

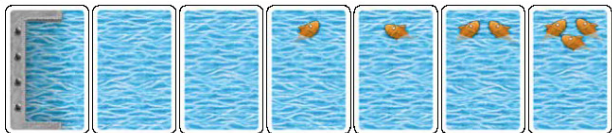
Fish & SHIPS

Players: 2 bis 4 • Ages: 7+ • Playing time: 10 mins.

Artist: Christof Tisch • Author: Oliver Igelhaut

GAMING COMPONENTS

• 7 water cards



• 4 wooden ships (1 in each colour)

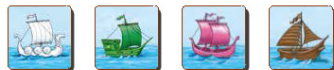


• 28 sailor cards (7 in each colour)



• 1 player aid (without illustration)

• 12 journey tiles with ship (3 in each colour)



• 2 journey tiles with duck



• 1 journey tile with pirate flag



• 12 resource cubes



The ships were made for the game *Titania*, with a tool by the publisher Hans im Glück. Igel Spiele would like to thank for the kind permission.

1

GAME OVERVIEW

Four ships are sailing on a waterway made up of playing cards. As soon as a ship reaches the final card, the game is over. Now your sailors are going to score, provided their ships have ended up on cards with fishes.

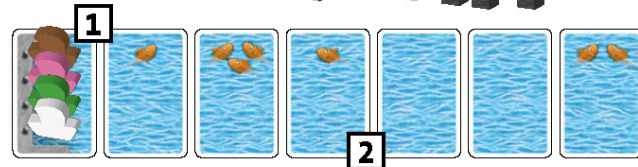
GAME PREPARATION

General setup

The ships do not belong to any particular player!

- 1 | They start on the harbour card on the left.
- 2 | Shuffle the remaining six water cards and place them **randomly** in a row to the right of the harbour.
- 3 | Place the resource cubes above the water cards.
- 4 | Place the journey tiles face-down below the water cards and give the tiles a quick shuffle.

Resource cube supply **3**



4 ships in the harbour

Final card

Journey tiles



2

Player set-up

Each player gets **1 resource cube**.

Each player gets **7 sailor cards** from the face-down, shuffled deck. All other sailors are going back into the box face-down. Each player looks at their sailor cards, chooses one and passes it on face-down to their left neighbour. All players now pick up the passed-on card, look at it secretly and take it into their hand.

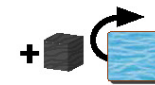
GAME PLAY

The player who lost a game last becomes the start player. You play clockwise in turn order. In your turn, you **reveal journey tiles** or **send off a sailor**.

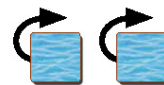
Revealing journey tiles

In your turn, you first need to say if you intend to reveal **1, 2 or 3** journey tiles:

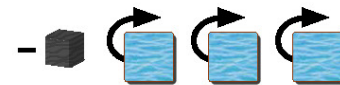
If you say **1**, take a resource cube from the supply (if available). Reveal exactly 1 tile.



If you say **2**, you do not take any resource cubes. Reveal exactly 2 tiles.



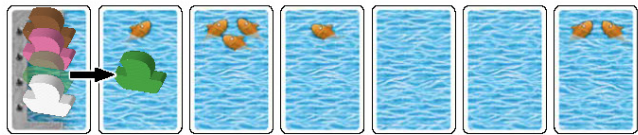
If you say **3**, you pay one resource cube into the supply. Reveal exactly 3 tiles.



3

SHIPS | If you reveal one or more ships, you have to move one ship forward. Choose any of the revealed ship colours and move the wooden ship of that colour forward **1** space.

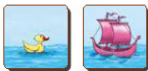
Example: Max pays one resource cube and says „3 tiles“. He reveals:



Max has to move either the **brown** or the **green** ship. He chooses the **green** ship and moves it forward 1 space.

DUCKS | You can ignore any revealed ducks. If you only reveal ducks, you do not move any ships.

Example: Frieda says „2 tiles“ and reveals:



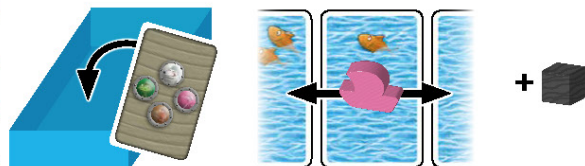
PIRATE | If you reveal the pirate flag, all other players have to discard one resource cube into the supply (if they have at least one). You do not have to discard any resource cubes.

Example: Willi says „2 tiles“ and reveals:



Sending off a sailor

Instead of revealing tiles, you can put one of your own sailor cards face-down into the box. In return, you can move one ship of your choice **forward 1 space** or **backward 1 space**. Additionally, take a resource cube from the supply (if available).



Sailor into the box Ship forward or backward + 1 resource cube

Important: You cannot move a ship onto the final card by discarding a sailor!

Next, please

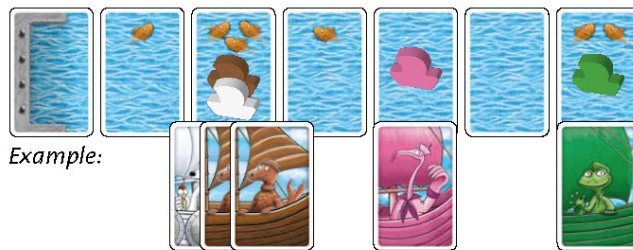
When you have finished your turn, leave all revealed tiles face-up on the table. Now it's your left-hand neighbour's turn ...

Re-set journey tiles

If there are **less than 4** face-down tiles on display at the beginning of your turn, flip over all tiles and reshuffle them. Then carry out your turn ...

GAME END AND SCORING

The game ends as soon as a ship reaches the final card. Now every sailor card scores as many points as there are **fishes** on the water card under the **ship of the corresponding colour**.



Example:

9 points

0 points

2 points

- The **white** and the **brown** ship are on a water card with 3 fishes. Each **polar bear** and each **sea lion** scores 3 points.
- The **pink** ship is on a water card without any fishes. **Flamingos** do not score any points.
- The **green** ship is on a water card with 2 fishes. The **frog** scores 2 points.

Winner is the player who scores the most points overall. In case of a draw, the player with more resource cubes wins the game. Still a draw? It's a tie for first place!



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