



THE

FISH
SHIPS

RULEBOOK

GAME TABLE LAYOUT



PLAYER 2



DISCARD PILE

DRAW PILE

PLAYER 1



SECRET GOAL CARD



LOCKED-DOWN STACK
WITH STACK ABILITY



LOCKED DOWN TREASURES

I. PREFACE

THIS IS A GAME OF FAST BATTLES, UNEXPECTED COMBOS, AND TREACHEROUS BACK-STABS.

YOU ARE A PIRATE WHO HAS FOUND A MAP TO A TREASURE THAT WILL GRANT YOU ARCANE MAGICAL DOMINION OVER THE SEAS.



BUT, INSTEAD OF GOLD, THE SCROLLS LEAD YOU TO... MAGIC FISH? THE MORE FISH YOU COLLECT, THE MORE YOU FEEL THAT

MAGIC-Y GOODNESS COURSE THROUGH YOUR VEINS. YAR!



RACE AGAINST YOUR OPPONENTS, **BE THE FIRST TO FIND ALL YOUR TREASURE,** & RULE THE SEVEN SEAS!



2. HOW TO PLAY



YOUR WINNING COMBINATION OF TREASURE CARDS IS UNIQUE, BUT **THERE ARE ONLY 5 OF EACH TREASURE IN THE DECK.**



THUS, IT'S MORE THAN LIKELY ANOTHER PLAYER HAS AT LEAST ONE OF YOUR WINNING CARDS!

SO HOW DO YOU GET THOSE CARDS FROM THEM? BY BEING A PIRATE, OF COURSE! **WIN BATTLES & STEAL CARDS!** THE LARGER YOUR WIN, THE BIGGER YOUR HAUL.

BUT BEWARE, IF YOU LOSE A BATTLE, YOU COULD JUST AS EASILY LOSE CARDS TO YOUR OPPONENT!



YOUR LUCK CAN TURN ITS TIDE AT ANY MOMENT. SO BEST BE KEEPING YER CANNONS AT THE READY!

3. OBJECT OF THE GAME

THE OBJECT OF FISH N SHIPS IS TO BE THE FIRST PLAYER TO TAKE POSSESSION OF ALL OF THE TREASURE CARDS LISTED ON YOUR GOAL CARD.

YOU WIN
WHEN YOU
HAVE ALL OF
YOUR TREASURE



CARDS IN YOUR **POSSESSION** (IN-HAND,
LOCKED-DOWN, OR A COMBINATION OF BOTH).

ONCE YOU HAVE ALL YOUR CARDS, YOU WIN AND
THE GAME ENDS.

YOU DO **NOT** NEED TO HAVE ALL YOUR TREASURE
CARDS LOCKED DOWN IN ORDER TO WIN!

GAME VARIATION:

**FOR A SHORTER 4-6 PERSON GAME: IGNORE THE
BOTTOM TREASURE LISTED ON YOUR GOAL CARD.**

4. SET-UP

(2-PLAYER GAMES)- REMOVE "GROUP ATTACK", "ENGAGE", & "FEEDING FRENZY" FROM DECKS.



STEP 1- SEPARATE BLUE "STACK ABILITY" CARDS FROM DECK AND PLACE

THEM ALL, FACE-UP, NEAR CENTER OF THE PLAY AREA.



STEP 2- REMOVE AND SHUFFLE GOAL CARDS,

THEN DISTRIBUTE ONE TO EACH PLAYER (ALL PLAYERS KEEP THEIR GOAL CARD A SECRET)

STEP 3- SHUFFLE RED DECK AND DEAL 4 CARDS TO EACH PLAYER.

STEP 4- PLACE RED DRAW DECK IN CENTER OF PLAY AREA. LEAVE SPACE FOR DISCARD PILE NEXT TO DRAW DECK.

5. GAMEPLAY

THE PLAYER WHO LAST WENT SWIMMING GOES FIRST. YOU MAY TAKE **ONE** OF FOUR ACTIONS PER TURN:

1) **ATTACK**

2) **DRAW 2 CARDS**

3) **USE A "SKULDUGGERY" CARD**

4) **LOCK DOWN A SINGLE TREASURE CARD (PLACE IT FACE-UP ON THE TABLE IN FRONT OF YOU)**



YOU MAY DISCARD TWO **TREASURE** CARDS BEFORE YOUR TURN & TAKE TWO ACTIONS INSTEAD OF ONE, BUT **MUST SAY** WHAT YOU INTEND TO DO BEFORE TAKING YOUR TURN. IF YOU RUN OUT OF CARDS, YOU MAY TAKE TWO ACTIONS ON YOUR NEXT TURN.

