

Fleet **ARCTIC BOUNTY**

*Expand Your Fleet and Become
Master of the High Seas!*

Game Overview	2
Setup.....	3
License Cards	4
Dock Cards.....	6
Bay Cards.....	8
Two-player and solo variants.....	10

Story

Ridback Bay is bursting at the seams! What was once a remote, timeless bayside village is now crowded by fishermen from all walks of life, each looking to make their fortune from the endless bounty of the bay. Can you expand your fleet and be master of the high seas before the other scurvy dogs?

Game Overview

Fleet: Arctic Bounty is designed to integrate with the **Fleet** base game and give players the ability to choose what license and boat cards to include in a given game, adding a multitude of possible card and power combinations, enhancing replayability. Want to try a game without Processing Vessel and Shrimp? Then pull them out and add Pacific Oyster and Swordfish! Players can choose ANY combination of old and new licenses from **Fleet: Arctic Bounty** and **Fleet** to create exciting new gameplay experiences!

Expansion Cards

Fleet: Arctic Bounty includes over 130 new License, Boat, Dock, and Bay Cards! A full explanation of all expansion cards can be found in the Detailed Card Information section (page 4).

Standard Licenses:

4 each of Char, Pacific Oyster and Swordfish



Premium Licenses:
3 Marinas and 3 Canadian DFO

Special License:
3 Hire Crewman



BOAT CARDS 64 Boat Cards



16 each of Char, Pacific Oyster, Swordfish, and Canadian DFO

DOCK CARDS

8 each of Tugboat and Artisan Fisherman



BAY CARDS

20 Gone Fishin' and 12 Crewman



VARIANT CARDS

1 Variant 2p/1p Corporation Card and 2 Captain Cards



Setup

Fleet: *Arctic Bounty* requires cards from the **Fleet** base game.

Including expansion cards and the cards from the **Fleet** base game, select any combination of FIVE Standard licenses and matching Boat Cards, as well as TWO Premium licenses and matching Boat Cards (if applicable). Create the Boat Card and License Card decks as directed in the base rules.

Each player's starting hand always includes one of each type of Boat Card used in the game.

Choose any two Dock Cards and set them in piles near the License Card deck. Add two of each Dock Card per player — e.g. in a 3-player game, 6 of each card should be used.

Select ANY combination of Bay Cards as desired in the game. *Gone Fishin'* is highly recommended!

NOTE: Dock Cards include *Salty Captain*, *Inuit Fisherman*, *Artisan Fisherman*, *Tug Boat*, *First Mate*, and *House Boat*.

Bay Cards include *Gone Fishin'*, *Crewman*, *Salvage Yard*, *Trophies*, and *Crab Meeples*. *Crewmen* licenses and *Salvage Yard* licenses do NOT count towards the license card set-up limit!

Expanded play area set-up for three players



Boat Card supply



License stack



Dock Cards



A player's starting hand

75 Crates



In the game set-up shown above, the Processing Vessel, Lobster licenses and their respective Boat Cards have not been used. The Char and Pacific Oyster licenses, along with their Boat Cards, have been used, instead. The King Crab Premium licenses and Boat Cards from the base game have been used, as well as the Marina Premium licenses from the expansion.



Detailed Card Information

LICENSE CARDS

There are 16 Standard license cards, 6 Premium license cards, 3 Hire Crewman license cards and 1 variant Corporation card in the *Fleet: Arctic Bounty* expansion.

When any *Fleet: Arctic Bounty* license is used in a game, all license cards of the selected type are added to the License Deck and all matching Boat Cards are added to the Boat Card supply. The license cards are purchased and played from the License Deck in the same manner as base *Fleet* license cards.

Swordfish License (4)

Once owned, a Swordfish license gives a player the ability to launch Swordfish boats. A Swordfish license also gives a player the ability to use one Launched and Captained boat of any type to “catch” a Boat Card from the Boat Card Supply INSTEAD of a Crate during the Fishing Phase. The boat used to “catch” a Boat Card instead of a Crate must not be full — i.e. boats at capacity may NOT be used to draw a card with Swordfish.

