

# Fishery Boom Rules

## Overview

You're in charge of the fishing industry for your country. Satisfy your people's demand for seafood by upgrading your fishing equipment, and harvesting fish. But beware! Catch too many fish too quickly, and even the high seas can run out of fish.

Play consists of 10 years. Calculate score based on how much demand you have satisfied. Try to get the **highest score**.

A game for 2-4 players. Preferably 4 players. Requires at least 5 six-sided dice.

## Setup

1. Each player takes a player sheet, writes in a country name, and draws a flag.
2. Place the "High Seas" sheet in the middle of the table, and point the start player at the player who last ate seafood.

## Playing the game


Play the game across 10 years, with each year consists of 5 phases.

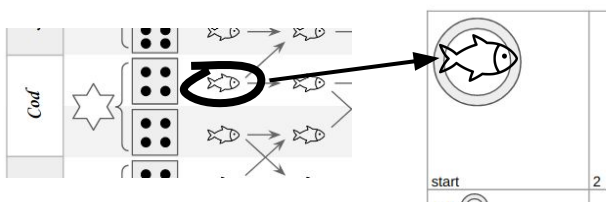
### 1. Fishing

From starting player going clockwise, each player:

- I. Decide what equipment they are using. On the first turn only the default option is available.
- II. Roll a number of dice based on equipment used.
- III. Take (🐟) and kill (🐟) fish from the current year's column, in any row marked with a matching dice. If there aren't enough fish left, take and kill as many as you can and skip the rest.
- IV. For each fish **taken**, you must draw 1 fish into the current year's box on your player sheet. Draw fish onto plates to fill demand. 1 fish per plate.

Example:


Fishing with default equipment, roll 1 six-sided dice. Player rolls a , so they take 1 fish, and drawing it onto their player sheet



Here, the player could have selected any of the fish in the "4" rows.

## Playing the game (cont.)

### 2. Upgrade (or Bonus)


From starting player going clockwise, each player marks one upgrade .

If it is an "upgrade", it takes effect starting next year. If it is a One Time Bonus, do the action immediately.



Here, the player takes the "Seine net" upgrade. Next turn, they will be able to fish using "Seine net".

### 3. Calculate Demand for next year

Demand next year is the number of fish supplied this year, i.e. number of fish drawn in this year's box. On years marked +1 , the demand is one more. Draw plates in next year's box to represent demand.


### 4. Illegal Fishing

ONLY for 2 or 3 players!

Roll number of dice shown at the bottom of **High Seas**.

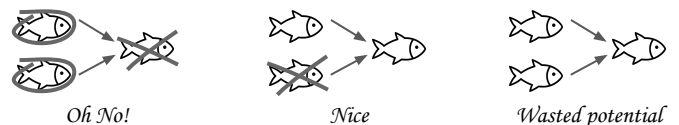
For each die rolled, kill (🐟) the topmost living, unprotected (☆ not filled) fish matching the die roll.

ex. In a 3 player game, on year 5, roll three dice.

If they come up as , and all fish are alive and unprotected ☆, kill 2 tuna (3) and a pollock (6). If Pollock were protected ★, kill an anchovy instead. If the anchovy were all dead, kill a shrimp instead. If shrimp were dead too, then nothing is killed.

### 5. Depletion

Calculate which fisheries are depleted for the next year. If a fish next year has no arrows pointing to it from a living fish this year, it is depleted. Cross it out.



### Next Year

Rotate the High Seas counter-clockwise, so the Starting Player points to the next player.

### End of the game

Game ends after 10 years or when fish run out. Score +1 point for each satisfied demand (plate with fish), -2 points for each unmet demand (empty plate). Excess fish (not on a plate) do not score any points.

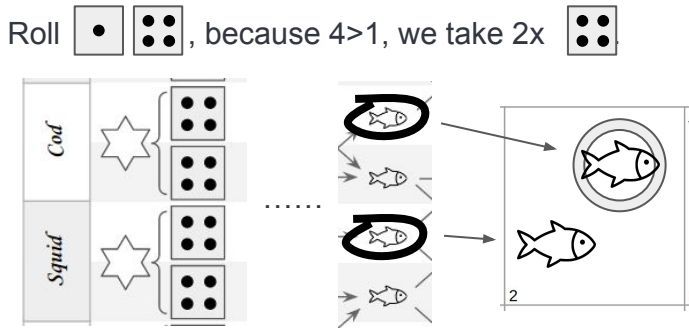
# Fishery Boom Rules

## Fishing Equipment Details and Examples

### Fishing with Seine Net

- Roll 2 dice, and use the **bigger** rolled number.
- Take 2 fish of the bigger rolled number.
- With **upgraded Seine Net**, take 3 fish.

