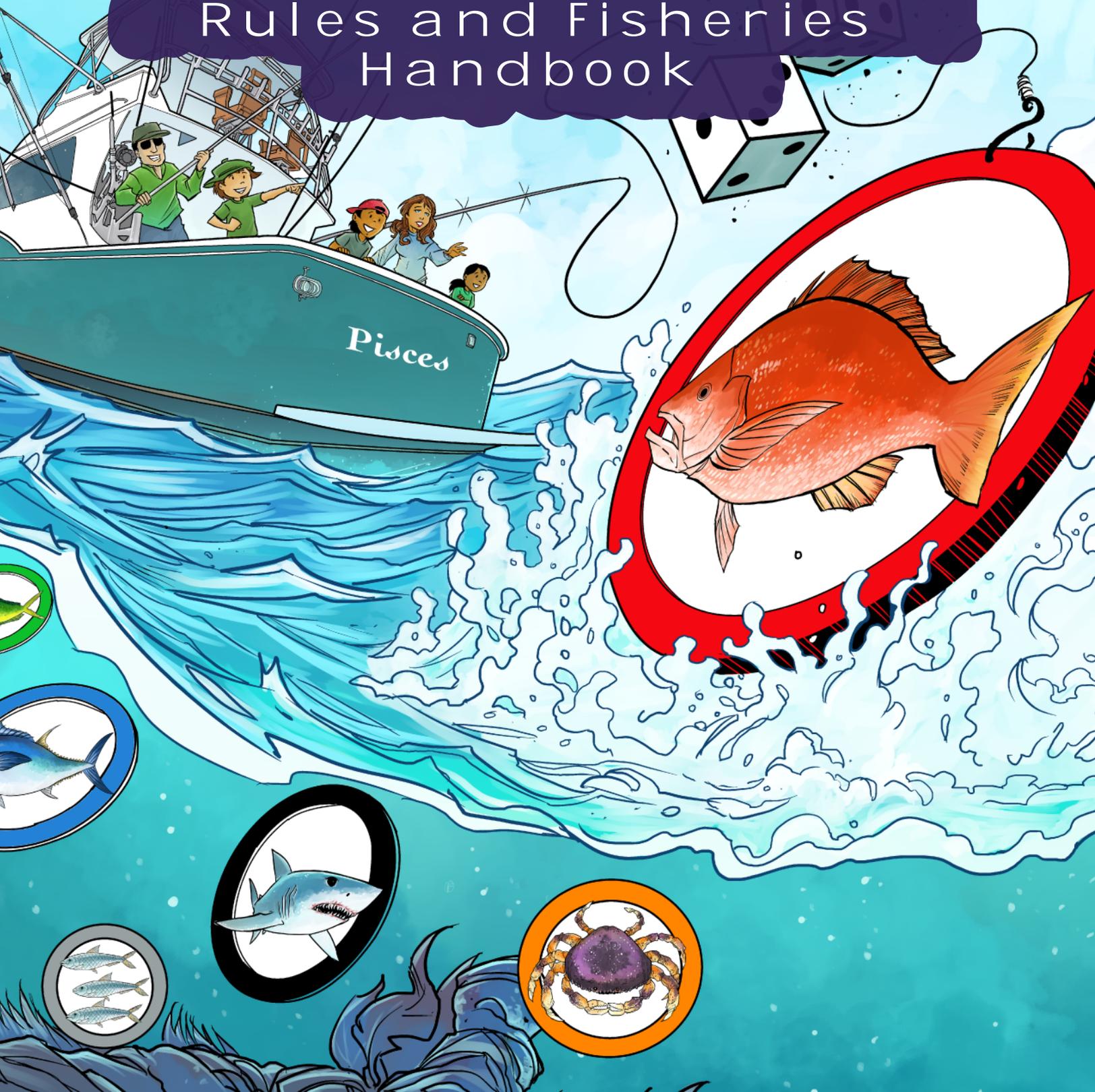


PISCES

Rules and Fisheries Handbook



GAME COMPONENTS



20 Snapper Chips



15 Tuna Chips



10 Tournament Chips



20 Mahi Mahi Chips

CHIPS



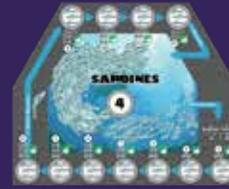
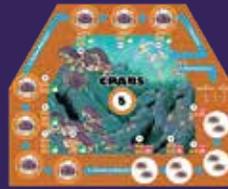
25 Crab Chips



