

LET'S GO FISHING!

A board game for 2-5 players

Age: 12+

Length: 45-90 min. approx.

Each player is in command of a fishing fleet. But it's not only fishes what you get... Sunken treasures, harassing pirates, oil shipping and even being promoted to captain or protecting the environment by complying with the Kyoto Protocol –it's all in the game.

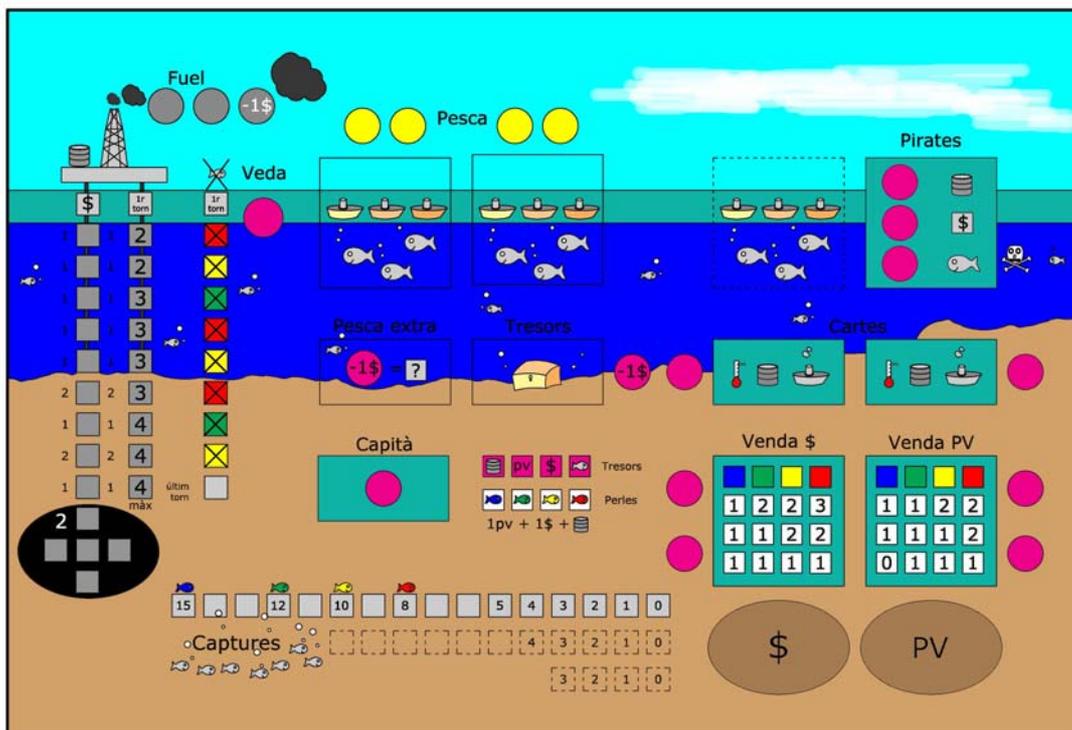
The fish-catch may be turned into money or victory points and luck may play a part, but you will also have to be careful not to deplete any fish species!

GAME OVERVIEW

Each player has an individual player mat (where he places his resources and equipment cards) as well as some action tokens (3 or 4, depending on the number of players). These tokens will be used to carry out actions by placing them either on the player mat or on the common game board. Players will have to manage their resources skilfully and make the most out of the available possibilities to obtain as many victory points (VP) as possible.

There are various resources – fishes, money (\$) and oil (P). Also, cards will give players the possibility to obtain new boats, oil depots, state subsidies, freezers or to comply with the Kyoto Protocol.

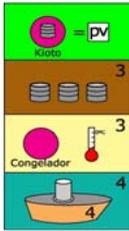
A full game lasts for 9 rounds. In each round players will in turn use their action tokens to select different actions. A round finishes when all players have used up all of their tokens. At the end of the 9th round a final scoring takes place. The player with most VPs will be declared the winner.



