

Recommended Player Count: 4**Player Start: 0 Pearls, 10 Fuel**

At the beginning of the game, whoever rolls the highest number on a 6-sided dice goes first, and players follow that first player according to the number that they rolled themselves. Any players that roll the same number as each other must re-roll until there is a clear victor.

Every turn, the player is allowed to move along the squares according to the number they roll on a 6-sided dice and the fuel they have in their fishing boat.

If the player rolls a higher number than the amount of fuel they have, they move according to how much fuel they have left.

If the player has 0 Pearls and lands on a negative square, they remain at 0 Pearls. The player only claims the reward or punishment on the space they stop on. If the player stays stopped on the same space more than once in a row, the player does not recollect the rewards/punishments that are marked on the space.

The player is then allowed to draw 1 card from the chance deck in accordance to the number they roll on an 8-sided dice.

After this, the player is then allowed to purchase from the store. The player will only claim the pearl rewards on the square they land on. Wherever the player moves, if they gain pearls, they can choose to spend them or save them for another turn.

While the player is permitted to draw 1 card from the chance deck every turn, they do not have to. However, upon holding 2 or more upgrade cards, the boat will automatically expand capacity to carry +1 fish per trip around the board.

The player is permitted to hold a maximum number of 3 upgrade cards within their hand, and if the number of upgrade cards within their hand drops below 2, they lose their boat expansion.

When holding multiple cards, the player can only activate one upgrade card per turn.

If a player already is holding 3 upgrade cards, any upgrade cards they draw will be immediately activated and used. If a player is already holding 2 attack cards, any attack cards they draw will be immediately activated and used.

If the player has drawn more advantage cards than the designated limit and the effects of the card cannot be utilised, such as no player being behind you or you are frozen, or blocked, your card will be automatically discarded.

In addition to this, if the player has held a full limit of attack cards (2) for more than 3 turns, they will have to discard one.

One fishing spot has unlimited numbers of the designated fish, as long as the fishing boat has the capacity to carry.

When the player makes it to the fish market to deposit their fish, their next trip begins. However, if a player deposits their fish in a drop-off point it will take one turn for the delivery to arrive at the fish market. Players cannot win on the turn they drop off their fish at a drop-off point.

Once the player is at the end of their trip around the board, if they did not get the opportunity to collect 3 different fish, they can either choose to automatically sell their upgrade cards to the shop at a base price or barter with someone earlier along in their trip for a higher price.

To prevent the player from overshooting the fish market, as long as the player moves past or lands on the fish market, the player will be set on the fish market spot and can complete their fish delivery, chance deck roll, and purchases in preparation for the next trip.

This will aid the player in their next trip around the board, and allow them to have more resources for catching up to the other players.

When the next trip begins, the upgrade cards that correspond to the boat expansion are returned to the chance deck, unless bartered away and the player has to draw more upgrade cards to obtain the boat expansion again during their next trip.

The player has to refuel their boat when it runs out of fuel, so the player has to spend their pearls on fuel, unless they select to skip their turn.

Every space the player lands on can either give or take away points from the player's "wallet".

Rewards go from: +2, +3, +4, pearl gains and -1, and -2 deductions. The player can see what each space does, as it is displayed on the board.

The game is over when one player has collected 3 unique varieties of fish out of Salmon, Rainbow Trout, Halibut, Bass, and Carp.

Win Condition:

Collect 3 Different Fish and return to the fish market during the round you have 3 total fish from drop offs and onboard your ship. (Salmon = 7 Pearls, Rainbow Trout = 6 Pearls, Halibut = 4 Pearls, Bass = 3 Pearls, Carp = 2 Pearls)

If the player has reached the end of the board, but has not collected 3 different fish, they must collect the number of fish they need and return to the fish market a second time.

Purchase Cards:

- Half-refill (5) fuel card: 2 pearl (Limit 16)
- Step back (1-3 fuel free moves): 1 pearl/step taken (Limit 8)
- +1 draw from the Chance Deck: 1 pearl (Limit 10)
- Attack Card Trade-In (Hidden Attack):
 - Net - Net beats Anchor
 - Anchor - Anchor beats Hook
 - Hook - Hook beats Net

Chance Deck Upgrades (Choose when to apply - Can be sold for 2 pearls to shop at any time and players can offer more on their own terms if they want to directly barter for the upgrades):

Limit 3: Extras are used immediately.

1. Engine reverse (1-3 fuel free movements backwards)
2. Engine upgrade (Roll again to move for free - no fuel necessary)
3. Move choice card (Move a number of spaces forward/less than 6)

Chance Deck Curses (Applies on next turn):

4. Frozen for one turn (can still draw from chance deck and purchase, frozen is null if they have 0 fuel already)
5. Lose fuel (Player loses 2 fuel, unless they have 0 fuel already. In this instance, player gains 2 fuel instead)

Chance Deck Attacks (Choose when to apply, Can be sold for 2 pearls to shop at any time and players can offer more on their own terms):

Limit 2: Extras are used immediately. Cannot hold limit for more than 3 turns.

6. Slow down another player for 1 turn (opponent takes 1/2 less steps than their roll, ie. 2 if they roll a 4, and 1 if they roll a 3 - rounded down)
7. Steal fuel from another player (take 1/2 of their fuel, if the number is odd, round down ie. half of 3 is 1) You cannot steal more fuel than your fuel tank capacity can contain. (ex. You: 8 fuel, Player: 10 fuel, you steal, now you have 10 fuel, and player has 8)
8. Block a player behind you from passing you before your next turn. (After drawing this card, can be used on any players that are behind you)

In the event a player decides that they do not want one of their attack cards, they can trade in 1 card to the shop in return for a hidden attack instead. The player can list that they own a hidden

attack, and if another player with a hidden attack engages with them, they both must simultaneously state what item (net, anchor, hook) they choose. Until the point of altercation, the choice that either player has made remains unknown.

If both players choose the same item, they must announce their new choices until there is a clear victor. The loser from this battle loses 2 pearls.

If a player with a hidden attack tries to attack someone without it, nothing will occur. This attack card is affected by the attack card limit, and if the player holds more than 2 attack cards for more than 3 turns, they must choose to discard 1 attack card.

If an effect is already active on a player, another effect cannot be activated in addition to it. Active effects do not influence non-RNG determined movements. This means if the player chooses the number of spaces they move, forward or backwards, it is not affected by a slow effect applied by another player.