



Build Your Fleet and Become Master of the High Seas!

*Fleet is playable by 2-4 players
and takes 30-45 minutes.*

Ages 10+

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Contents

•26 License Cards

Standard: 4 of each Cod, Shrimp, Lobster, Tuna, and Processing Vessel

Premium: 3 Fishermen's Pub, 1 of each King Crab License (3 total)

•96 Boat Cards

20 of each Shrimp, Lobster, and Processing Vessel

12 of each Cod, Tuna, and King Crab

•4 Player Reference Cards

•100 Fish Crates

•1 Starting Player Marker

Story

In the northwest corner of Nunavut, Canada, a formerly inaccessible bay off of the Arctic Ocean has become reachable through a secret inlet. Untouched by the hands of time and fed by both the ocean and warm fresh water springs, Ridback Bay is teeming with sea life. A remote, timeless bayside village is now being inundated by entrepreneurs awaiting the influx of the world's greatest fishermen to harvest this plentiful bounty. The docks and warehouses are being revitalized, and now it is time to begin the real adventure. Go build your Fleet and become master of the high seas!

Game Overview

Acquire licenses, launch boats, and fish the great briny blue. The player who best manages his resources and acquires the most Victory Points (VP) via fish, licenses, and boats will build the strongest Fleet and lead his crew to victory!

Cards Types and Components

License Cards: License cards provide the right to launch boats and catch fish. License cards display their minimum cost and VP, and also include bonuses that greatly affect play. There are two types of License cards: Premium (King Crab and Fishermen's Pub) and Standard (Cod, Shrimp, Lobster, Tuna, and Processing Vessel). A full explanation of each license card can be found in the Detailed Card Information section.

Boat Cards: Boat cards are identified by the type of fish they catch. Boat cards are both launched as boats and used as cash. The boat type, launch cost, VP once launched, and cash values are represented on the card.

Fish Crates: Each cube represents one crate of fish.

Starting Player Marker: Place in front of player who starts each round.



Phases

Each round of Fleet has five phases. Every player participates in each phase, as able, or may pass. Every player completes each phase before moving on to the next.

Phase One: *License Auction*

Players may purchase a fishing license from the license auction, using the boat cards from their hand as cash. The license is then placed in front of them.

Phase Two: *Launch Boats and Hire Captains*

Players may launch a boat from their hand (matching a fishing license they own) by placing it in front of them and paying the launch cost using other boat cards from their hand as cash.

Players may then hire a captain by placing a boat card from their hand face down on any of their available launched boats.

Phase Three: *Fishing*

Players place a crate of fish from the supply onto each of their captained boats that is not already at capacity.

Phase Four: *Processing and Trading*

If able, a player may process one crate of fish per boat onto their Processing Vessel License for later use. A player may then trade a crate of fish from their Processing Vessel License for a boat card.

Phase Five: *Draw*

Players draw two cards from the boat card supply and discard one of the cards just drawn.

Setup

Give every player one of each type of boat card (Cod, King Crab, Shrimp, Tuna, Lobster, and Processing Vessel) as a starting hand. Shuffle the remaining boat cards and place them face down in middle of the table. This is the boat card supply. If at any time the boat card supply runs out, shuffle all previously discarded boat cards back into a face down stack to replenish the boat card supply.

For 4 players: Set aside all six premium license cards and eight randomly selected common license cards. Shuffle the six premium licenses into the remaining large stack of common licenses, and then place the eight common licenses that were set aside on top of the pile.

For 3 players: Set aside all six premium license cards and eight randomly selected common license cards. From these, remove two premium and two standard licenses from the game. Shuffle the four remaining premium licenses into the large stack of common licenses, and then place the six remaining common licenses that were set aside on top of the pile.

For 2 players: Set aside all six premium license cards and ten randomly selected common license cards. From these, remove three premium and six standard licenses from the game. Shuffle the three remaining premium licenses into the large stack of common licenses, and then place the four remaining common licenses that were set aside on top of the pile.

In the middle of the play area, reveal license cards equal to the number of participating players. This is the license auction.