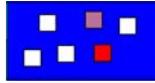
GAME COMPONENTS

5 individual player mats

20 equipment cards



18 shoal cards



18 fishing fleet cards



18 treasure cards



One cloth bag with the following 53 coloured cubes:

- 15 blue cubes (blue fishes)
- 12 green cubes (green fishes)
- 10 yellow cubes (yellow fishes)
- 8 red cubes (red fishes)
- 4 purple cubes (treasures)
- 4 white cubes (pearls)

40 cubes

- 20 black cubes (oil barrels)
- 8 white cubes (used as markers)
- 12 coloured cubes (3x blue, green, yellow and red, used as markers)

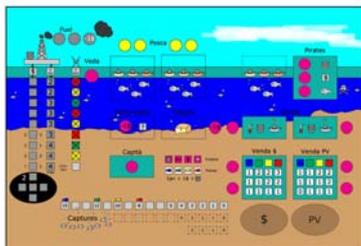
20 action tokens in 5 different colours

20 coins (1\$)

1 starting player piece (Captain)

40 VP markers

One common game board (28 x 40 cm)



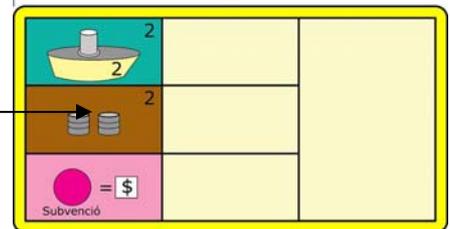
These rules are used for 3-4 players. Special rules for 2- or 5-player games can be found at the end of this rulebook.

GAME SETUP

Put all 53 coloured cubes (fishes, treasures and pearls) into the bag.

Each player is then given:

- One player mat with 3 pre-printed cards (2-capacity boat, 2-capacity oil depot and state subsidy)
- 4 action tokens of the corresponding colour
- 1 oil barrel (must be placed in the oil depot)
- 2\$ (1st and 2nd players) or 3\$ (3rd and 4th players)



GAME BOARD SETUP

Place as indicated in the following board areas.

OIL AREA

1 white marker on the \$ icon (indicating the price per oil barrel)

1 white marker on the rightmost box ("1r torn") below the oil rig (indicating the max. number of barrels that may be bought; i.e., 2 barrels at most during the 1st round).

1 oil barrel in each of the boxes below the \$ icon, down to the oil pocket

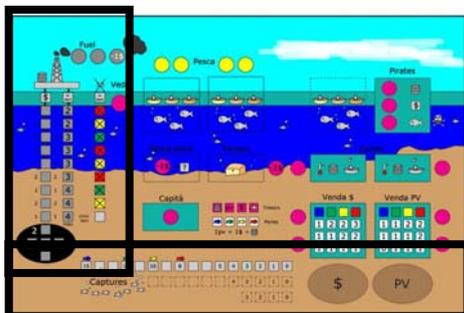
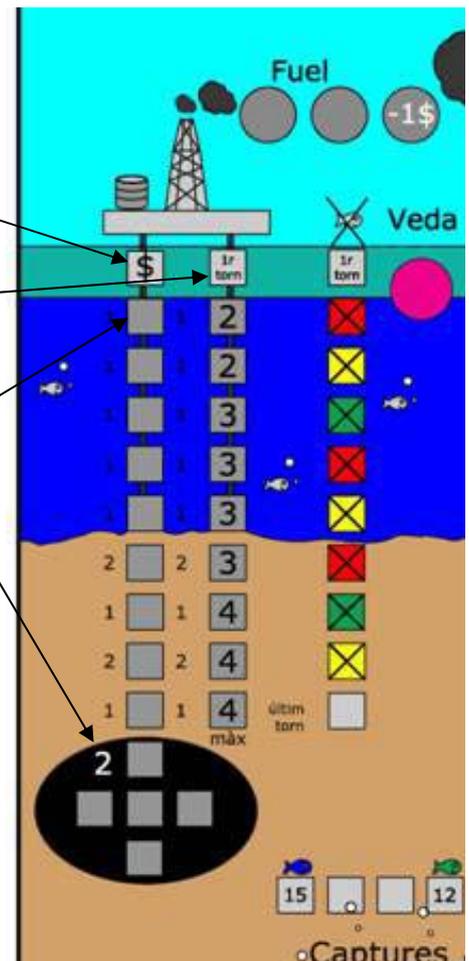
Place all remaining oil barrels in the oil pocket.

The numbers next to the oil barrels indicate the selling price per barrel (1\$ or 2\$). The two white markers must be moved 1 space downwards at the end of each round.