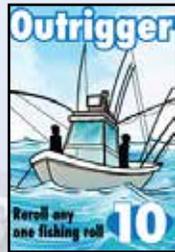
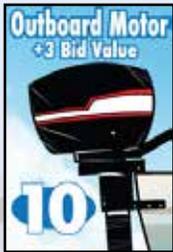
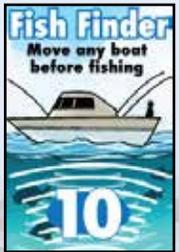
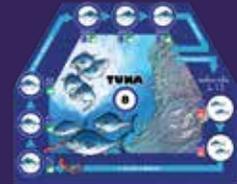
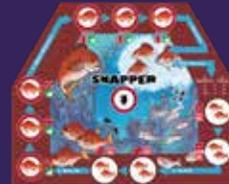
15 Shark Chips



30 Sardine Chips



FISHERY BOARDS



18 GEAR CARDS



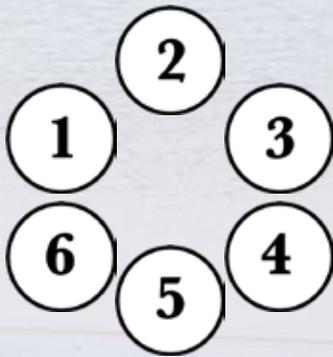
FIRST PLAYER TOKEN



20 FIRST PLAYER TOKENS



36 TOURNAMENT CARDS



6 OUTCOME TOKENS



6 BID MARKERS



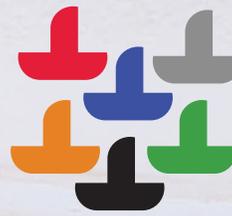
3 MANAGEMENT AWARDS



TURN MARKER



9 DICE



18 SHIPS



6 MANAGEMENT BLOCKS

GAME OBJECTIVES AND OVERVIEW

Pisces is the twelfth astrological sign in the Zodiac and is represented by the fish – an appropriate title for a game all about fishing and the seas.

The Pisces game is all about fishing, fish, and competition. The goal is to obtain the maximum points by catching fish – snapper, tuna, sardines, sharks, mahi-mahi, and crabs, winning tournaments, and managing a fishery.

Playing is a bit like fishing roulette, where players guess which fishing zone and species will present the best fishing opportunities each round. The availability of fish to catch changes with each round, as the critters go through various lifecycle stages. If they are abundant, they are easy to catch. But if they are overfished, it gets harder, just like in real life fishing. Roll the dice to see if you hit the jackpot with a catch, and use your strategy to collect the boats and gear that will help you win!

Here is how to score points and win:

- The player with the highest total combined points in Fish Chips, Tournament Trophy Chips, and the Excellence in Fisheries Management Award after the last round of fishing wins.
- Each round players place their boats on any of the Fisheries or the Open Ocean. Players collect Fish Chips, worth 4-9 points, by rolling dice and successfully catching fish from these areas.
- An extra 10 points can be awarded each turn if any player meets the tournament goal for the round. The tournament goal means you catch both species identified each turn on top of the Tournament Decks. If any player catches both species during the round, they collect one white Tournament Trophy Chip.
- Another bonus comes from the Excellence in Fisheries Management Award, worth 20 points. These points are given to the players with the most Gold Star Conservation Tokens at the end of the game. Players earn Gold Star Conservation Tokens when they prevent any one stack of Fish Chips on their Fisheries Board from being caught using their Management Block – these specific fishery areas cannot be harvest and are protected, just like real conservation practices.



GAME SETUP



- Players roll a die to determine who receives the First-player Token. The highest roll selects a Fisheries Board, each one representing a different species, followed by each player clockwise. Players collect all the boats, dice, blocks, chips, and bid markers that match their species' color. Remove any unselected Fisheries Boards from the game.

