

PUBLIC MARKET

Molly Johnson

Robert Melvin

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RULEBOOK



GAME OVERVIEW

Welcome to Public Market, where you can fish the cold waters of the Pacific Northwest and sell your fresh haul to the open market. Competing against other players, you will strive to fulfill contracts for large public companies and small restaurants in the region, with Mt. Rainier towering over you in the serene waters.

Each round starts with a bid for turn order. After that, players go fishing. You will fill your Ice Chest with Fish Tiles acquired from the Ocean. When you feel you have enough fish in your Ice Chest, you will head to the market to complete orders by selling your fish. This may award you with one-time powers that you can use in future fishing phases, or influence with business that are evaluated at the end of the game.

The game end is triggered when the Ocean Bag of Fish Tiles is empty, and ends once everyone has had one final chance to go to market. At the end of the game, players will earn Victory Points (VP) from the public market spaces, set collection bonuses from working with canneries, the number of crabs caught, and any remaining money. The player with the most VP is the winner.

COMPONENTS



1x Market Board



4x Player Board



9x Ice Chests



1x Ocean Bag



4x Scoring Locations



2x Collection Locations



70x Fish Tiles



101x Money Tokens



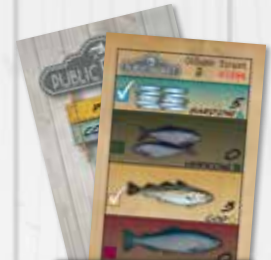
20x Crab Meeples
(5 per player)



14x Red Today's
Catch Cards



16x Blue Today's
Catch Cards



16x Public
Contracts Cards



40x Scrap Fish
Tiles



1x Boat Token



8x Player Tokens
(2 per color)



28x Lighthouses
(7 per color)



4x Shrimp Bonus
Cubes (1 per color)



16x Gear Tokens
(4 per player)



16x Fish Tokens
(4 per player)

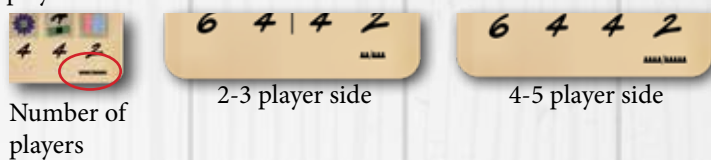
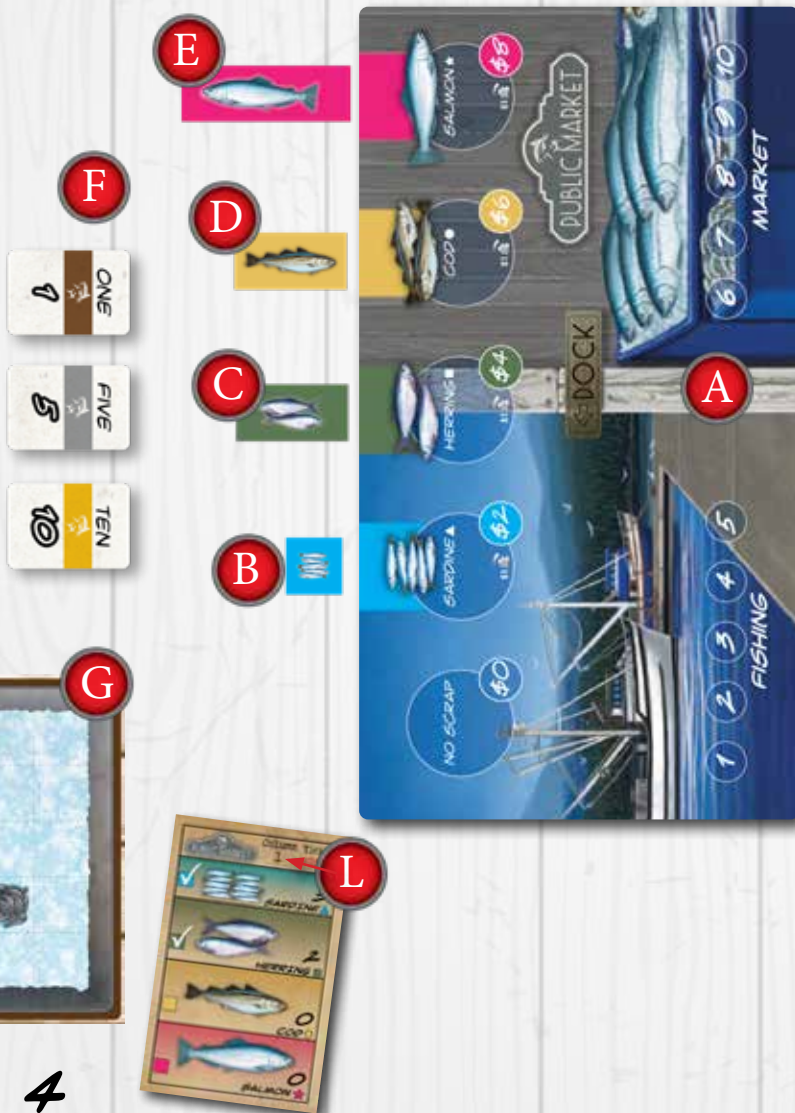
IMPORTANT

On pages 4 and 5 of this rulebook describes how to setup a 3-5 player game. Page 21 explains the differences in setup for the "Two Player Variant" as well as associated gameplay changes.

GAME SET UP

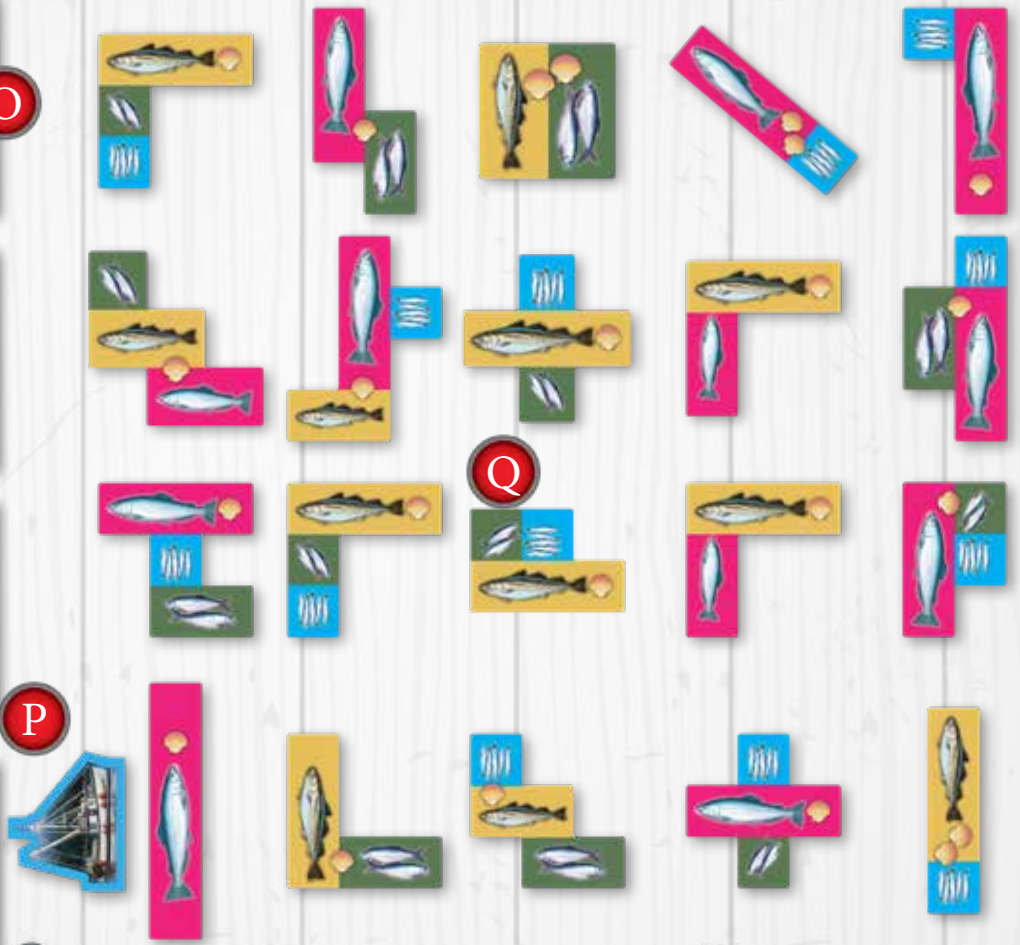
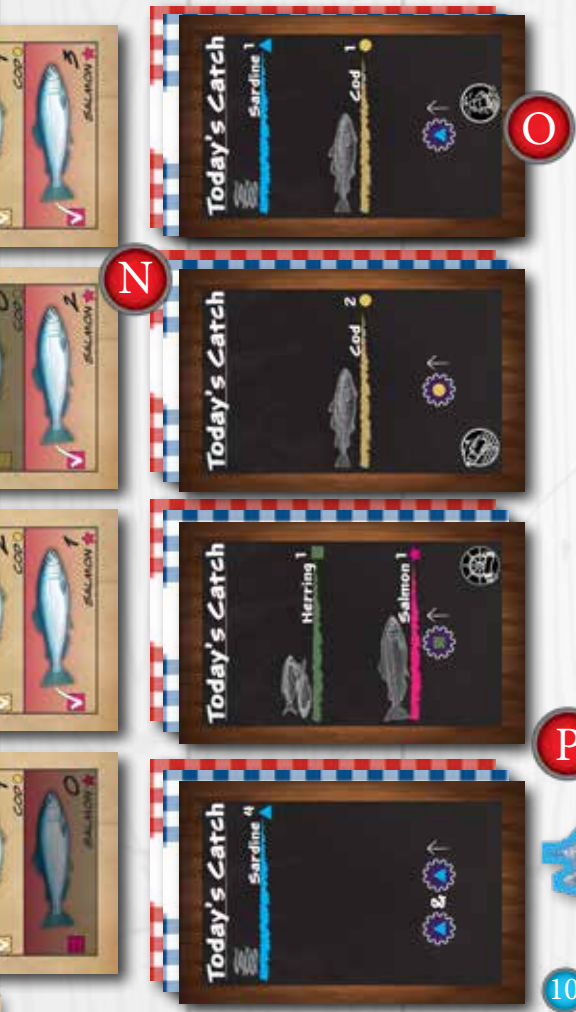
- 1 Place the Market Board on the table sunset side DOWN **A**.
- 2 Place the Scraps Tiles of the 4 fish types above the Market Board Sardine **B**, Herring **C**, Cod **D**, and Salmon **E**.
- 3 Place the money near the Market Board **F**. This is the bank.
- 4 Shuffle the Ice Chest cards **G** and place them in a stack near the Scraps Tiles.