6. ATTACKING

BATTLES ARE FOUGHT BY PLAYERS FIRING CANNONBALLS AT EACH OTHER.

TO ATTACK, PLACE A SINGLE CANNONBALL CARD FACE-UP IN FRONT OF YOUR OPPONENT. IF YOUR OPPONENT HAS CANNONBALL CARDS, THEY MUST RESPOND WITH ONE.

3

7. ATTACKING (CONT.)

BATTLES ARE WON BY THE PLAYER WITH THE HIGHEST TOTAL CANNONBALLS FIRED. ONLY ONE CARD CAN BE PLACED DOWN AT A TIME.

ATTACKER



TOTAL=7

DEFENDER



TOTAL=6

BOTH ATTACKER AND DEFENDER CAN LOSE A BATTLE IF THEY FAIL TO MATCH OR OVERTAKE THEIR OPPONENT'S TOTAL.

IF THE ATTACKER MATCHES THE DEFENDER'S TOTAL, THE BATTLE ENDS IMMEDIATELY.

IF THE DEFENDER HAS NO CANNONBALL CARDS, THE ATTACKER WINS THE BATTLE.

ONCE A BATTLE IS OVER, THE WINNER TAKES THE DIFFERENCE OF THE TOTALS FROM THE HAND OF THE LOSER (E.G. IF YOU WON BY 3 CANNONBALLS, TAKE 3 CARDS FROM YOUR OPPONENT'S HAND).

LOCKED DOWN CARDS CANNOT BE TAKEN THROUGH BATTLE.

-EXAMPLE BATTLES-

ATTACKER **DEFENDER**

ATTACKER WINS BY 2

ATTACKER **DEFENDER**

DEFENDER WINS BY 2

ATTACKER **DEFENDER**

DEFENDER WINS BY 1

ATTACKER **DEFENDER**

ATTACKER TIES

8. LOCKING DOWN

IF YOU'D LIKE TO PROTECT YOUR TREASURES FROM BECOMING THE SPOILS OF BATTLE, YOU MAY USE YOUR TURN TO "LOCK DOWN" A SINGLE TREASURE CARD BY PLACING IT FACE-UP IN FRONT OF YOU.

YOU MAY STACK TREASURE CARDS OF THE SAME TYPE ON TOP OF ONE ANOTHER. IF TWO OR MORE TREASURE CARDS ARE IN THE SAME STACK, YOU MAY CHOOSE A "STACK ABILITY" FROM THE CENTER OF THE PLAY AREA AND ASSIGN IT TO THE STACK.



THIS ABILITY TAKES EFFECT ON THE START OF YOUR NEXT TURN. THE ABILITY STAYS ACTIVE UNTIL THE STACK IS STOLEN OR "SKULDUGGERY'D" BELOW TWO CARDS.

IF A STACK DROPS BELOW TWO CARDS, THE ABILITY IS RETURNED TO THE CENTER OF THE TABLE.

9. SKULDUGGERY



IF YOU HAVE A "SKULDUGGERY" CARD, YOU MAY PLAY IT AS AN ACTION.

SKULDUGGERY CARDS ALLOW YOU TO STEAL A SINGLE LOCKED DOWN TREASURE CARD FROM AN OPPONENT. THE STOLEN TREASURE CARD GOES INTO YOUR HAND AND THE SKULDUGGERY CARD GOES TO THE DISCARD PILE.

THERE ARE 4 SKULDUGGERY CARDS IN THE DECK.

10. DRAWING



A NORMAL DRAW ACTION ALLOWS YOU TO TAKE 2 CARDS FROM THE DECK. THERE IS A HAND LIMIT OF 10. YOU MAY DRAW PAST THIS AMOUNT, BUT MUST DISCARD DOWN TO 10 BY THE END OF YOUR TURN.

II. TIDE-TURNERS



TIDE-TURNER CARDS ARE POWERFUL SINGLE-USE CARDS THAT CAN BE USED FOR GREAT STRATEGIC EFFECT.

