Phase, place the Treasure Card into the treasure discard pile, then flip over the next card in the treasure pile to start the next round.

ENCOUNTER EXAMPLE

Diane starts with the Captain Emblem. The round begins and the Sinking Ship encounter is revealed, which says "Captain rotates clockwise one player." So, Diane gives the captain emblem to Alice, who is clockwise to her. They then put Sinking ship in the discard pile and flip over the next card in the treasure pile.



TREASURE EXAMPLE

The round begins and a 3-Gold treasure is revealed. Each player places the indicator of their choice face down in front of them while holding onto their other indicator. Once every player has locked in their choice, the face down indicators get flipped and we see that Alice, Bob, and Diane are hunting while Cathy is fishing.



THE FISHING PHASE

Starting from the captain and going clockwise (by rank), the players go fishing. The fishing players get to take 2 fishing actions while the hunting players only get to take 1 fishing action. These are the possible fishing actions:

- Grab 2 coins from the center
- Draw a fish from the Tier 1 deck
- Pay 1 gold and draw a fish from the Tier 2 deck
- Pay 2 gold and draw a fish from the Tier 3 deck
- Pay 6 gold and draw a fish from each deck

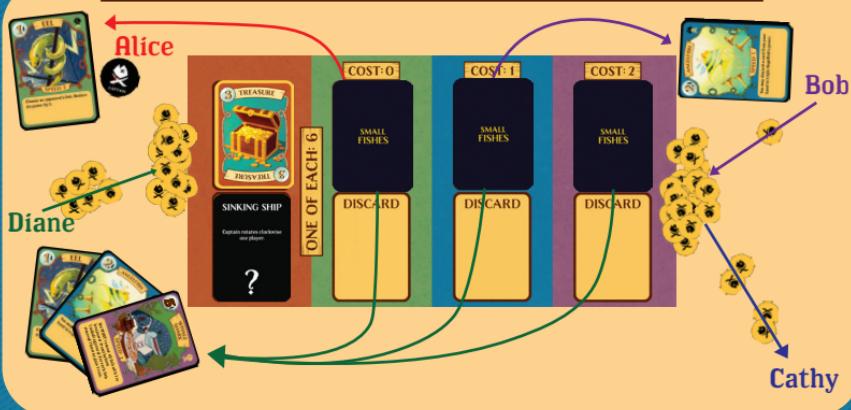
If a deck runs out of cards, shuffle its discard pile and use that as the new deck.

FISHING EXAMPLE

During the Participation Phase, we learned that Alice, Bob, and Diane are hunting, while Cathy is a fishing player. They then take these fishing actions starting with the captain and going clockwise (by rank):

1. Alice (captain) draws a fish from the Tier 1 deck at no cost.
2. Bob pays 1 coin to the center to buy a Tier 2 fish.
3. Cathy gets 2 fishing actions since she is a fishing player. She decides to take 2 coins from the center twice, so she gets 4 coins total.
4. Diane pays 6 coins into center so that she can draw a Tier 1 fish, a Tier 2 fish, and a Tier 3 fish.

FISHING ILLUSTRATION



THE HUNTING PHASE

In rank order (starting at the highest ranked), each hunting player places all the fish that they want in the hunt face down. Every hunting player must place at least one. Once all hunting players have placed their fish, reveal all the fish in the hunt.

Now the hunt begins! If there is an Encounter that affects the hunt, that occurs first. The fish effects activate with order based on how fast the fish are: Speed 3 ► Speed 2 ► Speed 1. If there are multiple fish of the same speed, the higher ranked player gets to choose how all of their fish activate before moving on to the next lower ranked player. After all the effects activate, everyone totals up their fishes' power. The player with the highest total power wins the hunt! In case of a tie, the higher ranked player wins.

After the hunt ends, discard all the fish into their respective discard pile. The hunt winner takes the treasure and hides it in their personal treasure pile. The hunt winner also becomes captain and grabs the captain emblem. With that, you are ready to start the next round!

HUNTING EXAMPLE

Alice, Bob, and Diane are hunting this round. As the highest ranked of the three, Alice goes first placing 2 cards face down. Bob does likewise. Then Diane places 1 card face down. Since all players have locked in their choice, they all get flipped up to reveal the following picture.



Alice



Diane



Bob



The result here is Alice's victory.

There are no speed 3 fish, so all of the speed 2 fish activate. Alice is the captain, so she goes first and uses her Eel to weaken Bob's Angelfish. Alice then uses her Whale Shark to eat both Eels and Bob's weakened Angelfish to gain 3 coins. Bob no longer has any fish. Diane's Whale Shark does nothing.

After all the effects, Alice has 5 power, Bob has 0 power, and Diane has 5 power. Since Alice has the highest rank and Diane has the lowest rank, Alice wins the tie and gets the treasure!

FREQUENTLY ASKED QUESTIONS

GAMEPLAY

What happens if an effect can't activate (e.g. no coins to steal)?
Then nothing happens! It is as if you didn't have an effect to activate.

Can I choose not to use a fish's effect?

Only if it says "may" in the effect text.

Who wins if we end up with the same amount of treasure?

Rank breaks ties in small fishes :3

Can power go below 0?

Yes

CUSTOMIZABILITY

Can I hide my hand count and treasure count?

Yes. Players can technically keep track, so its up to you whether you want to force people to answer. We strongly recommend hiding the treasure totals until the end so the winner is a surprise.

Can we play with more/less Encounter and Treasure cards?

Feel free to customize! You can shorten the game by adding less Treasures and you can choose to play your favorite Encounters.

CARD SPECIFIC

Can I use my Angelfish on a different Angelfish?

No. When a card says its own name in its effect (e.g. Angelfish, Beluga Whale), that effect refers specifically to that particular card.

When does a replaced fish activate? (Goblin Shark/Beluga Whale)

It activates after being swapped. Treat the new card like it has Speed 1.

How does Nurse Shark work?

Nurse Shark only prevents effects that say "choose a fish."

CREDITS

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Follow our Instagram and Kickstarter at Shi Made Games!