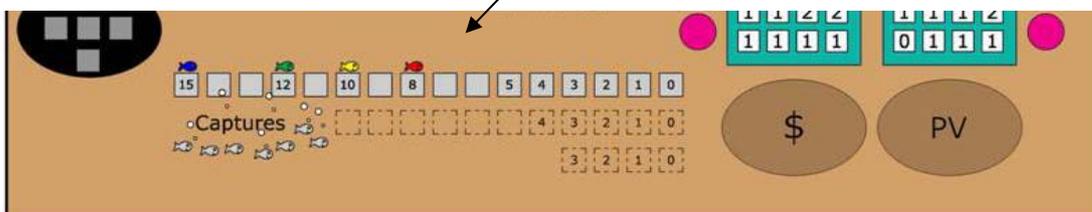
CLOSE SEASON ("VEDA")

1 white marker in the first box ("1r torn") of the Close Season track. This track indicates the type of fish whose catch is prohibited (e.g., red fish may not be caught during the 1st round). This white marker must be moved 1 box downwards at the end of each round.



AVAILABLE FISHES AREA

1 blue marker on box 15; 1 green marker on box 12; 1 yellow marker on box 10; and 1 red marker on box 8. This track indicates the number of available fishes for each colour at the start of the game.

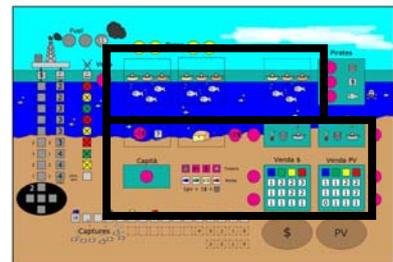
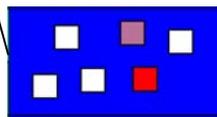
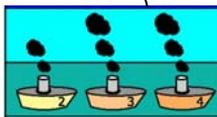
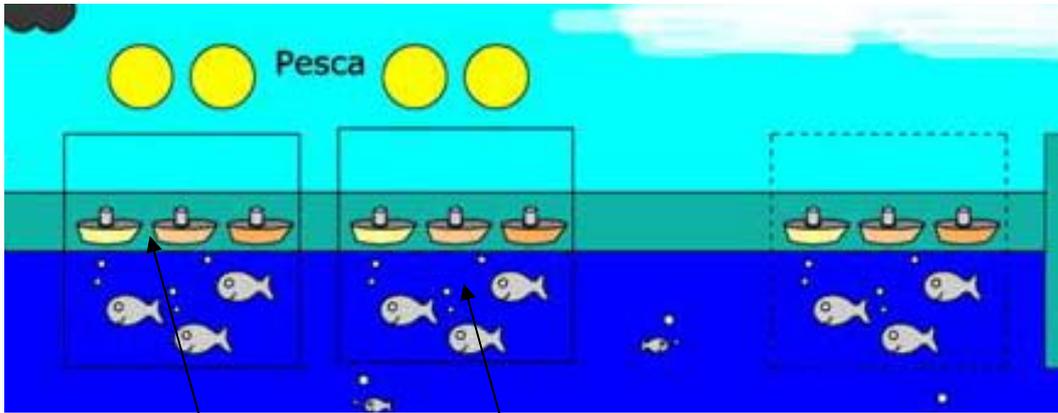


MONEY AND VP POOLS

Place the remaining \$ and VP markers in these two areas. During the course of the game players will take money and VPs from these pools or leave them in here when spending them.

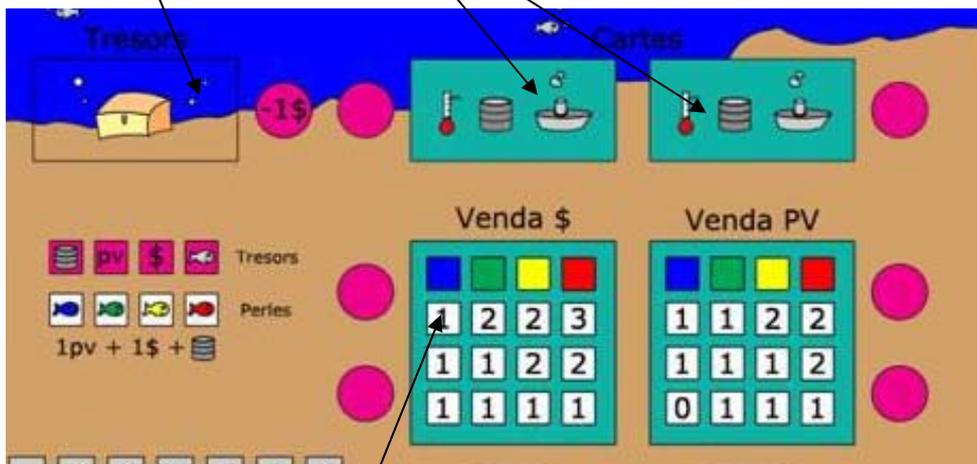
FISHING AREA

Place 3 shoal cards and 3 fishing fleet cards face-up in the appropriate boxes.