Players also gain the ability to discard one Boat Card from their hand after the Draw Phase, and draw one Boat Card from the Boat Card Supply. The bonuses for owning Swordfish licenses are as follows:

One (1) Swordfish license owned: May take a Boat Card instead of a Crate on one boat.

Two (2) Swordfish licenses owned: May take Boat Card instead of a Crate on two boats.

Three (3) Swordfish licenses owned: May take Boat Card instead of a Crate on three boats.

Four (4) Swordfish licenses owned: May take a Boat Card instead of a Crate on four boats.

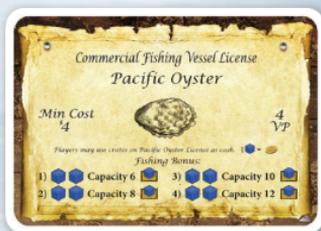
NOTE: Artisan and Inuit Fisherman MAY be used with Swordfish if they are not full. If a boat catches two or more Crates (e.g. Pacific Oyster, Salty Captain, or Salmon), NO Crates are caught if Swordfish is used on that boat.



Pacific Oyster License (4)

Once owned, a Pacific Oyster license gives a player the ability to launch Pacific Oyster boats. Pacific Oyster boats catch TWO Crates per turn and have a higher capacity than other boats. Only Pacific Oyster boats receive these bonuses!

For each launched Pacific Oyster boat, when fishing: One crate may be placed on the Pacific Oyster license and the other on the Boat Card OR two crates may be placed on the Pacific Oyster boat. Any crates on the Pacific Oyster license may be discarded and used as \$1 at any time. Any Crates on the



Pacific Oyster license are NOT VP at the end of the game. Crates on a Pacific Oyster license may not be used for trading (with the Processing Vessel power) or in the Casino. The bonuses for owning Pacific Oyster licenses are as follows:

One (1) Pacific Oyster license owned: Pacific Oyster boats catch two Crates and hold six.

Two (2) Pacific Oyster licenses owned: Pacific Oyster boats catch two Crates and hold eight.

Three (3) Pacific Oyster licenses owned: Pacific Oyster boats catch two Crates and hold ten.

Four (4) Pacific Oyster licenses owned: Pacific Oyster boats catch two Crates and hold twelve.

If at the beginning of the fishing phase, a Pacific Oyster boat is full, it does NOT catch any more Crates. That boat will NOT have the option of placing one Crate on the Pacific Oyster license. Pacific Oyster bonuses ONLY apply to Pacific Oyster boats.

NOTE: If a Pacific Oyster boat is used with a Salty Captain, only two Crates are caught per turn. The highest available capacity is used. The effects are NOT cumulative.

Char License (4)

Once owned, a Char license gives a player the ability to launch Char boats. A Char license gives a player an additional Launch and an additional Captain action per Launch Boats and Hire Captains phase. All Captains are also “free” when Captaining a launched boat; the player may draw a Boat Card from the top of the Boat Card supply to Captain the boat INSTEAD of using a card from the player’s hand. The bonuses for owning Char licenses are as follows:



One (1) Char license owned: All Captains are “free”. Captains are drawn from the Boat Card Supply and played on boats INSTEAD of using cards from the player’s hand.

Two (2) Char licenses owned: Free Captains and \$1 off all Launch Costs.

Three (3) or Four (4) Char licenses owned: Free Captains, \$1 off all Launch Costs, and draw one card IF a boat was launched.

Char gives players the ability to Launch and Captain an additional boat per turn, so if a player also has Cod, they may Launch three boats in one turn. If a player has Lobster and Char, they may Captain three boats a turn. Char bonuses are cumulative. If a player has one Shrimp license and two Char licenses, they receive \$2 of all Launch Costs!

NOTE: Salty Captains are NOT free.

If a player is able to launch two (or more) boats during a Launch Boats and Hire Captains phase, all receive “free” Captains!

Canadian Department of Fisheries and Oceans License (3)

Once owned, a DFO license gives a player the ability to launch DFO boats. DFO boats have a Captain already and do NOT require a Captain to be played on them.