Note that each of the Fisheries Boards represents the life cycle of the fish, from reproduction to death. Only during certain phases of this life cycle can they be sustainably fished in order to maintain abundant fish stocks. The threshold of overfishing will be different for each species, as they vary in their life-cycle complexity and ability to reproduce

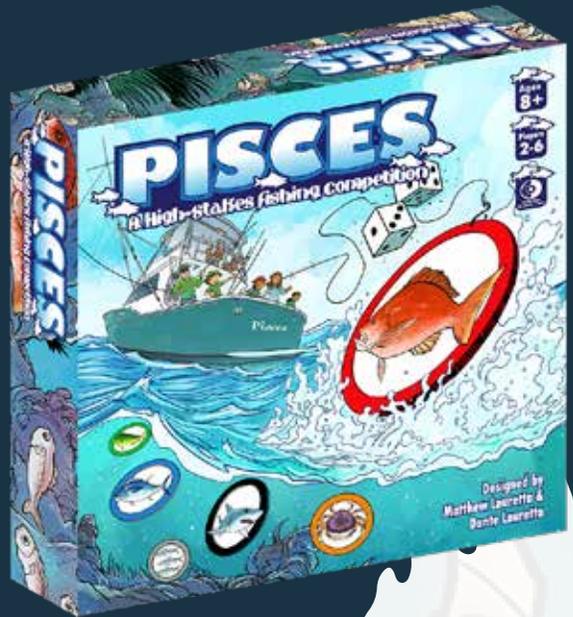
- Place the Open Ocean Board in the center of play and place the active Fisheries Boards around it. Boats fishing on the Open Ocean Board can catch Spawners on the adjacent Fisheries Boards. Spawners are male and female fish ready to move into the reproductive phase and breed more fish. This movement is termed spawn migration in the game. Spawner locations occur on the top of the Fisheries Boards and are labeled "Spawner" underneath the chip location.

- Set up the Open Ocean Board as follows:
 - Distribute the white Outcome Tokens next to each species icon on the Open Ocean Board. The distribution of Outcome Tokens is as follows:
 - Two Fisheries Boards– three tokens per species
 - Three Fisheries Boards – two tokens per species
 - Four, five, and six Fisheries Boards – one token per species
 - For four and five Fisheries Boards, place the remaining Outcome Tokens face up on the Roll Again section. When these are numbers are rolled, players re-roll the dice.
 - Prepare the Tournament Deck by removing any species that are not in play. Shuffle the remaining cards, deal out two equal piles, and place them face down on the indicated spot.
 - Stack the white Tournament Trophy Chips on their matching location.
 - Place the Turn Number Token next to the Turn Number Track.
- Place the Gold Star Conservation Tokens in a pile accessible to players during the game. The Excellence in Fisheries Management Award is awarded to the player with the most Gold Star Conservation Tokens at the end of the game and can be set aside during gameplay.
- Sort the Fishing Gear Cards into three piles, one for each gear type. Place these piles near the area of play. Players can purchase these upgrades each round to improve their fishing capabilities.
- Place one Fish Chip, fish side up, on every chip location on the Fisheries Boards. These chips represent individual fish ranging in value from four to nine points – be lucky and catch the fish with the highest number or complete the Tournament Goal to earn a Tournament Trophy Chip worth an additional 10 points. Place the remaining Fish Chips in the center of the Fisheries Boards.
- Each player starts the game with two active Fishing Boats; one additional boat is available for purchase during the game for 20 points in chip value. Place the two active Fishing Boats just below your Fishery Board and place the other boat out of play until purchased.
- Place the Management Block and the Player Bid Marker next to the active Fishing Boats.

ROUND OF PLAY

A round of Pisces occurs in eight phases:

- 1 Tournament Goals and Turn Number
- 2 Management Action
- 3 Fleet Movement
- 4 Fishing
- 5 Return to Port
- 6 Boat Building and Gear Purchase
- 7 Species Life Cycles
- 8 First-player Bidding



Details of each phase follows:

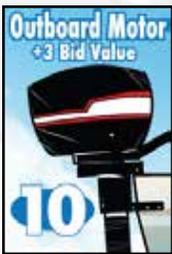
1. **Tournament Goals and Turn Number:** The tournament goals are determined by flipping the top card from each of the Tournament Deck piles face up. Move the Turn Number Indicator Token one space forward on the Turn Number Track.
2. **Management Conservation Action:** Players decide which part of their fishery to protect. Starting with the first player, each player places their Management Block on one stack of Fish Chips on their Fishery Board. The Management Block prevents those fish (chips) from being caught.
3. **Fleet Movement:** Players choose where to fish this round. Players can either place their boats: (1) in the center of a Fisheries Board to go after that species, or (2) on the Open Ocean Board to target the Spawning Grounds of all species. The first player distributes their boats across the Fisheries Boards and the Open Ocean Board in any way they choose. Boat placement then proceeds clockwise.