- 5 To start setting up the Public Market, place the scoring location Tiles under the Market Board starting with Sardines **H**, then Herring **I**, Cod **J**, and finally Salmon **K**. Make sure to use the correct side of the scoring location tiles based on number of players.



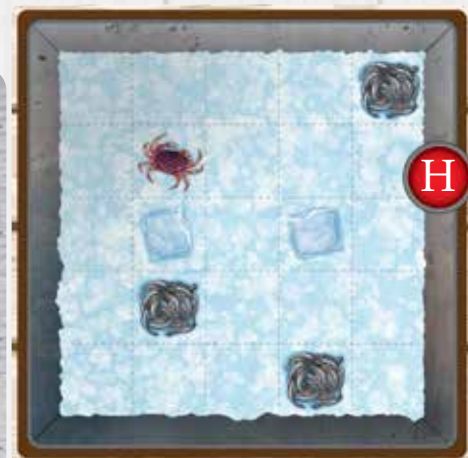
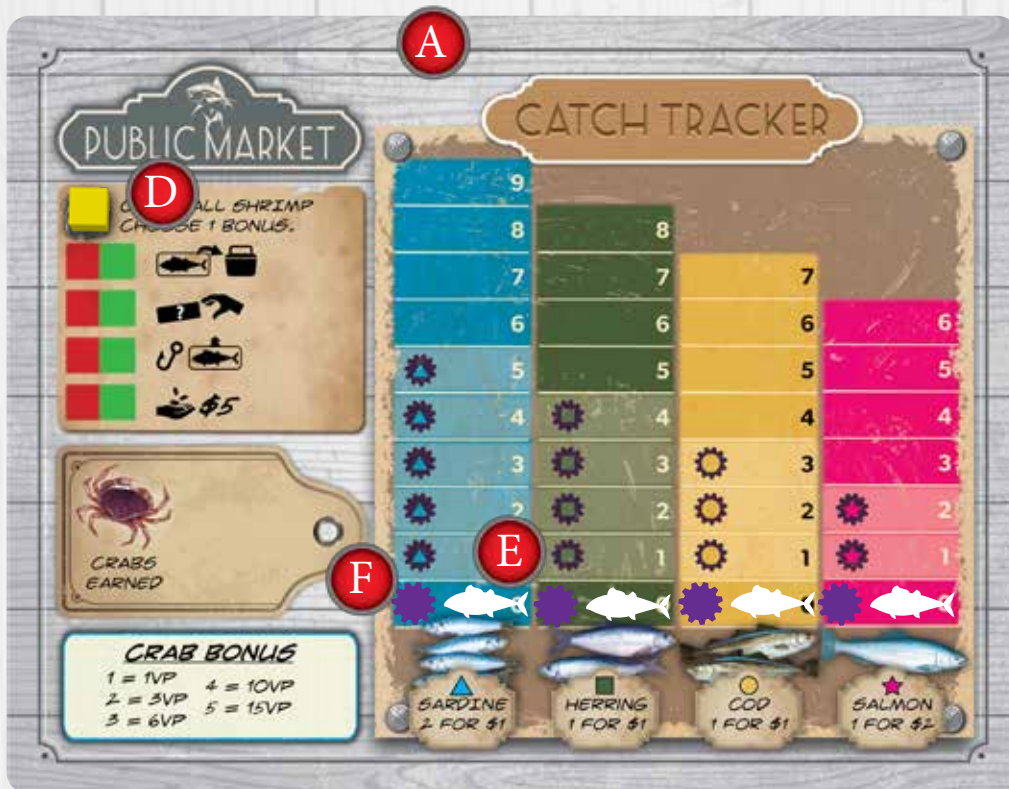
- 6 Separate the Public Contract Cards by column number, 1 through 4 **L**. Shuffle each column stack, draw 2 cards, then place them face up below Scoring Location Tile with the matching column number. The rest of the Public Contracts Cards will be returned to the box as they will not be used this game.
- 7 Place one Collection Location Tile for a 2-3 player game and place two Collection Location Tiles for a 4-5 player game **M**.

- 8 Shuffle the Red Today's Catch cards (12 cards). Under the Public Contracts Cards as shown in the setup diagram, deal out 4 stacks of 3 cards each face down **N**.
- 9 Shuffle the Blue Today's Catch cards. For a 2-3 player game, deal 3 cards evenly on top of the Red Today's Catch Cards face down. For a 4-5 player game, deal 4 cards evenly on top of the Red Today's Catch cards face down. The remaining Today's Catch Cards are not used and can be returned to the game box. Now flip the top card face up on each of the 4 stacks **O**.



- 10 Place the Boat Token under the leftmost Today's Catch stack **P**.
- 11 In a 3-5 player game, place **ALL** Fish Tiles into the Ocean Bag. Shake the bag up and draw 20 tiles. Place these tiles into 4 columns with 5 tiles each. These 20 tiles are called the **Ocean**. In a 2-player game, place 55 tiles in the Ocean Bag. Shake up the bag and draw 20 tiles. Place these tiles into 4 columns with 5 tiles each. These 20 tiles will be the **Ocean** **Q**.

PLAYER SETUP



- 1 Each player takes a Player Board **A**.
- 2 Each player chooses a color and takes the Meeple **B**, 7 Lighthouses, and Shrimp Bonus Cube in the selected color. Each player places the 7 Lighthouses next to their Player Board **C** for scoring and the Shrimp Bonus Cube on the shrimp icon on the Player Board **D**.
- 3 Each player takes 4 White Fish Tokens and places them on the right side of the "0" box in each "Catch Tracker" column **E**.
- 4 Each player takes 4 Purple Gear Tokens and places them on the left side of the "0" box in each "Catch Tracker" column **F**.
- 5 Each player takes 5 of the Crab Meeples and places them next to their Player Board **G**.
- 6 Each player takes an Ice Chest **H**.
- 7 Each player takes \$12 from the bank **I**.