THEY DO NOT COUNT AS ACTIONS AND YOU MAY PLAY AS MANY AS YOU LIKE AT A TIME. CARDS RESOLVE IN THE ORDER THEY ARE PLACED DOWN.

MOST TIDE-TURNERS (UNLESS THEY AFFECT AN ONGOING BATTLE) CAN ONLY BE USED DURING YOUR TURN.

THEY CAN BE USED AT ANY POINT DURING YOUR TURN, INCLUDING BEFORE, AFTER, AND IN BETWEEN ACTIONS.

ONCE A TIDE-TURNER IS USED, IT IS REMOVED FROM THE GAME. IF IT HAS BEEN DISCARDED WITHOUT BEING USED, IT IS PLACED INTO THE REGULAR DISCARD PILE.



BOUNTIFUL SEAS



ALLOWS YOU TO LOCK DOWN ANY NUMBER OF SIMILAR TREASURE CARDS AT ONCE. IF THIS RESULTS IN A NEW STACK BEING FORMED BEFORE YOU HAVE TAKEN YOUR NORMAL ACTION), THE ASSIGNED STACK ABILITY TAKES EFFECT IMMEDIATELY & APPLIES TO YOUR CURRENT TURN.

CHAIN SHOT

REDUCE YOUR TARGET'S DEFENSE BY 1. REDUCING THE VALUE OF EVERY CANNONBALL CARD THEY FIRE IN DEFENSE BY 1.

THIS EFFECT LASTS FOR ONE ROUND, STARTING & ENDING ON YOUR TURN.



DIVE

CAN ONLY BE PLAYED DURING BATTLE.
ALLOWS YOU TO IMMEDIATELY LEAVE
ONGOING BATTLE WITHOUT LOSS.



DOLDRUMS

PREVENT A PLAYER FROM
LOCKING DOWN TREASURE CARDS
FOR 2 ROUNDS, STARTING AND
ENDING ON YOUR TURN.



ENGAGE

JUMP INTO AN ONGOING BATTLE,
REPLACING THE PLAYER OF YOUR CHOICE
& CONTINUING (OR FINISHING) THE
BATTLE AS NORMAL.



FEEDING FRENZY



FORCE AN OPPONENT (WHO IS NOT ALREADY ENGAGED IN BATTLE) TO REPLACE YOU IN BATTLE. YOU MUST ALSO PLAY A CANNONBALL CARD TO ACT AS THE INITIAL RESPONSE OF YOUR REPLACEMENT.

FISH SLAP!

THIS CARD CAN ONLY BE PLAYED WHEN YOU ARE THE DEFENDER IN BATTLE. DISCARD THIS CARD & A TREASURE CARD FROM YOUR HAND TO ACT AS A 5 CANNONBALL CARD.



THE FOUR SEAHORSEMEN OF THE APOCALYPSE

ADD 4 TO THE VALUE OF ANY CANNONBALL CARD. MUST BE PLAYED BEFORE THE OPPONENT PLACES DOWN THEIR NEXT CARD.



HARPOON

STEAL AN ENTIRE STACK OF LOCKED CARDS FROM YOUR OPPONENT. TREASURES GO INTO YOUR HAND.



IDOL'S DEMAND

YOU MUST HAVE AT LEAST ONE STACK ABILITY ASSIGNED IN ORDER TO USE THIS CARD. FORCE YOUR OPPONENT TO TRADE ABILITIES WITH YOU.



IDOL'S REVENGE

FORCE YOUR OPPONENT TO RETURN THEIR ABILITY TO THE CENTER. ON THEIR TURN, THEY MAY CHOOSE TO ASSIGN ANY UNCLAIMED ABILITY TO THEIR STACK.



THE KING TIDE EXPANSION

ANCIENT WAGER



PLACE THIS CARD INTO THE PILE OF USED TIDE-TURNERS, SHUFFLE THAT DECK, AND DRAW TWO RANDOM CARDS FROM IT. ANCIENT WAGER CANNOT BE USED TWICE. IF DRAWN A SECOND TIME, IT IS IMMEDIATELY DISCARDED.

SIREN'S CALL

STOP AN ONGOING BATTLE (THAT YOU ARE NOT A PART OF) CAUSING IT TO END WITHOUT RESOLUTION OF ANY KIND.



FOR 2-PLAYER GAMES, REMOVE SIREN'S CALL FROM THE DECK.

