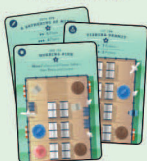


SET UP

- 1 EACH PLAYER TAKES 3 CARDS



- 2 CHOOSE ONE CARD TO BE YOUR PLAN. THIS WILL END YOUR PIER AND PROVIDE YOU WITH A GOAL. YOU WILL SCORE ADDITIONAL POINTS IF YOU CAN ACHIEVE YOUR GOAL.

- 3 CHOOSE ONE CARD TO BE YOUR FOUNDATION. THIS WILL START YOUR PIER.



- 4 SHUFFLE THE REMAINING CARD BACK INTO THE DECK

THE PLAYER THAT LAST SAW THE SEA IS THE STARTING PLAYER.

GAMEPLAY

EACH ROUND YOU WILL DRAFT A NEW CARD TO ADD TO YOUR PIER, EXTENDING FROM THE FOUNDATION TOWARDS THE PLAN.

- ★ DRAW CARDS EQUAL TO THE NUMBER OF PLAYERS PLUS 1 AND LAY THEM FACE UP.
- ★ THE STARTING PLAYER CHOOSES ONE CARD AND PLACES IT ONTO THEIR FOUNDATION TO EXTEND IT.
- ★ REPEAT FOR EACH PLAYER AROUND THE TABLE CLOCKWISE.
- ★ THE NEXT ROUND WILL BE STARTED BY THE PLAYER TO THE LEFT OF THE PREVIOUS STARTING PLAYER.
- ★ AFTER ALL PLAYERS HAVE TAKEN A CARD, THERE WILL BE ONE CARD REMAINING. THIS CARD IS A 'PATRON' AND IS USED IN THE 'PATRON PHASE'.

DO NOT FULLY OVERLAP THE PREVIOUS CARD



ALWAYS LEAVE AT LEAST 1 SECTION OF THE PREVIOUS CARD ON SHOW



YOU MAY CHOOSE NOT TO OVERLAP ANY SPACE



PATRON PHASE

Each round, a 'Patron' is awarded to one player. To do this, look at the symbol, or symbols present on the top left of the 'Patron' card. 'Patrons' are worth 1 point at the end of the game.

Players total up their current score for just the characters shown on the symbol. The player with the highest score attracts the patron to their pier. Flip the card over and place it next to your pier.

If there is a tie, the player with the earliest date on their most recently collected card wins the 'Patron'



SCORING



FLOWER SELLERS: 1 point for each OTHER symbol in a 'Group' next to the Flower Seller. Multiple flower sellers may contribute to a group but only 1 of them will score.



POETS: 1 Point for every 2 Poets anywhere on your Pier rounded down.



LOVERS: 2 Points per Lover without any other characters within 2 spaces. The two spaces above and below the Lovers should be empty.



FISHERS: 1 Point for each Fisher on the side of your Pier that contains the most Fishers.

END GAME

The game ends when there are not enough cards for another round. Place your PLAN card now to end your pier and total your points. The most points wins!

- ★ SCORE ALL VISIBLE SYMBOLS ON YOUR PIER
- ★ ADD 1 POINT FOR EACH PATRON CLAIMED
- ★ ADD ANY BONUS POINTS FOR ACHIEVING GOALS

If there is a tie, the player with the most symbols on their pier wins. If there is still a tie, the player with the earliest date on their PLAN card wins.