PLAYING THE GAME

The game is now set up and you are ready to play. The player who most recently bought fish will be the first player or you may choose a player at random.

Each round has 4 phases: **Bidding**, **Action** (Fishing or Market), **Repopulation**, and **Navigation**.

MARKET BOARD

The Market Board has several locations that you will use during the game. It is divided in two halves: the Dock side **H**, and the Market side **I**.

The locations along the top are used during bidding. Some locations give one free fish, called “Scrap.”

No Scrap / \$0 **J**

Pay no money, but get no Scrap. You will go later in turn order.

Sardine / \$2 **K**

Pay \$2. If there is a Sardine Scrap Tile available, you get one.

Herring / \$4 **L**

Pay \$4. If there is a Herring Scrap Tile available, you get one.

Cod / \$6 **M**

Pay \$6. If there is a Cod Scrap Tile available, you get one.

Salmon / \$8 **N**

Pay \$8. If there is a Salmon Scrap Tile available, you get one. You will go earlier in turn order.



Dock Side

The bottom left side of the Market Board is where you will place your Meeple when taking the “Fishing” action **O**.

Market Side

The bottom right side of the Market Board is where you will place your Meeple when taking the “Market” action **P**.

BIDDING PHASE

Each round begins with a bid for turn order. This is done in turn order with each player placing their colored Meeple on one of the bid locations on the Market Board. **In the first round only**, the first player makes the first bid, and bidding continues in a clockwise order. **In subsequent rounds**, the players bid in the turn order established from the previous round, with the player with the leftmost Meeple going first.

Once you place your Meeple, pay the amount of money associated with the location you chose, and take one Scrap (if available). You may take the Scrap of the current bid location, or any Scrap from a lower bid location (to the left of your Meeple). Keep the Scrap next to your Ice Chest; you will place the Scrap into your Ice Chest either during the Fishing action or before you go to Market.

1. No Scrap: \$0
2. Sardine Scrap: \$2
3. Herring Scrap: \$4
4. Cod Scrap: \$6
5. Salmon Scrap: \$8

IMPORTANT

You may always take an available Scrap from any location lower from where you bid if you wish. *Example: Sally bids on the Cod location and pays \$6. Sally decides that she will take a Sardine Scrap instead of a Cod Scrap.*

Bidding at the Same Location

You may place your Meeple in the same location as another player. If a previous player (*yellow, in the diagram on the right*) placed a bid on the Sardine location and you (*red*) also want to bid in the Sardine location, you may go there as well.

However, you must decide if you want your turn order position to be before or after the player that bid there prior to you. If you want to go after that player, place your Meeple to the left and behind that player's Meeple **A**. If you want to go before that player, place your Meeple to the right of that player's Meeple **B** and pay that player \$1.



Two or More at a Location

If you bid in a location that already has two or more Meeples, you must choose where in the turn order you wish to go. You may choose to go after all the players in that space by placing your Meeple to the left of all Meeples there. Or, you may choose to go in front any number of players in that space by placing your Meeple to the right of those players. You would then pay \$1 to the player whose Meeple is closest to the left of your Meeple.

The "\$0" Location

If you go to the "\$0" location, you must always go behind any other players that were there prior to your bid. You may not pay to move ahead of another player in the bid order like they could at the other locations on the Market Board **C**.



End of the Bidding Phase

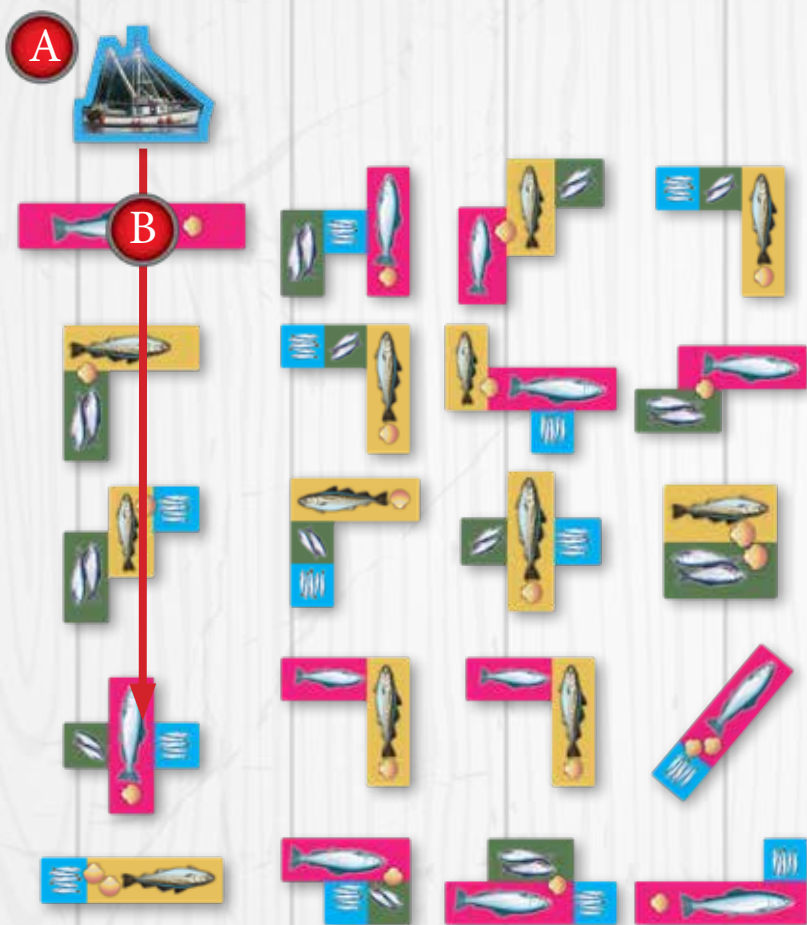
Once bidding is completed and in the new turn order starting with the highest bidder, players will either go **Fishing** or go to **Market**. If you go Fishing, move your Meeple to the lowest number on the dock track at the bottom of the Market Board (numbers 1-4) and **immediately take a Fishing action** (see page 9). If you go to market, move your Meeple to the lowest number on the Market side of the board (numbers 5-8) and **immediately take a Market action** (see page 13).




ACTION PHASE – FISHING

When you move your Meeple to the “Dock” at the bottom-left of the Market Board, you immediately perform a Fishing action by choosing one Fish Tile in the column directly below the Boat **A** and placing it in your Ice Chest.

Note: The sea shells on the Fish Tiles are used only in the expansion “Shallow Waters” and is not part of the base game.



IMPORTANT

When you fish, you must fish in the column directly below the Boat **B**. There is one exception: if you have the “Shrimp Bonus,”  this lets you fish anywhere in the Ocean. This is the only time you can break the rule of fishing below the Boat.

Placing the Fish Tiles in your Ice Chest

You must now place the Fish Tile, along with the Scrap you may have gotten during bidding, into your Ice Chest based on placement rules (see page 10), or deal with the Fish Tile by some other means, like selling to the Boat Captain or using a Shrimp Bonus.

You may pick up any Fish Tile and experiment to see if the tile shape will fit into your Ice Chest. You may then return the Fish Tile, choose a different Fish Tile, and experiment with that, until you find a Fish Tile you are satisfied with.

Once you have placed your selected Fish Tile and any Scrap into your Ice Chest, your turn is over.

Example:

Molly chooses to go fishing and moves her Meeple to the number “1” spot on the fishing side of the Market Board. Molly chooses one of the Fish Tiles directly below the Boat. She places both the Scrap she got in the bidding phase and the Fish Tile into her Ice Chest based on the placement rules on page 10. The next player in turn order chooses their action.

Placing Fish Tiles in the Ice Chest

You will always have an Ice Chest that you'll put Fish Tiles and Scrap into. There are three symbols on the Ice Chest tile that may affect how you place your fish:

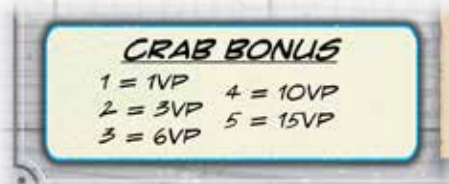
Ice Block - You **may not** cover either of the two Ice Blocks in your Ice Chest **I**.