THE KING TIDE EXPANSION

KLABAUTERMANN



HE ONLY SHOWS HIS FACE TO DOOMED CREWS. UPON DRAWING HIM, YOU MUST PLACE HIM FACE-UP IN FRONT OF YOU. AT THE END OF YOUR THIRD TURN AFTER DRAWING THIS CARD, DISCARD YOUR WHOLE HAND. YOUR LOCKED DOWN CARDS STAY PUT.

POPPET

FORCE YOUR OPPONENT TO PLAY A RANDOM CARD FROM THEIR HAND ON YOU. TREAT THE PLAYED CARD AS IF IT WERE A NORMAL ACTION.

IF CANNONBALL, ENGAGE IN BATTLE.

IF USABLE TIDE-TURNER, TAKE EFFECTS.

IF UNUSABLE TIDE-TURNER, PLACE IN DISCARD PILE.

IF SKULDUGGERY, YOUR OPPONENT STEALS ONE OF YOUR LOCKED TREASURES.

IF TREASURE, TAKE INTO YOUR HAND.



STACK ABILITIES



+1 FIRST ATTACK

ADD 1 TO THE VALUE OF THE FIRST CANNONBALL YOU FIRE IN ANY GIVEN BATTLE WHERE YOU ARE THE ATTACKER.

+1 FIRST DEFENSE

ADD 1 TO THE VALUE OF THE FIRST CANNONBALL YOU FIRE IN ANY GIVEN BATTLE WHERE YOU ARE THE DEFENDER.



+1 TO DRAW

DRAW ONE EXTRA CARD FROM THE DRAW PILE.



-1 FROM TRADE-IN

DISCARD ONLY ONE TREASURE CARD FOR AN EXTRA ACTION INSTEAD OF TWO.



STACK ABILITIES



TAKE 1 FROM DISCARD

INSTEAD OF TAKING A NORMAL DRAW ACTION, YOU MAY SEARCH THE DISCARD PILE AND TAKE ONE CARD OF YOUR CHOICE

GROUP ATTACK

ATTACK ALL OTHER PLAYERS IN A SINGLE BATTLE.



- 1) LAY DOWN YOUR FIRST CANNONBALL CARD AS NORMAL.
- 2) ALL DEFENDERS RESPOND WITH SINGLE DEFENSE CARDS SIMULTANEOUSLY.
- 3) BATTLES THEN RESOLVE INDIVIDUALLY IN A CLOCKWISE FASHION, ALLOWING YOU TO COLLECT & LOSE SPOILS FROM ONE BATTLE BEFORE MOVING ON TO THE NEXT.

ARMADA AND GROUP ATTACK CANNOT BE USED IN A COMBO.

THE KING TIDE EXPANSION

ARMADA



COMMISSION ANOTHER PLAYER TO ASSIST YOU IN BATTLE. CHOOSE TWO OPPONENTS TO ATTACK.

1) PLACE YOUR FIRST CANNONBALL CARD FACE UP.

2) YOUR ALLY PLACES THEIR SINGLE CARD FACE UP.

3) THAT TOTAL IS TALLIED AS THE FIRST ATTACK.

4) OPPONENTS POOL TWO CARDS FOR A RESPONSE.

5) BATTLE CONTINUES IN THIS FASHION.

6) BATTLES RESOLVE UNDER NORMAL RULES.

7) SPOILS ARE TAKEN FROM ANY (OR BOTH) LOSER'S HAND.

8) SPOILS ARE DIVIDED EVENLY BETWEEN WINNERS.

9) YOU CHOOSE WHICH SPOILS TO GIVE TO YOUR ALLY.

THIS ABILITY ONLY ACTIVATES WHEN ATTACKING. FOR 2-3 PLAYER GAMES, REMOVE ARMADA FROM DECK.



WILD TREASURE

CHANGE ONE TREASURE CARD IN YOUR POSSESSION TO ANOTHER TREASURE OF YOUR CHOICE. TREASURE REVERTS IF THIS ABILITY IS REMOVED. WILD TREASURES CAN BE USED TO CREATE NEW STACKS AND/OR WIN THE GAME.

**GOT QUESTIONS OR COMMENTS?
DROP US A LINE!**

EMAIL - FISHNSHIPSCARDGAME@GMAIL.COM

INSTAGRAM - @FISHNSHIPSGAME

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