4. **Fishing.** Players catch fish by rolling dice. Beginning with the first player, players roll dice for each of their boats.

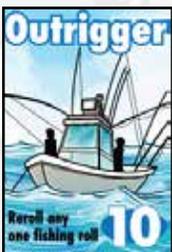


- Players fishing in a fishery can catch any Fish Chips on that Fisheries Board that matches the dice roll. Players fishing on the Open Ocean Board can catch Fish Chips from the Spawning Grounds of any fishery. Spawning Grounds occur along the top of the fishery and are labeled Spawner.
- Players roll one or two dice per boat, depending on the area fished. One die is rolled when fishing mahi-mahi, snapper, tuna, shark, or the open ocean. Two dice are rolled when fishing sardines or crab. Players roll the colored dice corresponding to the area being fished.
- The player gets all the chips in a given spot, whether it is one fish or many (if you are really lucky!)
- If the dice outcome corresponds to a stack of chips with a Management Block on it, then the fish are not caught. Instead, the player who placed the Management Block on that location receives a Gold Star Conservation Token for each blocked Fish Chip.
- If the dice outcome corresponds to an empty stack of chips, then no fish are caught.
- If the dice outcome matches a green Catch Icon or an Open Ocean Outcome Token, the player collects one stack of chips.
- If the outcome matches a red Catch and Release Icon, the chips are placed back in the center of the Fisheries Board.
- When multiple stacks have the same possible outcome (for example, Spawning Grounds), the player may select one stack of their choice.
- Bonus Opportunity: Any player that catches both species shown on the Tournament Cards collects a Tournament Trophy Chip. When the same species is shown, players must catch two of that species to win the tournament. More than one player can win the tournament each round.
- Players stack the caught fish, point side up, in a Catch Pile below their Fisheries Board.
- Fishing proceeds clockwise until all players have fished.

- 5. Return to Port.** After all players have fished, all boats return home and are placed in front of each player. Management Blocks return as well. Remove the two face-up Tournament Cards from the game.
- 6. Boat Building and Gear Purchase.** Players may purchase their third boat at a minimum cost of 20 points in fish chips. Players can fish a maximum of three boats per fleet. Players can purchase any number of Fishing Gear Cards at a minimum cost of 10 points in fish chips per card. Once gear is purchased the bonus stated on the card is available to the purchaser in every subsequent round of play. Each card may be used only once per round. Players may purchase more than one copy of a card. The three types of gear available are:



Outboard Motor – An outboard motor makes your boat faster, giving you an edge when bidding for the first player token. This card adds +3 to a player's first player bid value.



Outrigger – An outrigger allows you to have multiple fishing lines in the water, providing an advantage when trying to catch fish. This card allows a player to re-roll one fishing attempt per round.



Fish Finder – A fish finder identifies the locations of schools of fish helping you steer your boat to the most productive fishing grounds. This card allows a player to move one of their boats right before a fishing attempt.

The reason the boat and gear costs are minimum prices is because no change is given on a purchase. For example, if two snapper and a shark chip (24 points total) are exchanged for a new boat, the player does not receive a sardines chip (4 points) for change. All chips used for boat purchases are placed back in the center of their Fisheries Boards.