CARD AREA

Place 1 treasure card and 2 equipment cards facedown.



SELLING AREA

Place one marker of the appropriate colour in each of the four boxes of both selling areas ("Venda \$" and "Venda PV").

GAMEPLAY

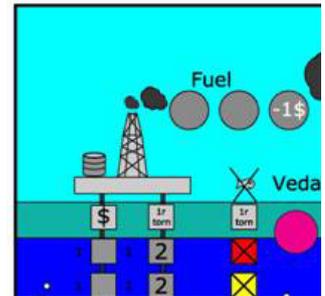
The player who has caught the biggest fish is the starting player. If no player is an expert fisherman, randomly choose a starting player. Give the Captain piece to that player. Play proceeds clockwise.

Beginning with the starting player, each player must in turn place one of his action tokens in one action circle (purple, black, yellow, etc.) of either the common board or his player mat. He must then immediately carry out the indicated action.

ACTIONS

PURCHASING OIL

By placing a token on any of the 3 gray circles next to the oil rig a player may buy some oil barrels. The number of oil barrels that can be bought is indicated by the box beneath the white cube marker in the rightmost track of the oil rig (i.e., at the beginning of the game a player may buy at most 2 oil barrels). The price per barrel is indicated by the black cubes on the leftmost track. Note that the third player to choose this action during the same round will have to pay 1\$ to place his token.



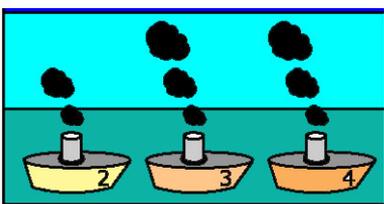
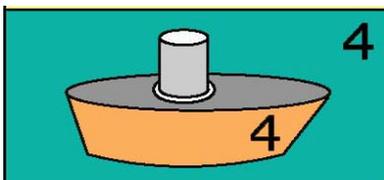
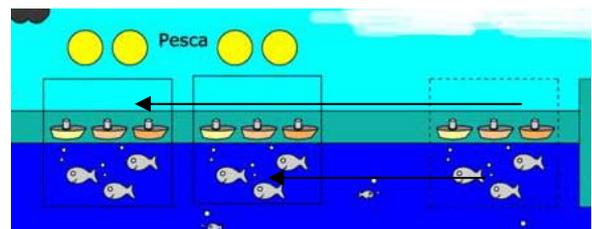
The cubes in the oil pocket may be bought at 2\$ per cube. Also, if a player receives an oil barrel upon finding a treasure or a pearl he must take it from the oil pocket. Any spent oil cubes are placed in the pocket too.

A player may never have more oil barrels than the number indicated by the oil depot cards he has in his player mat.

FISHING

By placing a token here a player may use any of his fishing boats available in his player mat to fish.

A player may obtain more fishing boats by means of equipment cards. The number appearing in each boat indicates the maximum amount of fishes which that boat may fish and store (2, 3 or 4).



Only 2 action tokens may be placed at most in each area and only as long as there are any remaining fishes in it. The shoal card and the fleet card right of the fishing area (dotted box) may not be used in the ongoing turn. These 2 cards will be placed in the appropriate boxes of the fishing area at the end of the round.

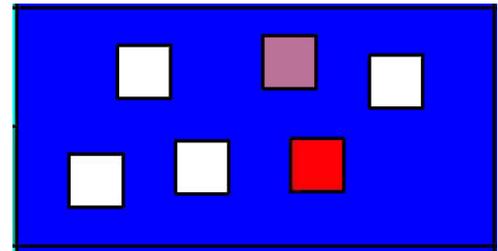
The upper cards in the fishing area show a set of boats indicating the boat type that may fish there (2-, 3- or 4-types) as well as the fuel consumption for each ship, indicated by a number of smoke

clouds (1, 2 or 3). These smoke clouds indicate the number of oil barrels the player must spend to have that ship fishing. Any spent barrel is returned to the oil pocket. In the example above, the 2-boat may catch up to 2 fishes by spending 2 oil barrels; the 3-boat may catch up to 3 fishes by spending 3 barrels; and the 4-ship may catch up to 4 fishes by spending 3 barrels.