Crab - You **may** cover the Crab for no effect. However, you get a bonus in the Market if you surround the Crab icon. This means that all 8 spaces around the Crab in all directions (including diagonals) either have an Ice Block or are covered by a Fish Tile **H**.

When you go to market, if the Crab is surrounded in your Ice Chest, take a Crab Meeple and place it on your Player Board. You will get extra VP at the end of the game for the number of Crabs you have collected.

Shrimp - You may cover the Shrimp **I**. When all three Shrimp icons on your Ice Chest have been covered, choose a Shrimp Bonus (see page 12).



You may earn one Crab per Ice Chest. To gain all 5 Crabs, you would need to completely surround Crabs on 5 Ice Chests during play.

All Fish Tiles and Scrap must fit into the Ice Chest. If a tile does not fit, then you may **sell it to the Boat Captain for \$3** (see below) or you may use a Shrimp Bonus to place the tile in your personal cooler (see page 12).

Selling a Tile to the Boat Captain

If you acquire a Fish Tile you cannot use or do not want, you may sell it to the Boat Captain. Discard the Fish Tile and take \$3 from the bank. You may not sell Scrap to the Boat Captain.

Important: If the Ocean Bag is empty, you **may not** sell a Fish Tile to the Boat Captain. If you cannot fit a Fish Tile in your Ice Chest at this point in the game, you may only keep it with a Shrimp Bonus; otherwise, you must discard it out of the game!

IMPORTANT

If the Ocean Bag is empty, you **may not** sell a Fish Tile to the Boat Captain. If you cannot fit a Fish Tile in your Ice Chest at this point in the game, you may only keep it with a Shrimp Bonus; otherwise, you must discard it out of the game!

Adjusting the Catch Tracker

When you remove a Fish Tile from the Ocean, adjust the White Fish Marker for each type of fish you have caught. This way, any player can easily look at your Player Board and see what fish are in your Ice Chest.

The Catch Tracker also indicates the maximum number of fish per type you can hold in both your Ice Chest and your personal cooler (available through a Shrimp Bonus). If you would ever exceed this number for at least one type of fish on the Fish Tile, you must sell the Fish Tile to the Boat Captain for \$3 (if the Ocean Bag is not empty) or discard it.

The number of fish in the Ice Chest is represented by the fish levels on the Catch Tracker **C**.



One tile has been added to the Ice Chest and the fish levels have gone up 1 Cod **D**, 1 Sardine **E** and 1 Herring **F**.



Example:

Shawn fished a tile with 1 Sardine, 1 Herring, and 1 Salmon from the Ocean, and selected a Scrap of Herring from the Bidding phase. He adds 2 Herring to his Catch Tracker by moving the White Fish Token upward two spaces: once for the Herring Scrap, and once for the Herring on the Fish Tile. Then, Shawn moves the White Fish Token in the Sardine column up one for the single Sardine on the Fish Tile, and moves the Salmon tracker up one for the single Salmon on the Fish Tile.

Scrap Tile with 1 Herring



Fish Tile with 1 Sardine, 1 Herring, and 1 Salmon



Shrimp Bonus Powers

You earn a Shrimp Bonus when you cover all three Shrimp icons in your Ice Chest, which will give you a one-time power that you may use later in the game.

When you trigger a Shrimp Bonus, move your cube next to the icon representing the power that you want **J**. Place your Shrimp Bonus Cube over the red square so that you can see the green square. Later in the game, when you spend the power, slide your cube to the right, covering the green square **K**. This shows that the power has been used.

When you trigger another Shrimp Bonus, you must move your Shrimp Bonus Cube to the red space of a different power. You may not choose the power that your Shrimp Bonus Cube is on.

If you trigger a Shrimp Bonus and your cube is still on a red space, you still must move your cube anyway. This means you won't get to use the power that you are moving from. Hint: Make sure you use a Shrimp Bonus' power before you trigger your next Shrimp Bonus!

There are four different Shrimp Bonus powers to choose from:



Place Fish in your Personal Cooler

After removing a Fish Tile from the Ocean, use this power to keep it off to the side of your Player Board instead of placing it in your Ice Chest. You still count its fish in your Catch Tracker and you still gain any benefits of having the Fish Tile.



Take any Scrap

At any time on your turn, use this power to take one of any Scrap from above the Market Board and **immediately** add it to your Ice Chest. Placement rules still apply.



Fish Anywhere

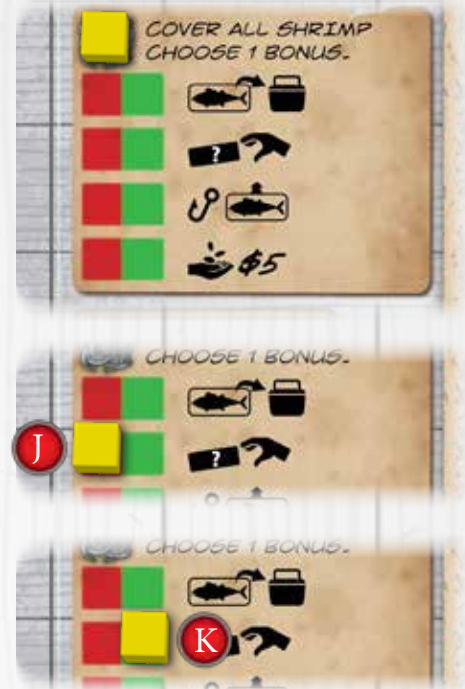
On your turn, when you would fish a Fish Tile from under the Boat, use this power to you may gain one Fish Tile from any column in the Ocean.

Immediately after using this power, take the top Fish Tile from the column under the Boat and move it to the empty spot where you took the Fish Tile.



Take \$5

At any time during your turn, use this power to take \$5 from the general bank and add it to your personal bank.



ACTION PHASE – MARKET

When you move your Meeple to the Market at the bottom-right of the Market Board, you immediately go to the Market. Take the following steps:

- 1 Place Scrap:** If you have Scrap outside your Ice Chest, place it in your Ice Chest now. Make sure your Catch Tracker is accurate.
- 2 Crab Bonus:** If the Crab icon **A** in your Ice Chest is completely surrounded, take a Crab Meeple **B** (if one is available from your personal supply) and add it to the Crab bonus location **C** on your Player Board.
- 3 Complete Contracts:** Complete Public Contracts and Today's Catch cards based on the number of fish you have. When you spend a fish on a Public Contract or a Today's Catch card, reduce the number of fish in your Catch Tracker by the appropriate amount **D**. You may complete up to **TWO** cards only. You can complete **TWO** Public Contracts, **TWO** Today's Catch, or **ONE** of each.

Public Contracts: Each Public Contract corresponds to a different column. Each column offers different scoring rewards and bonuses.

To complete a Public Contract, you need to meet the required number of fish shown on the card by type. The card on the right requires: 2 Herring, 1 Cod, and 1 Salmon.

When you complete a Public Contract, score the contract by placing a Lighthouse on a single reward location. This will either be a Scoring Location **E** or a Collection Location. **F**

Scoring Locations

Place your Lighthouse on the Scoring Location tile in the same column as the Public Contract you chose. Each space in the Scoring Location offers VP, a small bonus, or both. The VP are written underneath the spaces, and the bonuses are shown inside.

Collection Locations

When a player takes a Collection Location they will gain \$3 immediately. The logo will also count in end game scoring and have the same effect on collections as the Today's Catch Cards. (see page 14).



Column 1
Sardine



Column 2
Herring



Column 3
Cod



Column 4
Salmon



Take the indicated Scrap and save it for your next Ice Chest.



Move your fish gear up one space on the matching Catch Tracker track.



Take a face-up Today's Catch card from the purchase area at no cost. You gain the rewards shown on the card you take. This does not count against your TWO card limit.

Today's Catch: Each Today's Catch card shows a number of fish you must spend from your Catch Tracker. This card requires 1 Herring and 1 Salmon. **G**



When you complete a Today's Catch card, remove it from the board and place it next to your Player Board. Do not flip the card beneath it yet; you will reveal it at the end of your turn.