7. Species Life Cycles. Fish move through several steps in their life cycle, and these life cycles can impact fishing stocks, sustainability, and how great a day of fishing you are going to have. On each Fisheries Board, Fish Chips are grouped by life stage and move from one stage to the next each round of play. The number of life stages varies by species from two to four. All species move clockwise. The arrows on the board are numbered by order of movement. When moving chips from one stage to the next, distribute the chips evenly among the open spots, beginning with the highest dice outcome first. The order of movement is:

Mortality: Remove all Fish Chips in the Spawning Grounds and stack them in the center of the Fisheries Board. (All species)

Spawn Migration: Move the Fish Chips in the Adult Foraging Areas to the Spawning Grounds at the top of the Fisheries Board. (All species)

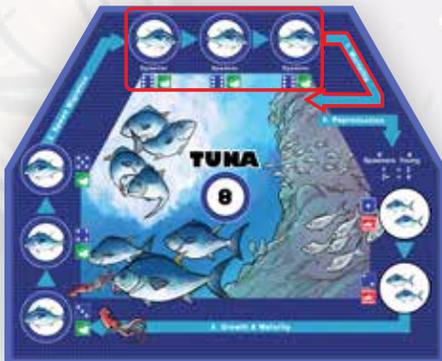
Maturity: Move the Fish Chips from the Juvenile Rearing Habitat to the Adult Foraging Areas. (All species except sardines)

Growth: Move the Fish Chips from the Young Refuge Habitat to the Juvenile Rearing Areas. (Snapper and shark only)

Reproduction: Add new Fish Chips from the stack in the center of the Fisheries Board to the first stage of the life cycle. The number of chips to add is shown on each Fisheries Board under Reproduction, based on the total number of Fish Chips in the Spawning Grounds. For sardines, the number of chips is determined by rolling dice. If the number of reproduction chips is higher than the amount available, only the available chips are added.

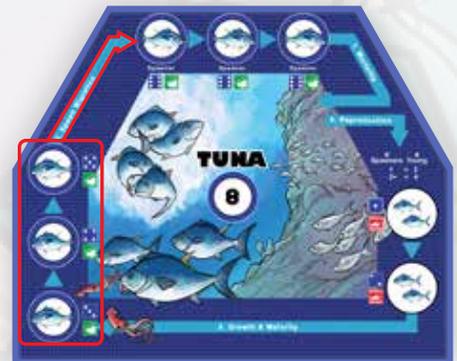
STAGE-1

(Mortality - Discard)
Spawners to center chip stack



STAGE-2

Spawn Migration - Move adults to spawning grounds.



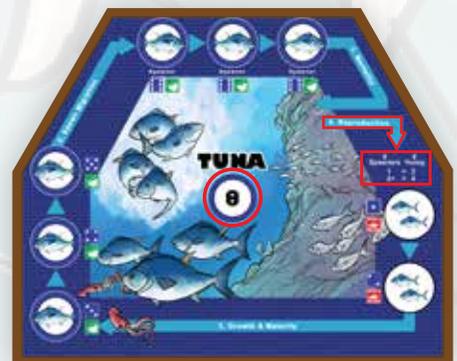
STAGE-3

Growth and Maturity
Move juveniles to adult foraging area



STAGE-4

Reproduction - add chips from center stack to juvenile rearing habitat



8. First-player Bidding: Being first to place your boats and fish is a major advantage, so players bid for this opportunity in an auction before the start of rounds two to six. Bidding starts with the player to the left of the current first player and proceeds clockwise until all players pass on bidding. Players bid by placing their Player Bid Marker on one spot of the First Player Bids region on the Open Ocean Board. Only one Player Bid Marker may be placed per spot. Players can only bid on spots that can be paid for with the exact value in chips. Outboard Motor cards add +3 to your bid. For example, a player cannot pay a bid value of 5 with a chip value of 6. Players may raise their bid by moving their Player Bid Marker to an unoccupied bid value. Players may pass on bidding at any point. After bidding is complete, the winner pays their bid value and collects the First-player Token. Then, all players retrieve their bid markers. All chips needed to cover the bid are placed back in the center of their Fisheries Boards. If no one bids, then the First-player Token is passed to the left of the current first player.

END OF GAME

- The game ends after six rounds of fishing.
- The players with the most Gold Star Conservation Tokens at the end of the game receives an Excellence in Fisheries Management Award, worth 20 points. Players that tie each receive an award.
- When determining point totals, Fish Chips, Tournament Chips and Management Awards held by the player at the end of the game are summed together to get a total final score.
- The player with the highest total final score at the end of the game wins. In the case of a tie, the player with highest number of different species wins.