When a DFO is launched, it immediately catches three Crates by taking ONE Crate from each other player. The active player chooses from which launched boat(s) to take the Crates, but only ever one from each other player. If the player has taken less than three Crates in total this way, he then takes the remainder of the Crates from the supply. The three Crates are placed on the DFO boat that was just launched. The bonuses for owning Canadian DFO licenses are as follows:

One (1) Canadian DFO license owned: Score one VP per Crate on DFO boats.

Two (1) Canadian DFO licenses owned: Score two VP per Crate on DFO boats.

Three (1) Canadian DFO licenses owned: Score three VP per Crate on DFO boats.

Marina License (3)

When a player has purchased a Marina, he has the option to use it once per round during the Launch Boats and Hire Captains Phase. Players may place any one Boat Card from their hand in (under) the Marina FOR FREE. At Game End, the player will be awarded the VP listed on these boats. No Launch Cost is paid and this does NOT count as a launch. Players may only do this once per turn per Marina.

At Game End, players are awarded the VP listed on the Marina plus the VP listed on any Boat Cards played into the Marina. The maximum VP a single Marina can award a player is 15 VP.

DOCK CARDS

Dock cards may be purchased off the piles during the appropriate phase. Choose any two Dock Cards and place the draw piles face up near the License Card deck. Add two of each selected Dock Cards per player — i.e. in a 3-player game, 6 of each Dock Card are used. Other Dock Cards not listed here include Inuit Fisherman, Salty Captain, House Boat and First Mate.



Players who own a Marina may place one Boat from their hands under the License once per round.

Tug Boat (8)

A Tug Boat can be purchased for \$3 during the Launch Boats portion of the Launch Boats and Hire Captains phase. Purchasing a Tug Boat costs a launch. The Player pays \$3 using any combination of Boat Cards and abilities, and then he draws a Tug Boat from the pile and places it in his play area. The Tug Boat does NOT require a license to launch. The Tug Boat does NOT hire a Captain and does NOT catch Crates.

A Tug Boat counts towards all applicable Launch Boats and Hire Captains Phase bonuses, but a Tug Boat does NOT have a Captain. A player may own as many Tug Boats as they are able to purchase until the pile is exhausted.

Once per Fishing phase, draw a Boat Card from the supply and place it face down on each launched Tug Boat without looking at it. A Tug Boat may hold any amount of cards, but NEVER receives more than one on any turn. At ANY time during the game, a player may decide to pick up all the cards on any Tug Boat and put them into his hand. The Tug Boat is then discarded from the player's play area. Discarded Tug Boat Cards are removed from the game.

At Game End, The Tug Boat is 0VP and any Boat Cards on the Tug Boat do NOT count towards any scoring.

NOTE: When counting Captains for the Lobster Bonus, DO NOT INCLUDE any Tug Boats! If a player has a Cod or a Char license, he may purchase a Tug Boat, and if able, launch a boat from his hand like normal OR purchase and launch a second applicable Dock Card, including a second Tug Boat!

Artisan Fisherman (8)

An Artisan Fisherman can be purchased for \$4 during the Launch Boats portion of the Launch Boats and Hire Captains phase. Purchasing an Artisan Fisherman costs a launch. The Player pays \$4 using any combination of Boat Cards and abilities, then draws an Artisan Fisherman from the pile and places it in his play area.

Artisan Fisherman does NOT require a license to launch, nor does it need an additional Captain — it is ready to start fishing immediately! An Artisan Fisherman has a capacity of ONE Crate.

An Artisan Fisherman counts towards all applicable Launch Boats and Hire Captains Phase bonuses. An Artisan Fisherman counts as a Captain, and when purchased, counts as a launch. A player may own as many Artisan Fisherman as they are able to purchase until the pile is exhausted.

At Game End, an Artisan Fisherman counts towards all Game End VP bonuses as a Launched Boat and a Captain.

NOTE: When counting captains for the Lobster License Bonus, INCLUDE any Artisan Fisherman! If a player has a Cod or a Char License, he may purchase



an Artisan Fisherman, and if able, launch a boat from his hand like normal OR purchase and launch a second applicable Dock Card!