Example with basic Seine Net:



### Fishing with Longline



- Roll 2 dice, ignore any "6" dice.
- Take 2 fish, 1 of each dice.
- When **upgraded**, take 1 more fish of either dice.

Example with basic Longline:

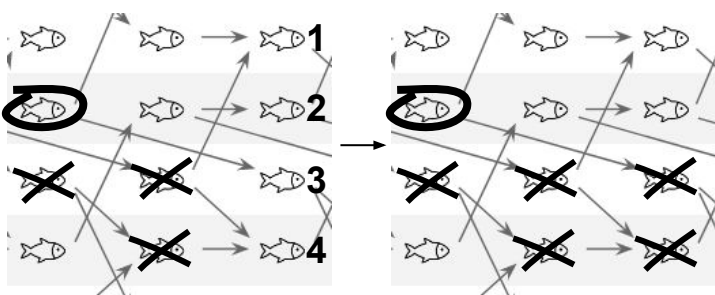
Roll , player takes 2 fish, 1 , 1 .

Example with **upgraded** Longline:

Roll , all "6" dice are ignored.

The player can either take 1  OR 2 .

### Example for fishery depletion.





1. One of the arrows pointing to fish "1" is from a living fish, therefore this fish is not depleted.
2. The arrow pointing to fish "2" is from a living fish.
3. The arrow pointing to fish "3" is from a taken fish, therefore the fish is depleted, and crossed out.
4. Both fish pointing to fish "4" are killed/depleted. Therefore the fish is depleted.

### Fishing with Trawler

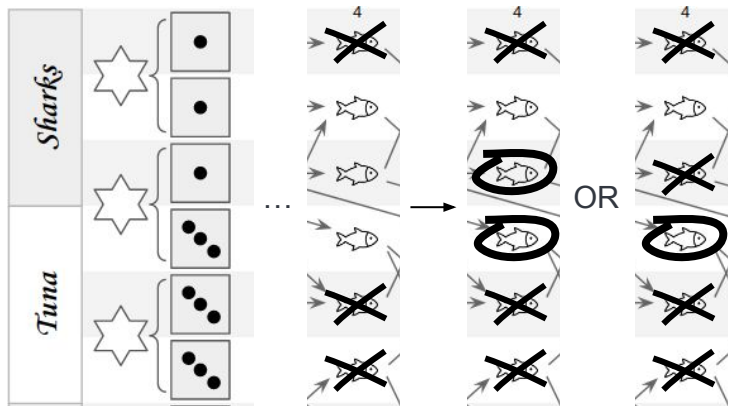
- Roll 3 dice
- Take 2 fish for 2 of the dice of the players choice.
- Kill 1 fish for the remaining die.
- With **upgraded Trawler**, roll 4 dice, take 3, kill 1.

Example with basic Trawler:

Roll , player picks 2 to take, and 1 to kill: either take  and kill .

Or they can take  and kill .

The two choices are identical if there are plenty of fish in the sea: 3 fish are marked, and 2 drawn into player sheet. However, in the following example, there is not enough fish, the outcomes can be different:



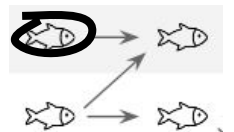
In the first case, player gets to draw 2 fish onto their player sheet. In the second case, the player gets 1.

## Tips & Suggestions

Have each player use a different color. This way, you can see who caused the most environmental damage at the end of the game.

Play this game twice, with the first time playing to "get the highest individual score", then play again cooperatively, playing to get the highest "collective total score". Compare the two scores.