There are two types of Today's Catch cards: blue **H** and red **I**. Blue cards generally give you one Gear and one Cannery Logo, and red cards generally give you 2 Cannery Logos.



Gears

Gears are considered to be permanent fish in future rounds of the game. When you gain Gears from Today's Catch cards, adjust the Gear Tokens on your Player Board up one spot **J** for each type of gear you have earned.

- Sardines
- Herring
- Cod
- Salmon

Cannery Logos

Cannery Logos give you VP at the end of the game. There are four Cannery Logos in all. Each set of unique Logos is worth VP at the end of the game:

1/3/6/10 VP for 1/2/3/4 logos per set.

Set is one of each logo

1 / 2 / 3 / 4
VP
1 / 3 / 6 / 10

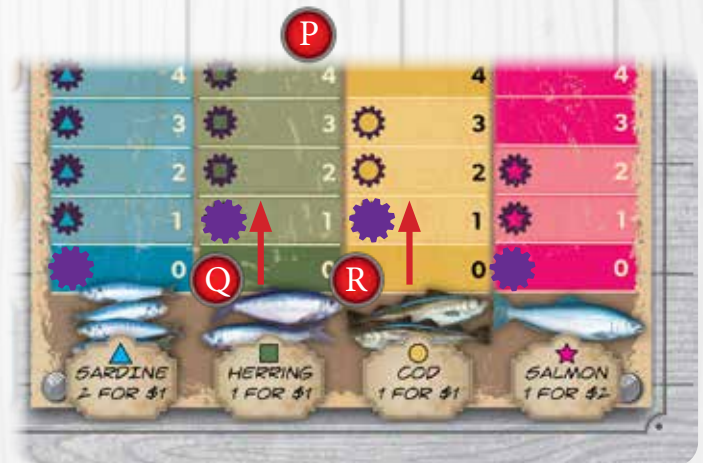
IMPORTANT

When you purchase a Today's Catch card, keep it next to your Player Board for the rest of the game. **Do not replace** Today's Catch Cards until your turn is completed.

Example: Carrie purchases the two Today's Catch Cards shown below **K**. She earns 1 Cod **L** and 1 Herring **M** for the rest of the game (see next paragraph). She also gets 1 Anchor **N** and 1 Boat **O** for endgame scoring.



After taking these Today's Catch Cards, Carrie updates her Catch Tracker **P**, moving her Herring **Q** and Cod **R** gears up by 1 space each. She will start the next round with 1 Herring and 1 Cod. (See step 7 on page 15.)



Tip: You do not have to wait until your Ice Chest is full to go to the Market. You may choose to take a Market Action whenever you are ready to make money!

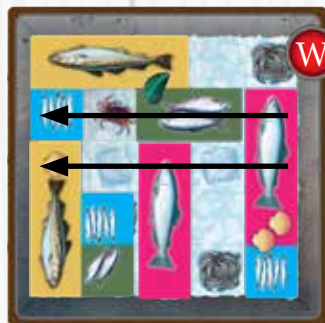
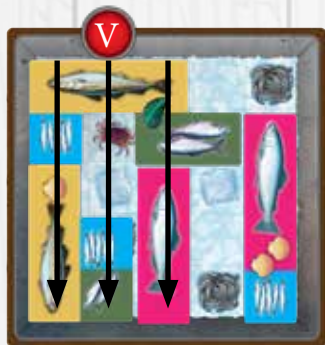
4 **Selling Remaining Fish:** After the you have completed all the Public Contracts or Today's Catch cards you want and are able to, you **must** sell all your remaining fish for their market value. These values are listed on your Player Board **S**. Take the money from the bank.

5 **Payout:** You now get paid from the bank based on completed columns or rows in your Ice Chest. Look at your Ice Chest and determine the best way to calculate the payout based on columns **T** (up and down) **or** rows **U** (side to side). **Each completed row or column gives you \$3.** A completely full board would give you \$15.

IMPORTANT

Crabs and Ice Blocks count as completed spaces, even though they never get Fish Tiles placed on them.

Example: Alex has an Ice Chest with 3 completed columns **V** and only 2 completed rows **W**. Getting paid by column would get them \$9, and getting paid by row would get them \$6. Alex decides to be paid by column and gets \$9.

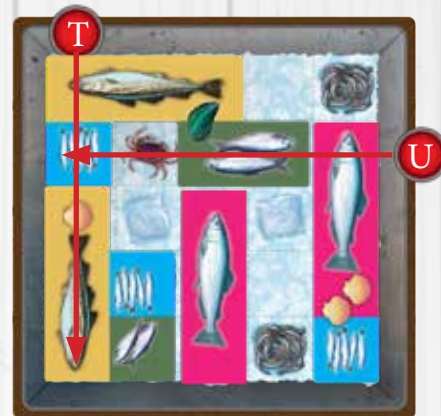


6 **Discard Fish Tiles and Redraw Today's Catch:** Return your Scraps to the Scrap area above the Market Board. Discard all Fish Tiles from your Ice Chest. **Do not** place them in the Ocean Bag; the discarded Fish Tiles are returned to the box and are out of the game.

If you took any Today's Catch Cards, reveal any face-down cards at the top of their respective stacks.

7 **Replace Ice Chest and Update Catch Tracker:** Put your used Ice Chest at the bottom of the supply pile and draw a new Ice Chest from the top of the supply pile. Adjust the White Fish Tokens on your Catch Tracker to match your gear levels **X**.

Important: If the Ocean Bag is empty, you **do not** draw a new Ice Chest. Please refer to the "End of the Day" section on Page 17 for additional rules.



Example: Next round, Rob (whose board is pictured above) would start with 3 Sardines, 1 Herring, 2 Cod, and 1 Salmon.

REPOPULATION

Once all players have taken their actions, the Ocean must be repopulated. Discard all remaining Fish Tiles from the column below the Boat. Take the Ocean Bag and refill the column. There should now be 20 Fish Tiles in the Ocean.

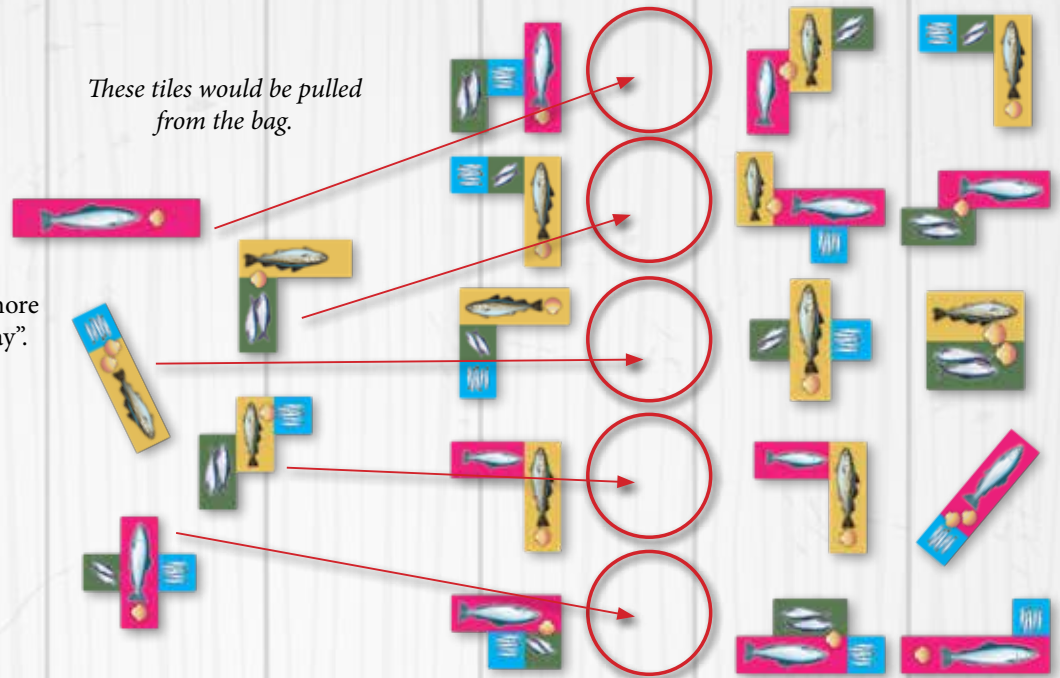
Do not put discarded Fish Tiles in the Ocean Bag! They are out of the game.

