



# Set Up

- Each player takes a score sheet and a pencil.
- Each player rolls one boat die and fills in the first three boxes under the boat type they rolled.

*Note: This immediately grants each player a license and boat.*

- Create the dice pools and set them apart.

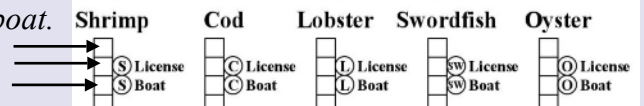
Boat Dice = # of players plus one in boat dice

2p = 3 boat dice, 3p = 4 boat dice, 4p = 5 boat dice

Town Dice = # of players in town dice plus one boat die.

2p = 2 town dice + one boat die, 3p = 3 town dice + one boat die, 4p = 4 town dice + one boat die

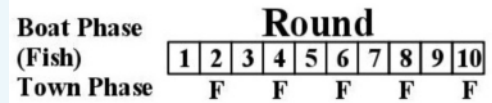
- Randomly select a start player and give them the start player marker and the dice.



## Gameplay

Fleet Dice is played over ten rounds. Each round has the following phases:

- Boat Phase - Roll the boat dice and select dice  
Fishing - All launched boats collect fish (even rounds)
- Town Phase - Roll the town dice and select dice



In both the Boat and Town phases, players will select a die and fill in the matching box on their score sheet. Each player will always use two dice each phase - the one they select and the die that remains after all players have selected a die. After ten rounds, the player with the most points wins the game.

**GOLDEN RULE - Whenever filling in a box, it must always be the top most box, you cannot skip boxes.**

## Boat Phase

### Roll Dice

The start player rolls the boat dice.

### Select a Die and Fill in a Box

One at a time, beginning with the start player and continuing in clockwise order, players will select one available die and fill in the next open box of that type on their score sheet. Boat phase checks will usually be in the Boat area of the score sheet as shown above.

*Example: If you select a die that rolled shrimp, you fill in the next open box under shrimp on your score sheet.*

All players use the remaining, unselected die after each player has selected a die.

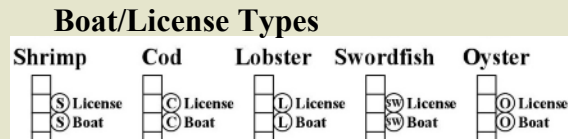
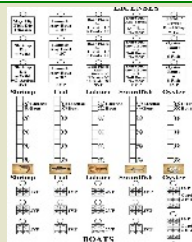
If the box you fill in has a circle activation symbol next to it, then you immediately launch a boat or activate a license of that type.

#### Launch a Boat

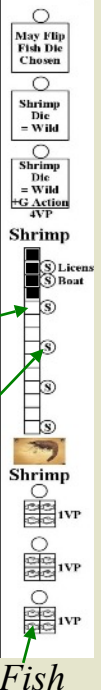
Fill in the circle above the top most available boat. It will catch fish during the fishing phase.

#### Active a License

Fill in the circle above the top most available license. The license ability is active for the game.



### Licenses



### Boats

*Fish*

Some activation symbols of each boat type direct you to a license or boat, otherwise you may choose either to launch a boat or activate a license.

## Three Coins - 3C

If 3C (three coins) is selected, players fill in the next three coin boxes in the coin area. *See Coins*

## Fishing - even rounds only

After the boat phase and all applicable bonuses have been taken, all player will fish. Every launched boat (boat where the circle has been filled in) catches a fish. Fill in one fish on each launched boat. If a boat is full - all fish boxes filled - it does not catch anymore fish this game.

## Town Phase

### Roll Dice

The start player rolls the town dice (including the boat die that has been added to the town pool).

### Select a Die and Mark Score Sheet

One at a time, beginning with the start player and continuing in clockwise order, players will select one available die and fill in a box of their choice in the area matching the die they selected. If the boat die is selected, it is used in the same as in the boat phase.

*Example: If you select a die that rolled Harbor, you fill in the top most box in the building/boat of your choice in the Harbor area.*

Harbor

Wharf

Market

MARKET	
Fish	Coin
0	1
3	2
8	3
15	4
30	5
≥40	6

All players use the remaining unselected die after each player has selected a die.

Most buildings in the Harbor and Wharf provide bonuses that activate once the building has been completed. In a few cases, an immediate bonus is received and it is taken immediately.

Even though they are selected using Harbor, King Crab, Inuit, and Barge are boats and all boat based bonuses are applicable.

If Market chosen, players immediately receive coins based on the number of fish they have caught on all boats (including Inuit, King Crab, and Barge).

## Income

At any time, players may take one coin - marking the next open box on the coin track - instead of using the die they selected or the remaining die.