At the beginning of the game place all cards with a P on their back in this area.

At the end of the game place all cards with an F on their back in this area.

The shoal cards placed in the lower part of the fishing area show the total number of fishes that may be caught as well as any colour-specific fish. These cards may also display some purple boxes (treasures).



This example (see the picture on the right) indicates that up to 6 fishes may be caught. Out of these, one is a treasure and one is a red fish.

When a player goes fishing he must first choose which of his boats will be fishing. Next he must spend the needed amount of oil barrels based on the ship fuel consumption. After that he may pick at random from the bag the number of fishes indicated by that ship. If a player wishes so he may pick the coloured fish shown in the card (in the example above, a red fish). He may also choose to pick a treasure instead of one fish. If he does so he must take the topmost card of the treasure deck.

To mark which fishes have been taken the player must place one white marker on each caught fish. Fishes with a white cube on them may not be caught again.

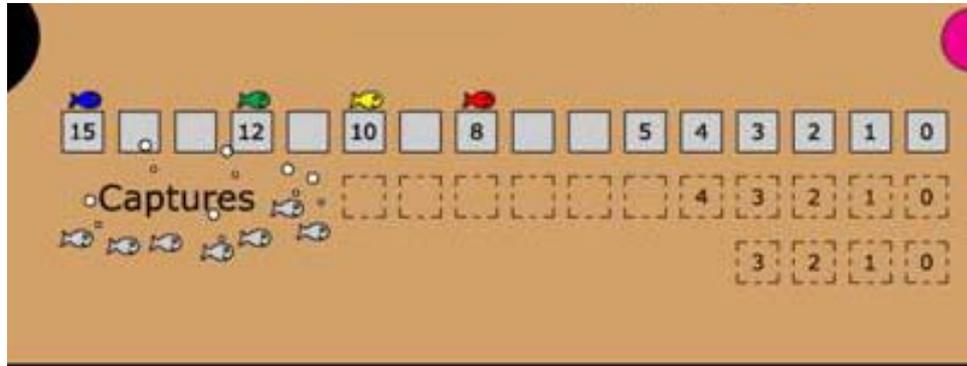
If a player picks a fish from the bag which is in close season he must put it back into the bag. However, this returned fish still counts as one catch.



Since there are 4 purple treasure cubes in the bag a player might pick one of these while fishing. If a player picks a treasure he is entitled to draw a treasure card. After that he may leave the purple cube on the treasure chart and receive the indicated bonus (1 oil barrel, 1\$, 1 VP or 1 fish of any colour).

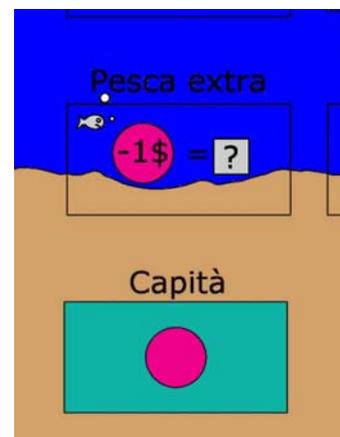
If a player picks a pearl (white cube) while fishing he will receive 1 oil barrel, 1\$, 1 VP and 1 fish of any colour. He then must place the white cube on the chosen fish colour of the pearl chart. Since both the pearl boxes and the treasure boxes will have more cubes on them as play progresses, the choices for players will be increasingly limited.

Once a player has completed fishing he must place all caught fishes on the corresponding boat. Also, the fish track must be changed accordingly by shifting the corresponding colour marker(s) the appropriate number of boxes (e.g., if 2 red fishes were caught, the red marker must be moved 2 spaces to the right).



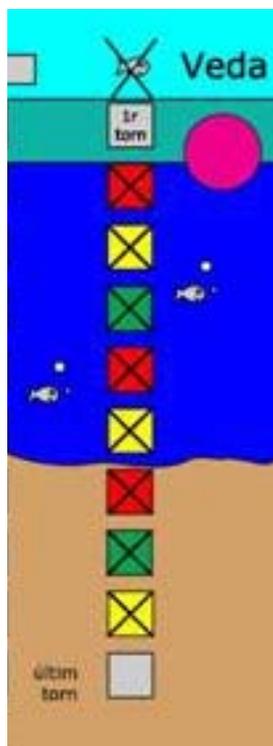
EXTRA FISHING

By placing a token here and paying 1\$ a player may immediately pick one fish from the bag without having to spend any additional oil. Close season limitations must be complied with.