Players MAY use Processing Vessel, Swordfish, and other applicable powers on Artisan Fisherman boats. Salmon may NOT be used on Artisan Fisherman.

BAY CARDS

Bay Cards are additional cards that can be added to any game.

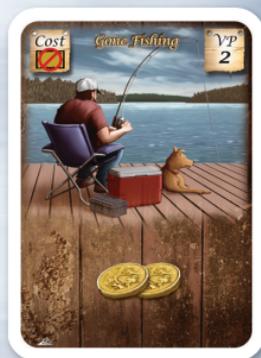
Gone Fishin' (20)

During setup, all Gone Fishin' cards are placed face up in the middle of the table near the Boat Card supply. Gone Fishin' may be added to ANY setup of Fleet and is NOT a Dock Card.

During the game, if a player does NOT purchase a license during the License Auction Phase, he may take one (1) Gone Fishin' and place it face up in his play area. This occurs at the end of the License Auction Phase, prior to Launch Boats and Hire Captains Phase. Gone Fishin' is NOT a boat NOR Captain and does NOT count towards ANY bonuses.

At ANY time in the game, a player may discard a Gone Fishin' from his play area and immediately receive \$2 towards any ONE transaction. This must be used immediately. Discarded Gone Fishin' are put back in the Gone Fishin' draw pile.

At Game End, the Gone Fishin' is worth 2VP IF it remains in play on a player's play area during end game scoring. Discarded Gone Fishin' do NOT count as VP.



Crewman (12)

During the License Deck setup, after shuffling the Premium licenses into the Common license pool — but before placing the set aside Common licenses on top — create three roughly equal piles of licenses and place one Hire Crewman license on top of each pile. Stack the three piles into one, then place the set aside Common licenses on top.

All Crewmen cards are placed face down in the middle of the table near the Boat Card supply.

Crewmen may be added to ANY setup of Fleet and is NOT a Dock Card.

When a Hire Crewman license is revealed, replace the Hire Crewman license with the next license from the deck and continue the Auction. When the Auction has been refreshed, draw one Crewman per license and place one above each face-up license in the Auction.

In subsequent Auction phases, when a license with a Crewman above it is purchased, the player receives the Crewman as well as the license. The Crewman bonus is activated immediately, except for the Launch Two Boats Crewman license which is taken into a player's hand and may be used during any Launch phase. At Game End, score any Crewmen bonuses, if applicable.

Crewman card abilities:



Player immediately places this Crewman Card in his play area. It acts as a Launched Artisan Fisherman.



Player immediately places this Crewman Card in his play area. It acts as a Launched Tug Boat.



All players, other than the player who gained this Crewman, may not gain Crates of Fish this round.



Place this into your play area. Four Crates are placed on the card immediately and may be discarded and used as \$1 at any time. Crates left on this Crewman at Game End count towards VP.



Place this card on any license. All Launched and Captained Boats of this type gain an extra Crate during the Fishing Phase.



Take into hand. May be used two separate times to perform an extra Launch action during the Launch Boats and Hire Captians Phase. After the first use, place this Crewman face up in your play area. After the second use, discard.



Place this card on any license. That license is considered to have another license in play for bonus levels.



Use immediately to draw three Boat Cards and discard one Boat Card.

Two-player and solo variant play

TWO-PLAYER VARIANT

The two-player *Fleet* variant uses the three-player set-up except with only 50 Crates. Three license cards will be up for auction each round. This variant can be used with any combination of Standard and Premium licenses and Dock Cards.

Select either Captain Kirkman (for an easier game) or Captain T.C. (for a more difficult game) to work for the J.P. Desantis Corporation.

Place the selected Captain and the Corp. Card near the center of the play area. The Corp. and Captain will participate in the Auction and Launch Boats and Hire Captains Phases ONLY.

Place an unused Crate on the round 1 spot of the Corp. Card. Track the current round by moving the Crate up at the end of each round.

Auction Phase

The Auction is performed normally, treating the Captain as a player. The Captain will always bid last in turn order. On the Captain's turn, if the current bid is lower than the Round Max listed on the Corp. Card, reveal the top Boat Card from the supply.