Place the crates of fish in a pile near the center of the table. Use 25 fish crates per player. **This is the fish crate supply: in 4 player games, use all 100 fish crates, in 3-player games use 75 fish crates and in 2-player games use just 50 fish crates.**

Advanced Setup: Experienced players of Fleet may choose to shuffle all license cards together into one large pile (after the card removal step in 2- and 3-player setup) and proceed to the license auction setup. If any premium licenses are revealed, shuffle them back into the license deck and replace them until there are only common licenses in the starting license auction. The very first round is the only time premium licenses are not allowed in the license auction.

Gameplay

At the start of the game, randomly determine the starting player and give them the starting player marker. Each phase is performed in turn order, starting with the first player, as identified by the starting player marker.

Phase One: Auction

The auction phase provides players with the opportunity to purchase a fishing license. Each license has a listed minimum cost on it. This is the minimum starting bid. The starting player chooses which license from the license auction he would like to place up for auction and sets a starting bid at or above the minimum. The player to his left chooses to overbid or pass. Once a player passes during an auction round, that player is out of the bidding for the license currently being sold. Bidding continues clockwise in order around the table as many times as needed until a highest bidder is determined.

Licenses are paid for using the cash value of the boat cards in hand and/or any license bonuses and/or processed crates of fish (see below). Complete the transaction by discarding any boat cards and processed crates of fish used as cash. If a player cannot exactly match the winning bid amount, then that player must overpay. **NO CHANGE IS GIVEN!**

When an auction round is over, the winning bidder may not participate in any additional auctions this phase; players can buy a maximum of one license per auction phase. If the start player successfully won the auction, the second player begins another auction round, selecting a license for bid from the remaining license cards in the license auction. If any other player won the auction, the start player begins the next auction round, selecting another license for bid from the remaining license cards in the license auction. If it is a player's turn to select a license card to put up for bid and they choose not to, that player is out of the bidding for the remainder of the current auction phase and will not buy a license this phase. This continues until every player has won an auction or has chosen not to buy a license.

Players place purchased licenses face up in the play area in front of them. At the end of the auction phase, once all players have paid for their licenses, refresh the auction by revealing licenses until the number of license cards in the license auction matches the number of players. If no fishing licenses are purchased during the auction phase, remove all of the license cards in the license auction from play, and refresh the auction by revealing license cards equal to the number of players. The removed licenses are now out of the game; do not shuffle them back into the license deck.

NOTE: At no time may any player declare a bid that he cannot afford.

Phase Two: Launch Boats and Hire Captains

Launch Boats: Now that players have acquired licenses, it's time to launch boats and start reaping the profit from Ridback Bay. In turn order, players may launch a boat and pay the launch cost.

A player may select a boat card from his hand that matches a license **ALREADY** in his play area and place it face up below the appropriate license on his tableau. The player must then pay the launch cost of this boat using other available boat cards from his hand, license bonuses, and/or processed fish as cash. Complete the transaction by discarding any boat cards and processed crates of fish that were used as cash. Like buying a license, there is no change given for overpaying! The player must be able to afford the launch cost to launch a boat.

Each player may launch **ONE** boat per round, unless the player has a bonus that allows otherwise. If a player does have a bonus that allows more than one launch, each launch must be paid for in a separate transaction (i.e., launch a Cod boat, pay \$2; then launch another Cod boat, pay \$2). Any launch-related draw bonuses are resolved after launching is complete, but prior to hiring captains.

Hire Captains: Once the players have completed launching boats, it is time to hire captains. A player may choose **ANY** boat card from his hand and place it face down on top of one of his launched boats that is without a captain. This includes cards just gained from a launch bonus. Each boat can have a maximum of one captain. Each player may hire **ONE** captain per round, unless the player has a bonus that allows otherwise. A player may **NOT** hire a captain if no boat is available to be captained (i.e., all boats have a captain or no boats are present). Captain phase bonuses are not drawn until after the end of the current Launch Boats and Hire Captains phase.