If the Ocean Bag is already empty, do not draw new Fish Tiles into the Ocean. Next round, you will have one fewer column.

What if the Bag is Empty?

At the end of a round the Ocean Bag will be empty and you will not be able to draw any more fish. The game will advance to “End of the Day”. Turn to page 17.

These tiles would be pulled from the bag.



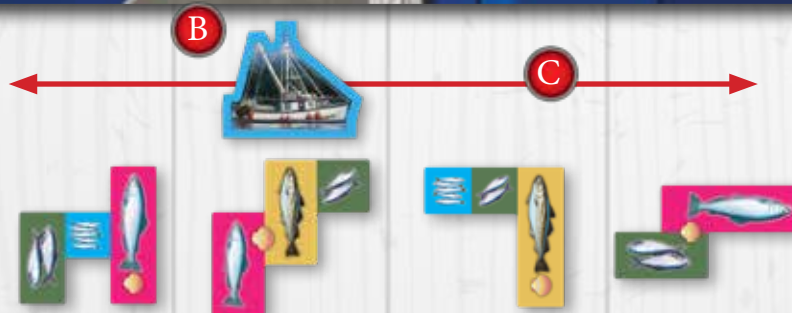
NAVIGATION

Once the Ocean has been repopulated, the last player in turn order gets to set the Boat for the next round **A**.



Example: Green is the last player in the line, so they get to set the Boat **B** for the next round.

You may move the Boat to any of the 4 columns **C**. You may leave the Boat in the same column as the previous round.



Remember, the location of the Boat determines the Fish Tiles available for next round's Action Phase.

If the Ocean Bag is empty, then you must move the Boat to a column with Fish Tiles.

END OF THE DAY

At the end of round 11, there will not be any Fish Tiles in the bag, which will signal the end of the fishing day. Remove the player Meeples from the Market Board, but keep them in turn order from left to right. Flip the Market Board over to show the sunset side. Place the player Meeples back onto the Market Board in turn order in the numbered spaces on the “Fishing” side 1-5.



A Remove Player Meeples from the Market Board.

B Keep them in turn order. Flip the board.

C Place the player Meeples in turn order back onto the Market Board in the number locations 1-5.

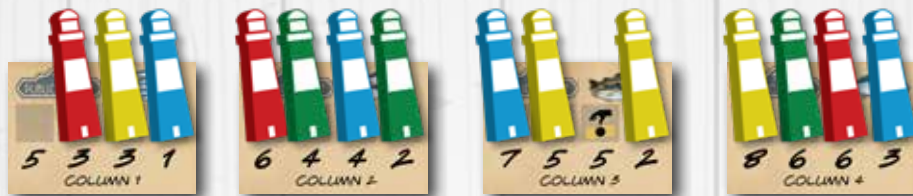


The game round will now change in a few ways:

- The bidding locations have **gone up** in cost, Sardines \$5 / Herring \$7 / Cod \$9 / Salmon \$11.
- When the bidding takes place, if you are not fishing you will place your Meeple on the “HOME” location on the far right of the Market Board. A player may go in front of another player at the “HOME” location like any other bidding placement in the game. However, they must pay the player they go in front of \$3 instead of \$1.
- If a player bids to a Scrap location, pay the required amount to the bank as normal and take your Scrap.
- If a player is on the “HOME” location they **MUST** go to market in bidding order. They may take a Scrap of their choice and place it into their Ice Chest if they have the space to do so. The player would then perform the market action. After the player has completed the market phase, they will remove their Meeple from the Market Board and their game has ended.
- Any player on a Scrap location will go fishing in bidding order.
- After all players have taken their turn, you will **NOT** add any new Fish Tiles to the game and the Fish Tiles under the boat will be removed from the game.
- As the game continues, the column of available fish from will decrease until there are no more fish in the Ocean. If there are any players still playing, they **MUST** move their player Meeple to the “HOME” location in bidding order. All players will take a final market action and the game will end.

ENDING THE GAME

Once all players have moved home and off the Market Board, the game is over! Add up your VP.



1 Count all VP locations with your color cube.

Example: In the diagram above, Red would get 15 VP, Yellow 18 VP, Blue 15 VP, and Green 12 VP.

2 For every \$3 in your personal bank, you get 1 VP.

3 Score your sets of Cannery Logos from Today's Catch Cards **A** and Collection Locations **B**. Each set scores for the number of unique symbols it has **C**.



Example: Sara has 11 icons altogether from Today's Catch cards and Collection Locations broken down as follows:

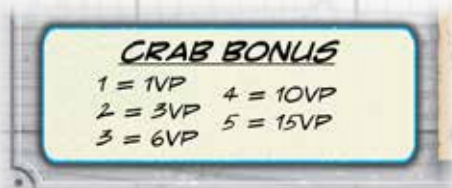
- Boat (card) / Wheel (card) / Anchor (collection location) / Fish (card) = 10 VP (4 icons)
- Boat (card) / Wheel (card) / Anchor (card) / Fish (card) = 10 VP (4 icons)
- Anchor (card) / Wheel (card) = 3 VP (2 icons)
- Anchor (Collection Location) = 1 VP (1 icon)

For her sets, Sara scores $10 + 10 + 3 + 1 = 24$ VP.

4 Score VP for the number of Crab Meeples on your Player Board. You will get 1/3/6/10/15 VP for 1/2/3/4/5 Crab Meeples you've collected.

Set is one of each logo

1 / 2 / 3 / 4
VP
1 / 3 / 6 / 10



The player with the most VP wins! If there is a tie, the tied player who has acquired the most Today's Catch Cards is the winner. If there is still a tie, then the victory is shared.

CARD ANATOMY

Here are the different cards available in the game. These cards will refer to the four types of fish in the game, shown below.



Sardine



Herring



Cod



Salmon

PUBLIC CONTRACT CARDS

Fulfill a Public Contract Card to gain VP, bonuses, and/or Cannery Logos.

- A Public Market Logo**
- B Column Number** - This is the column that the card goes into. The higher this number is, the more fish you will need to complete the contract.
- C Ticket Number** - This number has no in-game significance.
- D Check Box** - If there is a white check mark present, then this fish is needed in some amount to complete the contract.
- E Sardine** - Shows how many Sardines are needed to fulfill the contract.
- F Herring** - Shows how many Herring are needed to fulfill the contract.
- G Cod** - Shows how many Cod are needed to fulfill the contract.
- H Salmon** - Shows how many Salmon are needed to fulfill the contract.

Once Public Contract Cards have been drawn during setup, they do not change for the length of the game.



Blue Today's Catch Cards **A**

Fulfill a Blue Today's Catch Card to gain Gears and Cannery Logos.

- B Fish Gear** - You gain a permanent fish. In this example, it is a Sardine.
- C Fish Gear** - You gain a permanent fish. In this example, it is a Salmon.
- D Advancement Arrow** - This reminds you to move your matching gear up one rank on the Catch Tracker.
- E Sardine** - Shows how many Sardines are needed to fulfill the contract.
- F Herring** - Shows how many Herring are needed to fulfill the contract.
- G Cod** - Shows how many Cod are needed to fulfill the contract.
- H Salmon** - Shows how many Salmon are needed to fulfill the contract.

You will also see Cannery Symbols in the bottom of the cards. This symbol will become part of your collection if you purchase and own the card **I**.



You can tell this is a blue card from the blue tablecloth pattern on the back of the card.