## Coins

Whenever you earn coins - from dice or bonuses - they are tracked by filling in one box per coin on the coin track. Whenever a box is filled into next a gold (G) you immediately can fill in any topmost open box, anywhere on your sheet. If that box causes an action, it is completed immediately.

*Example: You earn two coins and fill in the boxes which triggers a gold "action".*

*You choose to use that to fill in a box on the Bait Shop in the Wharf.*

## Round End

Pass the start player marker and dice clockwise.

## Game End

Game end occurs after 10 rounds.

Players add up their points as shown on the score sheet: one point per fish and points from boats, licensees, King Crab bonus, and buildings.


The player with the most points wins the game. In case of a tie, the player with the most fish wins. If still tied, begrudgingly enjoy your shared victory.

## Bonuses

### Licenses and Boats

You may have every type of license, and thus every bonus available to them. As you acquire more than one of the same type of license, that bonus gets stronger and replaces the prior bonus. The second license of each type also earns you two coins and the third license of each type earns you points.

When a bonus refers to a die you selected, the bonus applies to the die you take on your turn ONLY - not the shared die.

**Shrimp**  The bonuses for owning Shrimp licenses are as follows:



When you select a shrimp die in either phase, you may use it as any boat type.




When you select a shrimp die in either phase, you may use it to fill in any topmost open box on your sheet. *i.e. - like a (G)*



When you select a boat die in either phase, you may use it as any boat type and fill in any topmost open box on your sheet. *You get to fill in two boxes a boat of any type and any topmost open box on your sheet.*

**Shrimp**

**Cod**  The bonuses for owning Cod licenses are as follows:



Whenever you launch a boat, take a coin.



Whenever you launch a boat, take two coins.



Whenever you launch a boat, take three coins.

**6VP**

**Lobster**  The bonuses for owning Lobster licenses are as follows:



At the end of the boat phase. take a coin if you have at least two launched boats, take two coins if you have eight or more.



At the end of the boat phase. take a coin if you have at least two launched boats, take two coins if you have five or more.



At the end of the boat phase. take a coin if you have at least two launched boats, take two coins if you have eight or more, take three coins if you have ten or more.



## Bonuses

### Swordfish



The bonuses for owning Swordfish licenses are as follows:



During fishing, you may choose any one boat that is not full to not catch fish. Immediately fill in any one topmost box of any boat that does not have an adjacent activation symbol.



During fishing, you may choose up to any two boats that are not full to not catch fish. Immediately fill in any two topmost boxes of any boat type but the boxes may not have an adjacent activation symbol.



During fishing, you may choose up to any three boats that are not full to not catch fish. Immediately fill in any three topmost boxes of any boat type but the boxes may not have an adjacent activation symbol.

### Oyster



When fishing, Oyster boats always catch two fish and Oyster boats have a capacity of six fish. The bonuses for owning Oyster licenses are as follows:



During fish, instead of catching a second fish on an oyster boat, you may instead take a coin. This can be done once per launched oyster boat. Oyster boats have a capacity of six.



During fish, instead of catching a second fish on an oyster boat, you may instead take a coin. This can be done once per launched oyster boat. Oyster boats have a capacity of eight.



During fish, instead of catching a second fish on an oyster boat, you may instead take a coin. This can be done once per launched oyster boat. Oyster boats have a capacity of ten.

## Wharf Buildings

**Casino** - After filling in two boxes, you may re-roll the die you select in either phase. Earn two points at game end.

**Ama's Cafe** - After filling in three boxes, you will earn seven points at game end.

**Fisherman's Pub** - After filling in four boxes, you will earn ten points at game end.

**Salvage Yard** - After filling in two boxes, you can use a die as any topmost open box, like a (G). This may be done three times. Fill in a (G) box under the Salvage Yard after each use. This may be done with the die you select or the shared die. Earn two points at game end.

**Bait Shop** - After filling in two boxes, take two coins instead of one when taking income. Gain two points at game end.

**Ridback Canning Co** - After filling in one box, take one coin for each full boat prior to fishing. Earn two points at game end.

**Smokehouse** - After filling in two boxes, take two extra coins when using the market. Earn four points at game end.

## Harbor

**King Crab** - After filling in five boxes, you select one King Crab bonus. Once a bonus has been selected, no other player may select that bonus. With the remaining activation symbols, you will launch boats. Fill in the circle above the top most available boat. It will catch fish during the fishing phase and all boat related bonuses apply. Earn five points plus bonus at game end.

**Inuit** - If the box you fill in has a circle activation symbol next to it, then you immediately launch an Inuit boat. It will catch fish during the fishing phase and all boat related bonuses apply.

**Barge** - After filling in two boxes, catch one fish for each full boat prior to fishing. The barge is a boat and all boat related bonuses apply.

**Captain's Club** - After filling in two boxes and then each time an activation symbol is triggered, you complete an entire personal fishing phase. All fishing bonuses are applicable.