Phase Three: Fishing

Once all players have launched boats and hired captains, it is time to fish. Each boat with a captain, regardless of type, receives one crate of fish from the supply. Place the crates of fish on the face down captains. Each boat, regardless of type, has a capacity of **FOUR** crates of fish. If a boat has four crates of fish on it, that boat is full and does not receive another crate of fish at this time.

NOTE: A boat must have a captain before it begins to catch fish.

Phase Four: Processing and Trading

Processing: Once fishing is complete, any player with a Processing Vessel license may process up to one crate of fish per boat. Simply take any crates of fish to be processed and place them on the Processing Vessel license.

Trading: A player may then trade a single crate of fish from their Processing Vessel license to draw one boat card from the boat card supply. This crate of fish is removed from the game and **NOT** put back into the fish crate supply.

Any crates of fish left on a Processing Vessel license may be used as cash toward any transaction or traded for a boat card during *Trading* in a later round. The cash value of each processed crate of fish is \$1. Processed crates of fish used as cash are removed from the game and not put back into the fish crate supply.

Phase Five: Draw

In turn order, all players draw two cards from the boat card supply and discard one of the cards just drawn. License bonuses may apply here.

Draw is the final phase of each round. After drawing has been completed, the starting player marker rotates clockwise and the phases are repeated, starting with the auction, until a game-ending condition is met.



Example of a game in progress

Game End Conditions

The game ends if any of the following conditions are met:

There are not enough license cards to completely refresh the license auction at the end of the auction phase. When this occurs, the current round and all of its phases are finished, and the game ends.

There are no more fish crates available. If the last fish crate is taken from the supply during the fishing phase, finish that phase and the game ends. ALL players get credit for fish crates due to them beyond the available supply in this last round. Players may use whatever means necessary to track these additional fish crates.

Scoring and Winning

Players score Victory Points in the following four ways:

1. Total of all VP listed on their purchased license cards
2. Total of all VP listed on their launched boats
3. One VP for each crate of fish on a boat (processed fish have no VP)
4. Bonus VP gained from the King Crab Licenses

Each player adds up his or her overall VP total. The player with the most VP wins!

In case of a tie, the player with the most launched boats wins. If still tied, the player with the most crates of fish on boats wins. If still tied, those players enjoy their shared victory.

Detailed Card Information

License Cards

There are 26 total license cards. The license cards establish which boats players are allowed to launch. A player may only launch boats that match the license cards he has purchased.

Every license card, except the Fishermen's Pub, also carries a bonus for the player that has purchased it. Players may have every type of license, and thus every bonus available to them, or players may concentrate on specific licenses/bonuses. As a player acquires more than one of the same type of license, that particular bonus gets stronger.



Shrimp License (QTY 4)

Each Shrimp license grants the player who owns it a discount on all transactions. Transactions include launching boats from your hand and purchasing licenses during the auction phase. Owning multiple Shrimp licenses creates a stacking discount bonus. The bonuses for owning Shrimp licenses are as follows:

One (1) Shrimp license owned: \$1 off every transaction

Two (2) Shrimp licenses owned: \$2 off every transaction

Three (3) Shrimp licenses owned: \$3 off every transaction

Four (4) Shrimp licenses owned: \$4 off every transaction

NOTE: The bonus does not apply until after the shrimp license is purchased and paid for.

EXAMPLE:

Player #1 purchases a Shrimp license in the Auction phase. The Auction phase has since been completed, and it is now the Launch phase. Player #1 may launch a boat from his hand. Player #1 has a Shrimp boat and plays it onto his tableau. He would then be responsible for the launch cost of that boat. Shrimp boats have a launch cost of \$1, and that is paid for by the \$1 off from the Shrimp license bonus, so no further cash is needed for this transaction.

Cod License (QTY 4)

Cod licenses grant bonuses to players during the Launch Boats and Hire Captains phase. Depending on the amount of Cod licenses owned, the player may receive a bonus in the form of a card draw and the ability to launch two boats in the Launch Boats and Hire Captains phase. Each boat launch is a separate transaction and **MUST** be paid for separately. The bonuses for owning Cod licenses are as follows:



One (1) Cod license owned: May launch two (2) boats per Launch Boats and Hire Captains phase and draw one (1) card if player launches any boats.