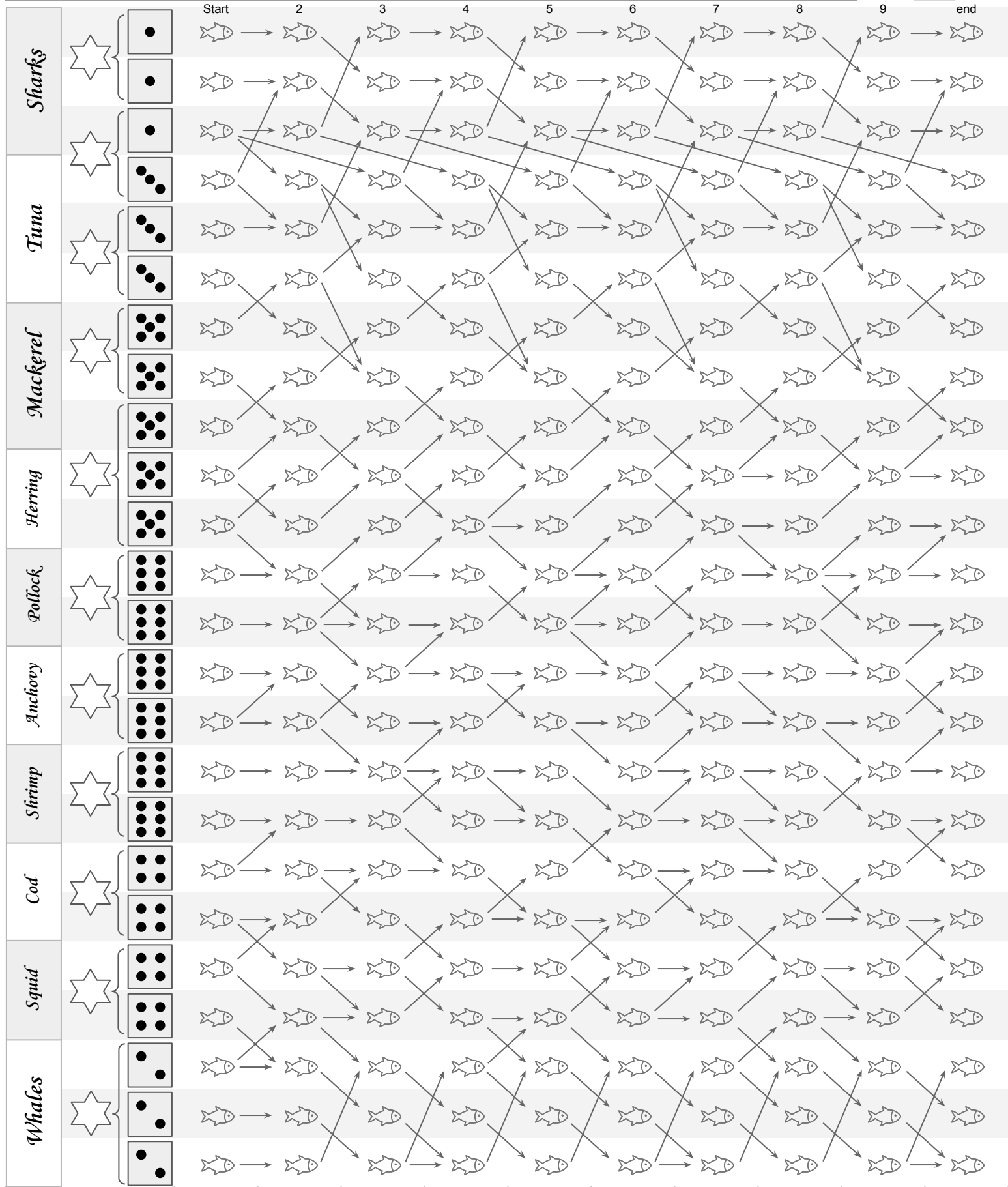
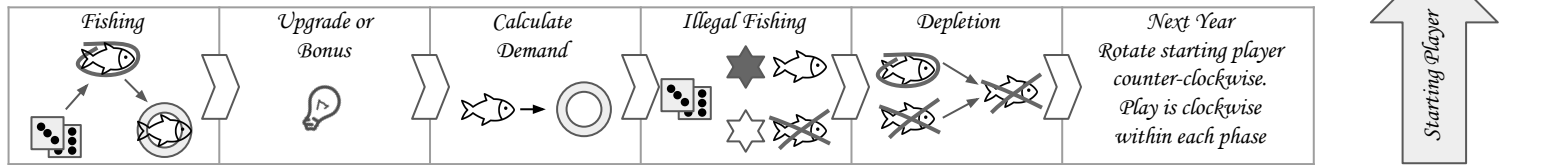
Not all fish are equal, some fish will grow back next year, while others will cause a large impact if caught.