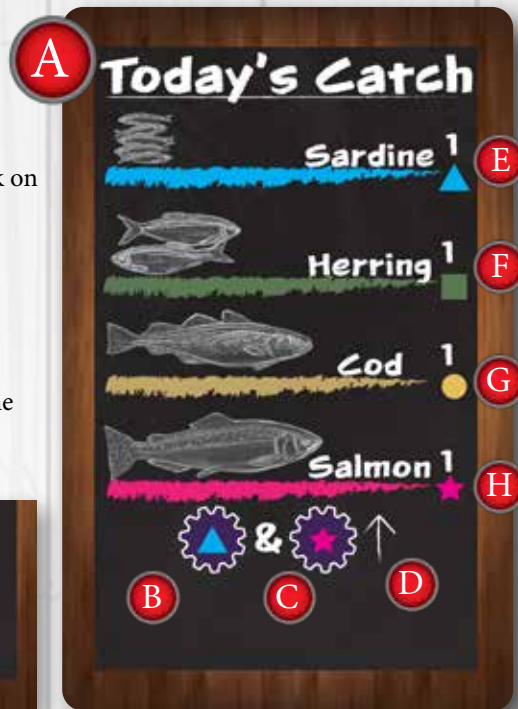
Red Today's Catch Card **J**

Fulfill a Red Today's Catch Card to gain Cannery Logos.

- K Cannery Logo** - You gain this Cannery Logo.
- L Cannery Logo** - You gain this Cannery Logo.
- M Herring** - Shows how many Herring are needed to fulfill the contract.
- N Cod** - Shows how many Cod are needed to fulfill the contract.
- O Salmon** - Shows how many Salmon are needed to fulfill the contract.



You can tell this is a red card from the red tablecloth pattern on the back of the card.



TWO-PLAYER VARIANT

In the two-player variant, each player controls **TWO** Meeples of their color. One player will take both of the red Meeples and the other player will take both of the blue Meeples. The players will also take their color Lighthouses, their color Shrimp Bonus Cube, a random Ice Chest, five Crab Meeples, Player Board, and \$15.

Set out the Market Board, Scraps, Money, Ice Chests and Public Contract Cards as shown on page 4. Scoring Location Tiles should be showing the 2-3 player side. Shuffle and deal out 4 stacks of 4 Red Today's Catch Cards as shown on page 4. Deal 3 Blue Today's Catch Cards onto each of the four stacks of Red Today's Catch cards. **IMPORTANT:** In a two-player game, place 55 tiles in the Ocean Bag. Shake up the bag and draw 20 tiles. Place these tiles into 4 columns with 5 tiles each. These 20 tiles will be the **Ocean**.

Chose a first player at random. In the first round, the first player will take both of their bidding actions. Bidding will then pass to the other player. Turn order continues normally for the different colors for the rest of the game.



Scoring Locations

In a two-player game, after you fulfill a Public Contract, you may only place on a side of a Scoring Location if there isn't already a Lighthouse from any color on that side.

Example: In the diagram above, you would only be allowed to place a cube in the right half of the Column 2 Scoring Location.

Two-Player Game Ending

When there are no tiles Fish Tiles left to place into the Ocean, the game will move to the "End of the Day". See page 17 for "End of the Day" rules.

Two-Player changes:

- During the "End of the Day" phase when a player places their first of two Meeples on the "HOME" location, they will take a free Scrap and that Meeple is removed from the game. The player may continue to bid for Scraps and Fish Tiles with a second Meeple.
- When a player places their second of two Meeples on the "HOME" location, they will take their **final market** action and the game will end for that player.

PUBLIC MARKET

SHALLOW WATERS

COMPONENTS



1 Solo Angler Board



5x Crab Meeples



4x Gear Token



4x Fish Token



1 Player Mat



7x Lighthouses



1 Shrimp Bonus Cube



20x Power Tokens



1 Player Token



5x Compass Rose



1 Bonus Board

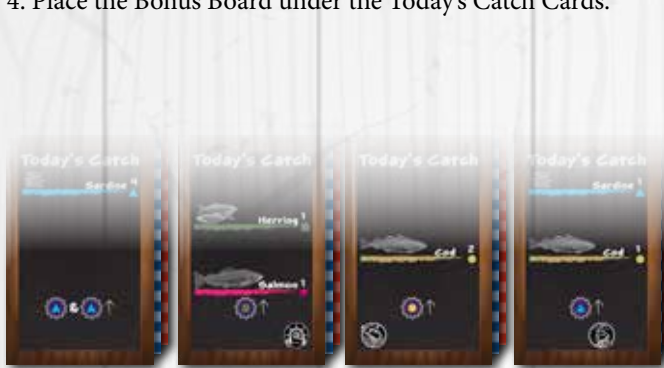


5 Solo Cards

SETUP

Set up the game as normal for the number of players you have following normal set up directions. In addition, follow these added steps:

1. Place the Compass Rose to the left of your Player Board.
2. Place the four Power Tokens on space provided.
3. Choose a starting Power Token and place it on the start location.
4. Place the Bonus Board under the Today's Catch Cards.



COMPASS ROSE

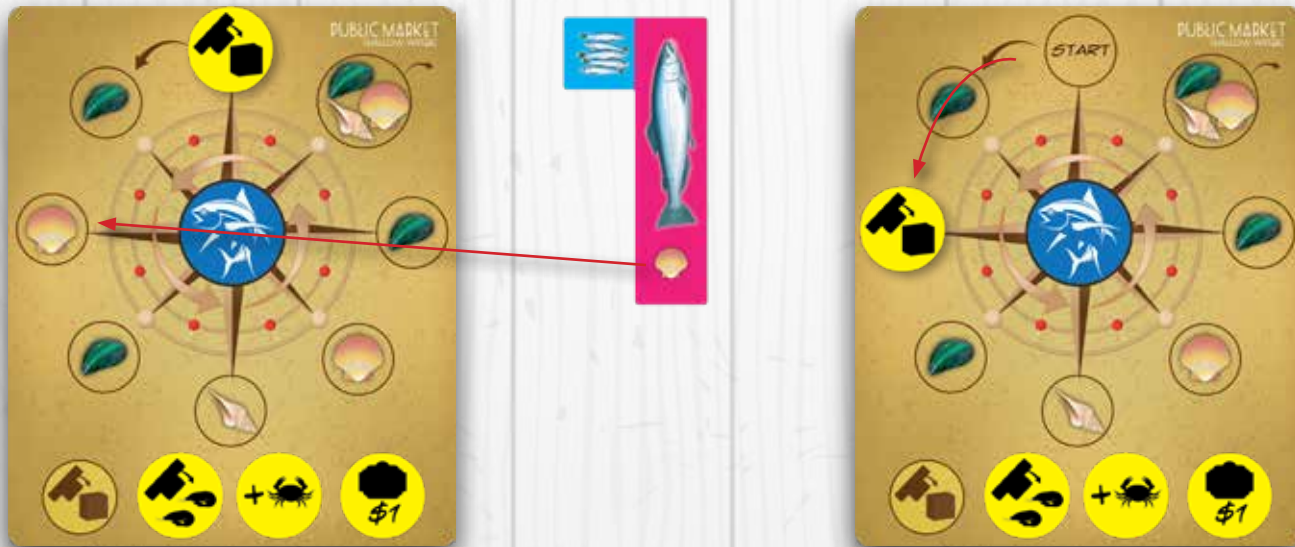
When a player goes fishing and draws a Fish Tile, they will examine the Fish Tile that they chose. The Fish Tile will have a sea shell on it.




When a player places a Fish Tile into the Ice Chest, sells the Fish Tile to the boat captain, or places the tile into their personal cooler through the use of the shrimp power, the player will advance the Power Token on their Compass Rose to the next matching shell symbol on the Compass Rose.



Example: Megan fishes a Fish Tile from the Ocean and places it into her Ice Chest. The Fish Tile has a "Scallop Shell" on it. Megan will move her Power Token on her Compass Rose to the next "Scallop" space.



POWER TOKENS

At the start of the game, players will choose a Power Token to begin with and place it on the starting location on the Compass Rose. That token will move around the Compass Rose as Fish Tiles are fished by the player. Continue to move your Power Token until you reach this spot . Once the Power Token reaches this point, the player will remove the Power Token and place it on the Bonus Board -see below.

ACTIVE POWERS

While the Power Token is on the Compass Rose, the Power Token's power is active and ongoing for the player until the Power Token reaches the end of the Compass Rose and is moved off onto the Bonus Board. Each Power Token has a special power:



Players may cover ice blocks when this Power Token is active on the Compass Rose. If a player covers an ice block and then the Power Token advances and moves off the Compass Rose to the Bonus Board, you may leave the Fish Tile as it was played when the player had the ability.