Two (2) Cod licenses owned: May launch two (2) boats per Launch Boats and Hire Captains phase and draw two (2) cards if player launches any boats.

Three (3) Cod licenses owned: May launch two (2) boats per Launch Boats and Hire Captains phase and draw three (3) cards if player launches any boats.

Four (4) Cod licenses owned: May launch two (2) boats per Launch Boats and Hire Captains phase and draw four (4) cards if player launches any boats.

Players may only collect the Cod license card draw bonus at the end of the launch portion of the Launch Boats and Hire Captains phase if they launched a boat during the phase. Card draw bonuses are drawn from the boat card supply. The bonuses are drawn at the completion of launching and may now be used to hire captains.

NOTE: Launch card draw bonus is collected only once even when more than one boat is launched.

EXAMPLE:

Player #3 has a Cod license and a Shrimp license. During the Launch phase, she chooses to launch a Cod boat and a Shrimp boat, as the Cod license now allows her to launch up to two boats. She places the Shrimp boat on her tableau for free (due to the Shrimp license bonus) and also places a Cod boat on her tableau. The launch cost of a Cod boat is \$2, so she owes \$1 to complete the launch (\$2 minus the \$1 Shrimp license bonus). She pays the \$1 and has now completed the Launch phase. Since she launched at least one boat, she now takes one bonus card from the boat card supply into her hand per the Cod bonus.

NOTE: The bonus for having two Cod Licenses gives a player two bonus cards even if that player only launched one boat during the Launch phase (+2 cards if launched ANY boats.)

EXAMPLE:

Player #3 has two Cod licenses and a Shrimp license. During the Launch phase, she chooses to launch only one boat – a shrimp boat – and places it on her tableau for free. The Launch phase is now over, and she takes two bonus cards from the boat card supply.

Lobster License (QTY 4)

The Lobster license grants a player the ability to captain up to two boats instead of just one during the Launch Boats and Hire Captains phase. Additionally, during each round, at the end of the Launch Boats and Hire Captains phase, the player receives a bonus based on the number of captains he has in his fleet. The bonus improves if the player obtains additional Lobster licenses.



One (1) Lobster license owned: May captain two boats per Launch Boats and Hire Captains phase and receives a draw bonus as follows:

One (1) card if player has one to three (1-3) captained boats at the END of the phase

Two (2) cards if player has four (4) or more captained boats at the END of the phase

Two (2) to Four (4) Lobster licenses owned: May captain two boats per Launch Boats and Hire Captains phase and receives a draw bonus as follows:

One (1) card if player has one to two (1-2) captained boats at the END of the phase

Two (2) cards if player has three to six (3-6) captained boats at the END of the phase

Three (3) cards if player has seven (7) or more captained boats at the END of the phase

Bonus cards are taken from the boat card supply after the Launch Boats and Hire Captains phase is over.

EXAMPLE:

Player #2 has a Lobster license and has a total of three boats launched, each with a captain. After the Launch Boats and Hire Captains phase is over, he takes one card from the boat card supply as a Captain bonus. In future rounds, when he reaches four captained boats OR if he buys a second Lobster license, his bonus would then become two cards instead of one.

NOTE: Captained boats of all types count toward the captain bonus, not just captained Lobster boats. This bonus is taken every round after the Launch Boats and Hire Captains phase is over.

Tuna License (QTY 4)

The Tuna license grants the player boat card draw bonuses in the Draw phase.

One (1) Tuna license owned: Draw two (2), keep two (2)

Two (2) Tuna licenses owned: Draw three (3), discard any card (from hand or just drawn)

Three (3) Tuna licenses owned: Draw three (3), keep three (3)

Four (4) Tuna licenses owned: Draw four (4), discard any card (from hand or just drawn)



EXAMPLE:

Player #3 has one Tuna license, so during the Draw phase she draws two cards and keeps both instead of discarding one. Player #1 has two Tuna licenses, so during the Draw phase, he draws three cards and discards any card he wants, either from his hand or from the three he just drew.