You can draw a line down the high seas page each year to make it clear what the current year is.

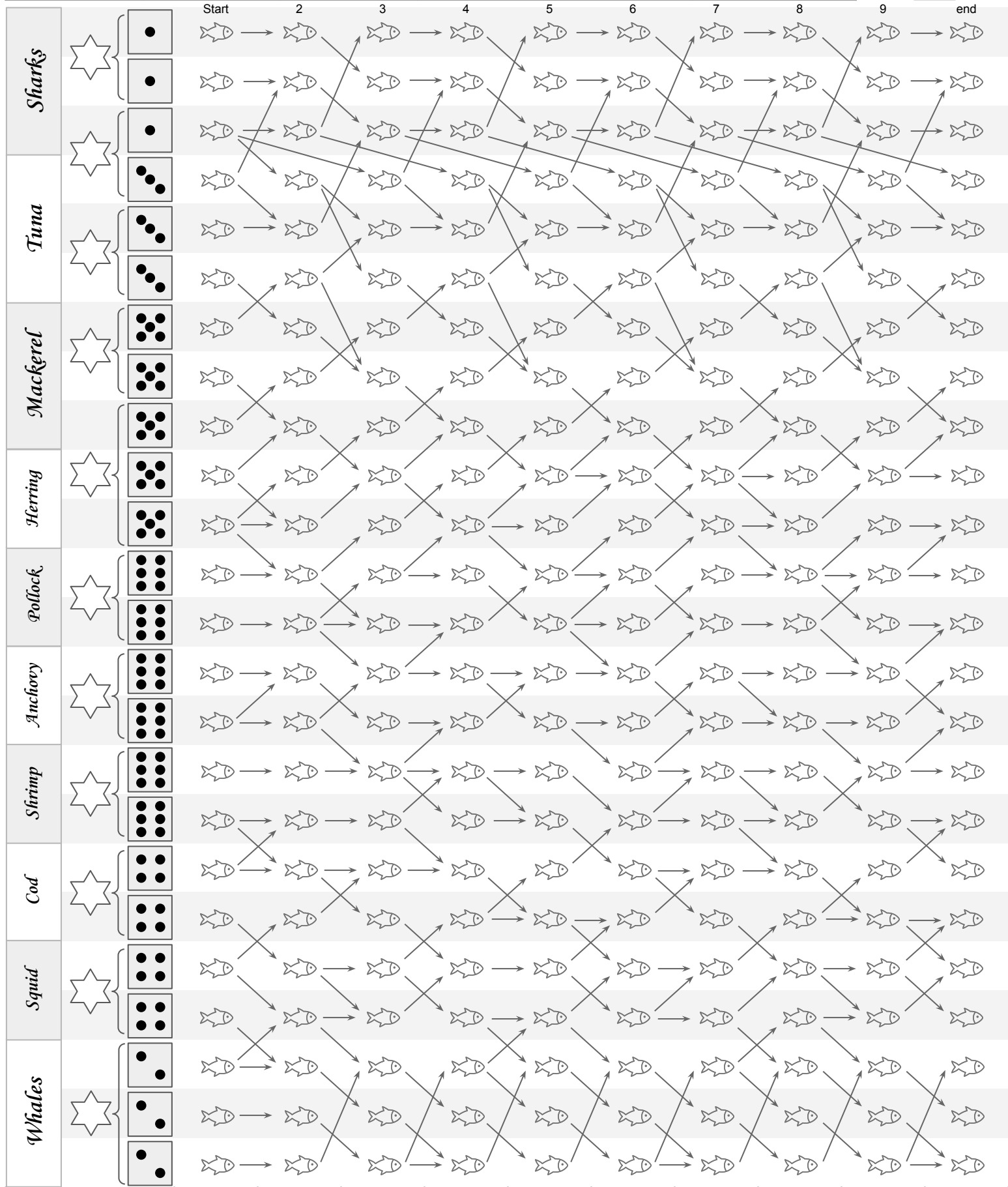
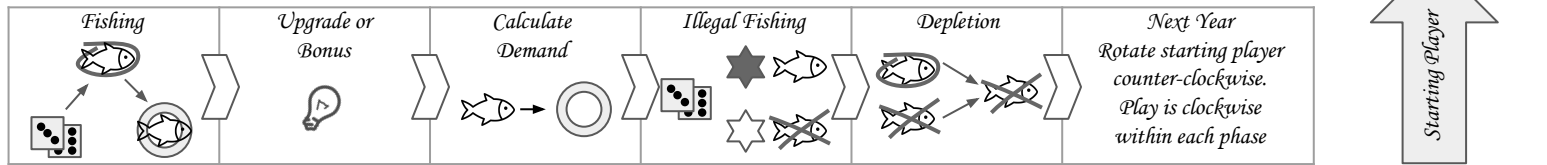
Each species spawn 1 fish every year.