CAPTAIN

By placing a token here the player takes the Starting player piece. He will be the starting player during the next round.

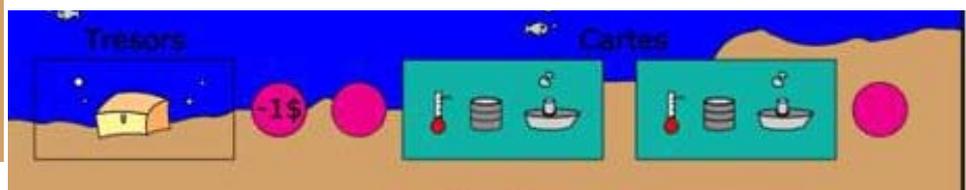


CLOSE SEASON

In each round there is always one type of fish which may not be caught (exception: blue fishes may always be caught). The fish type is indicated by a white marker on the Close season track (i.e., during the first round red fishes may not be caught). By placing a token here a player may catch any type of fishes while fishing, regardless of their colour. In other words, he will not have to return into the bag any fishes that match the close season type. During the last round there is no close season.

TREASURES

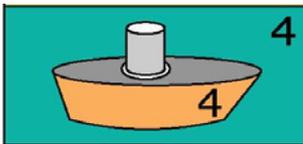
By placing a token here and paying 1\$ a player may pick the treasure card found on the game board and receive the prize indicated in it.



EQUIPMENT CARDS

This area holds two facedown cards. The first player to place one of his tokens in this area may look at both cards and decide which one to take. He must then leave the remaining card face down in the appropriate space.

Upon acquiring an equipment card the player must place it immediately on his player mat. These equipment cards bring about various improvements.



BOAT CARD

Depending on the boat you may store 2 (pre-printed boat), 3 or 4 fishes in it.



OIL DEPOT CARD

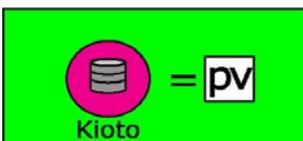
Depending on the depot you may store 2 (pre-printed depot), 3 or 4 barrels in it.

FREEZER CARD

Depending on the freezer you may store 2 or 3 fishes in it. Frozen fishes are not discarded at the end of the round and may not be stolen by pirates. As long as a player has a token in this space freezing is done automatically after fishing.

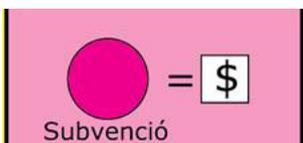


Player tokens placed on the freezing area are not returned to the owning player at the end of the round (therefore, the owning player will have one token less as long as he is occupying this area). A player may retrieve his token at any time from the freezing area but any exceeding fishes that cannot be stored must be discarded.



KYOTO PROTOCOL CARD

By placing a token here a player may change any number of barrels for 1 VP each and thus contribute in combating the climate change. This token must be taken back by the owning player at the end of the round.



SUBSIDIES CARD

By placing a token here a player may receive money from government subsidies.

SELLING FISHES

A player may sell any of his fresh or frozen fishes in the selling area and obtain \$ or VPs. In order to sell his fishes for money a player must place one of his tokens in the chart on the left.

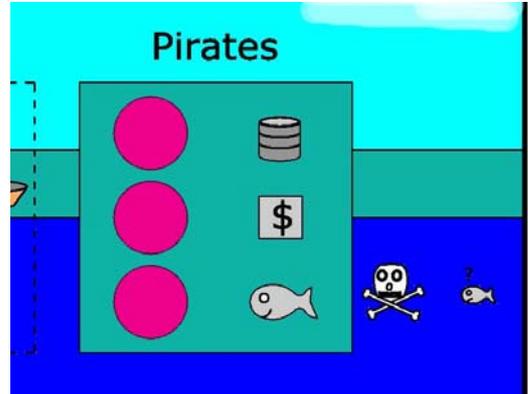


The price of each fish is indicated by a marker. This marker is moved one box downwards for each fish sold. At the end of the round all price markers are returned to the top of the chart. Both fresh and frozen fishes are sold at the same price. The VP chart works exactly the same way.

Sold fishes are not returned to the bag or removed from play. Instead, each player must keep aside all his sold fishes –they may add further VPs at the end of the game.