Processing Vessel License (QTY 4)

The Processing Vessel license grants the player a bonus during the Processing and Trading phase. It gives the player the ability during each round to process one crate of fish per boat onto his Processing Vessel license by moving the crate from the boat onto the Processing Vessel license. Trading happens AFTER processing.



Crates of fish left on the Processing Vessel license after a round may be traded for cards during the Processing and Trading phase in later rounds or used as \$1 per crate of fish during any transaction.

One (1) Processing Vessel license owned: May process one (1) crate of fish from each boat and may trade one (1) fish crate from Processing Vessel license for one (1) card from boat card supply during Processing and Trading phase.

Two (2) Processing Vessel licenses owned: May process one (1) crate of fish from each boat and may trade one (1) fish crate from Processing Vessel license for two (2) cards from boat card supply during Processing and Trading phase.

Three (3) Processing Vessel licenses owned: May process one (1) crate of fish from each boat and may trade one (1) fish crate from Processing Vessel license for three (3) cards from boat card supply during Processing and Trading phase.

Four (4) Processing Vessel licenses owned: May process one (1) crate of fish from each boat and may trade one (1) fish crate from Processing Vessel license for four (4) cards from boat card supply during Processing and Trading phase.

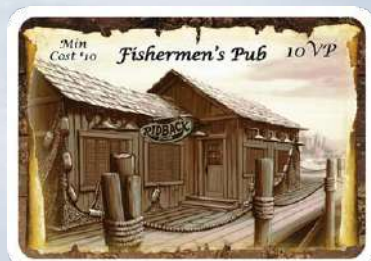
EXAMPLE:

Player #4 has a Processing Vessel license and a Shrimp license. During the last Processing and Trading phase, she processed one crate of fish from all of her boats, four in total. She traded one crate of fish for a card from the boat card supply, leaving her with three crates of fish on her Processing Vessel License. The next Auction phase, she wins a Cod license for face value of \$4. She chooses to pay for this license using the three processed crates of fish at \$1 each and her \$1 Shrimp bonus! She discards the three crates of fish and places the Cod license in front of her.

NOTE: Players may process one crate of fish per boat from ANY type of boat, not just Processing Vessel boats, onto their Processing Vessel license.

Fishermen's Pub (QTY 3)

The Fishermen's Pub grants the player 10VP at the end of the game. There are NO boats or other bonuses for the Fishermen's Pub.



King Crab License (QTY 3)

There are three unique King Crab license cards in the game, which grant game end VP bonuses. Additionally, all King Crab boats may be launched against any King Crab license. A player who has a King Crab license receives the highest VP bonus that he qualifies for based on the printed criteria (rounded down).

EXAMPLE:

Player #2 has the “Number Of Captains” King Crab license. At game end, he has eight boats launched and seven of those boats are captained, so his King Crab bonus is 7 VP. (Don’t forget to also count the 5 VP listed at the top of the King Crab License when adding up the final score.)

EXAMPLE:

Player #4 has seven total license cards in play: One Shrimp license, two Cod licenses, one Processing Vessel license, two King Crab licenses, and one Fisherman’s Pub license. She has the “Number of Different Licenses Acquired” King Crab license. The two King Crab licenses DO NOT count as different so she has FIVE different licenses for a bonus of +6VP.



Boat Cards

The 96 boat cards include 20 of each Shrimp, Lobster, and Processing Vessel and 12 of each Cod, Tuna, and King Crab. Their VP, Launch Cost, and cash value are as follows:



NOTE: The number of boat cards in hand is common knowledge. Players may ask each other, “How many cards are in your hand?,” although which boat cards are in hand is kept secret.



Author's Note

Fleet starts with simple gaming mechanics and develops into an increasingly deeper decision process as the game progresses. Each new fishing license and boat launch creates a multitude of choices for the player. Management of the boat cards to generate a large fleet (and therefore more fish) versus having cash available to win the important license auctions, is the key to victory.

Credits

Game Design by: Benjamin Pinchback and Matthew D. Riddle

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