# High Seas

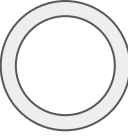





2p Illegal Fishing	1	2	3	2	4	3	5	4	5	x
3p Illegal Fishing	1	2	2	3	3	3	3	3	4	x

# High Seas



2p Illegal Fishing	1	2	3	2	4	3	5	4	5	x
3p Illegal Fishing	1	2	2	3	3	3	3	3	4	x



		+1 		
start	2	3	4	5
+1 			+1 	
6	7	8	9	end

*Draw your country's flag*



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*Name your country*














*Final Score*

 /+1  /-2
















































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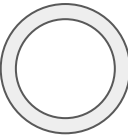



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-  Refrigeration: When taking fish, you may place fish into next year's box.

**One time bonuses**

-  Faux Fish: ONCE. draw 1 fish into this year's box.
-    Marketing: +1  OR  for this year.
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- Fish Radar: Reroll any number of dice when fishing.  
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		+1 		
start	2	3	4	5
+1 			+1 	
6	7	8	9	end

*Draw your country's flag*



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*Name your country*














*Final Score*

 /+1  /-2
















































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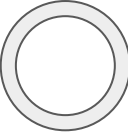



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		+1 		
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+1 			+1 	
6	7	8	9	end

*Draw your country's flag*



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*Name your country*














*Final Score*

 /+1  /-2























































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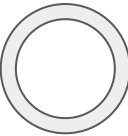



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














































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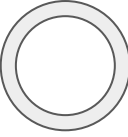



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start	2	3	4	5
+1 			+1 	
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*Draw your country's flag*



---

*Name your country*














*Final Score*

 /+1  /-2


























































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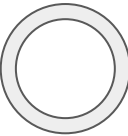



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*Draw your country's flag*



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*Name your country*














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 /+1  /-2


























































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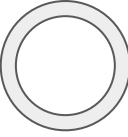



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*Draw your country's flag*



---

*Name your country*














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










































**Permanent Upgrades**

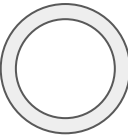



-  **Release:** You may choose to release some of the fish you **take**. The fish are unharmed.
-  **Refrigeration:** When taking fish, you may place fish into next year's box.

**One time bonuses**

-  **Faux Fish:** ONCE. draw 1 fish into this year's box.
-    **Marketing:** +1  OR  for this year.
-    **Enforcement:** immediately fill in 2  . Only use with 2 or 3 players.
-    **Overtime:** immediately take a fishing action. This still counts as the current year.

**Choose 1 Equipment to use when fishing**

- Default:** Roll 1  take 1 fish from any row labeled .
-  **Seine net:** Roll 2   $\geq$   take 2 fish  .
-  Roll 2   $\geq$   take 3 fish   .
-  **Longline:** Roll 2   take 2 fish   , not   .
-  Roll 2   take 3    , not   .
-  **Trawler:** roll 3    take any 2   , kill .
-  Roll 4     take 3    , kill .
- Fish Radar:** Reroll any number of dice when fishing.
-      You can reroll once per level.



		+1 		
start	2	3	4	5
+1 			+1 	
6	7	8	9	end

*Draw your country's flag*



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*Name your country*














*Final Score*

 /+1  /-2




















































**Permanent Upgrades**

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