If it is a \$2 Boat Card, the Captain bids \$1 more than the current bid and bidding continues as normal. **If it is not**, the Captain passes and will not bid on that license again. If all players pass after a Captain bid, the Captain takes the license into his play area. The Captain may only ever purchase one license per round and will not bid on a license if he has already purchased one.

If the Captain did NOT purchase a license during the Auction Phase, he will take a license he does not already own and can afford (per the Round Max) from the remaining available licenses in the Auction, or pass. If there is more than one license the Captain does not own, he will take the license with the highest VP (Premium first) closest to his play area. Exception: the Captain will ALWAYS take a Premium if he can afford it even if he already has one of the same type.

If a Player did NOT purchase a license during the Auction Phase, he may draw TWO Boat Cards from the supply at the end of the Phase.

Launch Boats and Hire Captains Phase

Use the rules on the chosen Captain. Reveal the top Boat Card from the Supply.

Captain Kirkman: If the revealed Boat Card is a \$1 or \$3 (1 coin or 3 coins) Boat Card, it is launched and added to the Corporation play area. If not, it is discarded.

Captain T.C.: If the revealed Boat Card is a \$2 (2 coins) Boat Card, it is launched and added to the Corporation play area. If not, it is discarded.

Launched Boat Cards may be placed in a pile. The Corporation does not require Captains for its boats and does NOT catch Crates.



Corp. Captain Max Bid

Game End

The Captain receives purchased license VP, Premium license bonuses, Boat Card VP, and fishing VP. Fishing is scored as if each launched boat was at max capacity!

SOLO VARIANT

The *Fleet* solo variant uses the three-player set-up except with only 25 Crates. The solo variant plays the same as the two-player variant with the following exceptions:

Both Captain Kirkman and Captain T.C. are used.

Auction Phase

Player will always bid first, then Captain T.C., then Captain Kirkman. Again, the player and the Captains bid in turn order until a license is won as usual. The Captains may only purchase one license per round.

Once the player has won a license or passed, end the Auction Phase.

At the end of the Auction Phase, if either Captain did not purchase a license, he will take a license he does not own and can afford (per the Round Max) from the remaining available licenses in the Auction, starting with Captain T.C., then Captain Kirkman. If there is more than one license either Captain does not own, he will take the license with the highest VP (Premium first) closest to his play area.

Launch Boats and Hire Captains Phase

Reveal the top Boat Card from the Supply, first for Captain T.C. then for Captain Kirkman.

Captain T.C.: If the revealed Boat Card is a \$2 (2 coins) Boat Card, it is launched and added to the Corp. play area. If not, it is discarded.

Captain Kirkman: If the revealed Boat Card is a \$1 or \$3 (1 coin or 3 coins) Boat Card, it is launched and added to the Corp. play area. If not, it is discarded.

Game End

Each Captain receives his purchased license VP, Premium license bonuses, Boat Card VP, and fishing VP. Fishing is scored as if each launched boat was at max capacity!





Fleet

ARCTIC BOUNTY

Author's Note

Fleet starts with simple gaming mechanics and develops a deep decision process as the game progresses. Each new fishing License and boat launch creates a multitude of choices for the player. Managing the use of Boat Cards to generate a large fleet (and therefore more fish) versus the use of Boat Cards as cash to win the important License Auctions is the key to victory.

Credits

Game Design by: Benjamin Pinchback and Matthew D. Riddle

Graphic Design and Illustration by: Eric J. Carter

Graphic Design by: Gabriel Laulunen

Rulebook by: Chris Kirkman

Development by: Rick Soued

Matt and Ben would like to thank:

Matt: My lovely wife Carly, my beautiful daughters the Riddlenettes Emma and Lilly, my parents and the rest of my family and friends

Ben: Rebekah, Ty and LJ. The reasons to live life and the inspiration for it all

Also: Everyone else who played Fleet at some point: Tjoc and Especial, Cdub, Big Steve, Lando, Kutone, Joe and Sandra, Spina, Ane, Brancik (and for the initial art!), Dmart, and many more

Rules reviewers: Brandon Laprise, Steve Moore, Ryan Metzler, and Dianna Brodine