PIRACY (only with 3-5 players)

By placing one of his tokens here a player may steal one barrel, one \$ or one fish from another player as long as the robbed player has at least 2 of such items. Frozen fishes may not be stolen. A player may also place one of his tokens here to avoid being robbed.

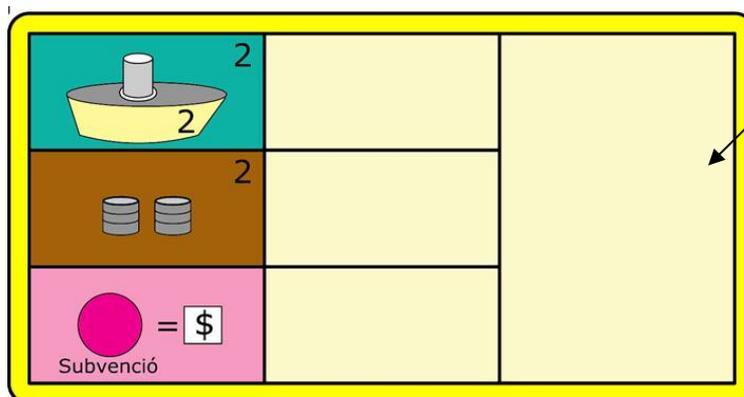


THE PLAYER MAT

Each player has a player mat to place his equipment cards. At the start of the game each player mat has a 2-value boat, a 2-value oil depot and a subsidy pre-printed on the board. This pre-printed equipment may be used from round 1. As the game develops players may place new equipment cards on their mat. A player mat may only have 6 cards at most (including pre-printed cards). Players may rearrange or remove equipment cards as they see fit at any time with the following considerations:

- Any card removed from a player mat is removed from play.
- Cards with a token on them may not be discarded.
- A ship card with fishes on it may not be discarded.
- Oil barrels in a depot card which is about to be discarded may be moved into the new depot card.

The player mat also has a box on the right to store the player's \$, VPs, action tokens and sold fishes.



ROUND SUMMARY

- 1) The starting player places an action token either on the common board or on his mat and carries out the action immediately. Then each player must follow in turn until no player has any action token left. Remember to move the fish markers whenever there is a fish-catch.
- 2) End of the round. Half of the unfrozen fishes in ships are discarded (round up). Move the white markers for oil price, maximum number of barrels and close season one box downwards. Replenish oil barrels up to the white marker. Selling price markers for fishes are returned to their starting level. The two new fishing cards are placed on the corresponding area and two new cards are drawn. Two new equipment cards and one treasure card are drawn. Then all players retrieve their action tokens and put them back into their player mat. A player may leave his token in the freezing area (note that if a player removes his token from the freezing area he must discard all of his frozen fishes).
- 3) If no player chose the Captain action during this turn, the Captain piece is given to the player sitting left of current Captain. The player with the Captain piece will be the starting player for the next round.

END OF THE GAME

The game may end in two different ways:

- At the end of the 9th turn
- If any fish type is completely depleted. If this is the case, the game finishes at the end of the ongoing round.

SCORING

- 1 VP per VP purchased
- 1 VP per fish caught (as long as that fish type is not depleted)
- 1 VP for each remaining fish of a given colour for the player with most fishes caught of the corresponding type. If two or more players tie for the number of fishes, each player receives the total amount of VPs.

Example:

Remaining fishes at the end of the game: Red – 0, Yellow – 1, Green – 2, Blue – 4.

The player with most blue fishes receives 4 VPs. The player with most green fishes receives 2 VPs.

The player with most yellow fishes receives 1 VP. The player with most red fishes receives 0 VPs.

These VPs are added to the VPs provided by the amount of fishes caught and the VPs acquired throughout the game.

The player with most VPs is the winner of the game. In case of a tie, the player with most \$ amongst the tied players is the winner.

SPECIAL RULES FOR 2 PLAYERS

No piracy is allowed. Both players receive 2\$ at the start of the game.

SPECIAL RULES FOR 5 PLAYERS

Each player has only 3 action tokens. Remove from play all freezer cards. At the end of the round no fishes are discarded. Place one additional equipment card drawn at random. The 5th player begins the game with 4\$.

SPECIAL THANKS TO

This game wouldn't have been possible without the patience demonstrated by my playtesting friends Marta, Maria del Mar, Miguel, Xavier, Núria, Alfons and Francisco.