Players will gain the ability to pick a Shrimp Power on the Player Board by just covering two shrimp on the player's Ice Chest instead of the normal three shrimp.



When a player goes to market and has successfully surrounded a crab on their Ice Chest, the player will gain an additional Crab Meeple beyond the normal one Crab Meeple that is typically earned. Hence, players will earn two Crab Meeples when this power is active. Note: There is a **maximum** number of 5 Crab Meeples that can be earned.



When a player goes to market and sells their unused fish, they will gain an extra \$1 per unit of fish - two Sardines will earn \$2, one Herring will earn \$2, one Cod will earn \$2, and one Salmon will earn \$3.

BONUS BOARD

When a player pushes a Power Token through the Compass Rose and it advances off the Compass Rose, they will place that Power Token onto the Bonus Board. The Bonus Board will help the player score end game points. Players **may only place one token in each row**.

Players may not share spaces and each location may only have one player's Power Token. Power Tokens are always placed in the current turn order and they are always placed as soon as the Power Token is removed from the Compass Rose.

SCORING

- Row 1 - players will gain one victory point at the end of the game for each purple gear they have matching the fish type they have their Power Token on.
- Row 2 - players will score one victory point at the end of the game for each Cannery Logo they have matching the symbol their Power Token is on. Furthermore, the selected Cannery Logo **will also count** towards a set and can be matched with Today's Catch Cards and Collection Locations to complete a set of Cannery Logos.



Example: The yellow player has all four Power Tokens out on the Bonus Board. Players may only have one Power Token per row.

- Row 3 - players will gain one point for each fish on a Today's Catch Card matching the fish type the player has put their Power Token on.
- Row 4 - players will gain different points based on which location in the fourth row they take.



Players exchange money at the end of the game at a rate of \$2 to 1 VP in their personal bank instead of the standard \$3 to 1 VP.



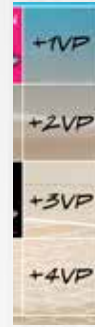
Players will gain an additional 2 VP for each Crab Meeple they have at the end of the game.



Players will gain an additional 1 VP for each Today's Catch Card they have at the end of the game.



Players will gain an additional 2 VP for each Lighthouse they have deployed on Location Tiles at the end of the game.



These locations on the Bonus Board offer additional VP as shown. If a player placed their Power Token on the bottom location, they would gain 4VP at the end of the game.

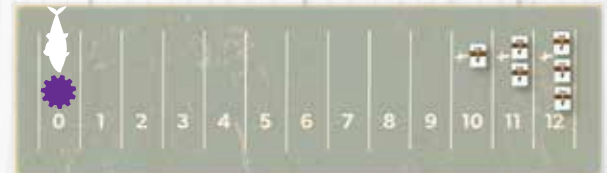
SOLO PLAY

Except as noted below, the solo game plays exactly like the 2-player game.

SETUP

Solo Angler Setup - Place these items in the Solo Angler's play area:

- Solo Angler's Player Board and place 1 White Fish Token and 1 Purple Gear Token on the "0" box of the Catch Tracker.
- 2 same colored Meeples
- 7 Lighthouses
- 5 Crab Meeples
- \$15
- Shuffle the 5 Solo Action Cards and place them face-down



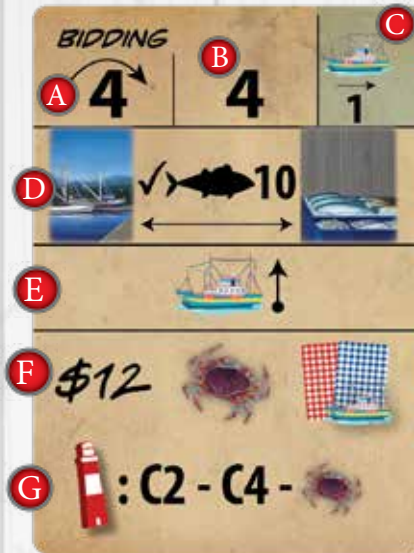
Ocean Bag Setup: Place 65 tiles in the Ocean Bag. Shake up the bag and draw 20 tiles. Place these tiles into 4 columns with 5 tiles each. These 20 tiles will be the **Ocean**

Market Board: Determine a first player. Place the first player's Meeples on spaces "1" and "3" on the "Dock" side. Then, place the second player's Meeples on spaces "2" and "4" on the "Dock" Side.

Each round, the Solo Angler uses one Solo Action Card to execute the actions for both Meeples. The Solo Angler does not use any Ice Chests or collect Scraps and Fish Tiles. Anytime the Solo Angler gains either by Scraps or Fish Tiles, move the White Fish Token up on the Solo Angler's Catch Tracker.

ACTION CARD ANATOMY

- A** First Bidding Action
- B** Second Bidding Action
- C** Boat Navigation
- D** Action Selection Phase
- E** Dock Phase
- F** Market Phase
- G** Lighthouse Path



Up arrow: take the Fish Tile closest to the boat
Down arrow: take a Fish Tile furthest from the boat

\$11

Gain the amount of dollars shown



Gain a Crab Meeple



Gain 1 Today's Catch Card above the boat in the same column



Gain 1 Today's Catch Card, player's choice



Place a Lighthouse on a scoring location's highest point value space in the first noted (C)olumn. If both sides of the tile are occupied, check the next column along the path. If all of the locations along the path are occupied, do not place a Lighthouse and give the Solo Angler 1 Crab Meeple.

YOUR TURNS

Take your turn exactly as you would in the 2-player game.

SOLO ANGLER'S TURN

Solo Action Cards have a section for each phase of the game. On the Solo Angler's turn, use the section of the current phase to determine the action taken.

Bidding Phase

1. If it is the Solo Angler's first turn to bid, draw the top Solo Action Card of the Solo Action Deck and execute the first bidding action. On the second turn, execute the second bidding action on the same card.
2. The Solo Angler pays money equal to the bidding action and moves their Meeple to the matching location. The Solo Angler will only place it's Meeple to the right of a rival player if the bid action has the "Arrow" and it has \$1 to give to the rival.
3. Move the Solo Angler's White Fish Token up 1 space on the Catch Tracker. Do **not** take a Scrap.
4. If the Solo Angler cannot pay the bidding cost, it will move it's Meeple to the "\$0" bidding location.

Action Selection Phase

Using the Solo Action Card drawn during the bidding phase, compare the Solo Angler's fish total to the value on the Solo Action Card.

1. If the Solo Angler has less fish, move the Meeple to the lowest available space on the "Dock" side. Then, immediately execute a Dock Phase action.
2. If the Solo Angler has equal to or more fish, move the Meeple to the lowest available space on the "Market" side. Then, immediately execute a Market Phase action.

Dock Phase:

1. The Solo Angler will go fishing and take 1 Fish Tile. The Solo Angler always takes the Fish Tile with most types of fish. If there is a tie for most types, use the arrow to determine which Fish Tile to take. See the diagram for more details.
2. The Solo Angler gains 1 fish for each type of fish on the Fish Tile. Then, discard the Fish Tile out of play.

Market Phase:

The Solo Angler gains \$1/\$2/\$3 bonus for having 10, 11, or 12 fish.

Reset the Solo Angler's White Fish Token down to the same box as the Purple Gear.

The Solo Angler gains all of the listed bonuses. Use the reference on page 27 for more details on each Solo Action Card's bonuses.

When the Solo Angler gains a Today's Catch Card, place the card in the Solo Angler's score pile. If the Solo Action Card has a gear, move the Solo Angler's gear up one space on the Catch Tracker. If the card offers more than one gear, the Solo Angler only gains one gear.

END OF THE ROUND

During the Navigation step, if the Solo Angler is last in turn order, move the boat equal to the number of spaces noted at the top right corner of the Solo Action Card. The boat always moves to the right, counting each column as a space. If the boat reaches the 4th column and still has movement left, it will wrap around back to the 1st column and continue its movement. Place the current Solo Action Card in the discard pile. If the Solo Action Deck is empty, shuffle the discards and form a new deck (round 6).

ENDING THE SOLO GAME

Once the Ocean bag is emptied, play one more round and the game ends. The solo game is only 10 rounds. Score as normal (see page 18), the Solo Angler will try and make the best sets of Cannery Logos as possible.

CREDITS

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