IF POOL > 15
WHEN YOU START COLLECTING
CATCH

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**HARVEST**

*Count fish caught by all players this year*

<table>
<thead>
<tr>
<th>Fish</th>
<th>Price</th>
</tr>
</thead>
<tbody>
<tr>
<td>&gt;10</td>
<td>$1</td>
</tr>
<tr>
<td>7-10</td>
<td>$2</td>
</tr>
<tr>
<td>&lt;7</td>
<td>$3</td>
</tr>
</tbody>
</table>

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**PRICE**

*Per fish Same for all players*

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1. **Expedition**: play one technology card at the same time.

2. **Priority**: you can bid to harvest first (not necessary).

3. **Harvest**: clockwise starting from the player with the steering wheel, catch the number of fish corresponding card you played.

4. **Market price**: determine the price per fish for the year by looking at the price chart.

5. **Income**: monetize fish.

6. **Investment**: you can acquire technology cards by paying the cost reported on the top right corner.

7. **Regeneration**: for each 3 remaining fish, add 1 fish to the pool.

8. **End year**: move the year marker. Pass the steering wheel clockwise.

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*Game over after 3 consecutive turns with scarce harvest (less than 7 fish overall)*