$ 0

CATCH

IF POOL > 15

WHEN YOU START COLLECTING

$ 3

CATCH

IF POOL > 15

WHEN YOU START COLLECTING

$ 0

CATCH

IF POOL > 15

WHEN YOU START COLLECTING

$ 3

CATCH

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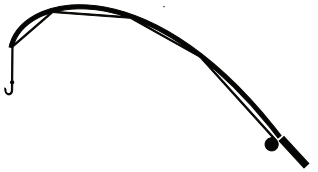


CATCH

IF POOL > 15

WHEN YOU START COLLECTING

$ 3

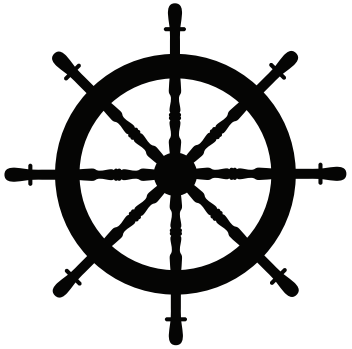
CATCH

IF POOL > 15

WHEN YOU START COLLECTING

HARVEST Count fish caught by all players this year	PRICE Per fish Same for all players
>10	→ $ 1
7-10	→ $ 2
<7	→ $ 3

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



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.

$ 5

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CATCH

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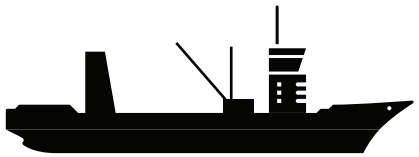
$ 5

CATCH

$ 5

CATCH

$ 8



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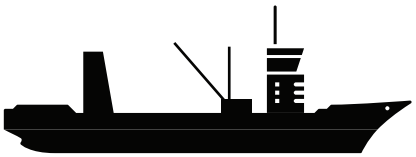

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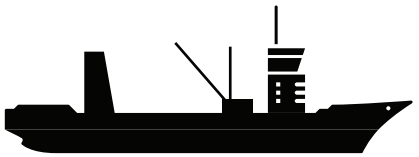

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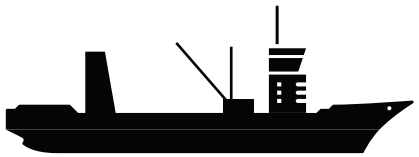

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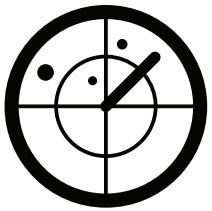

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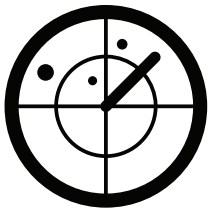

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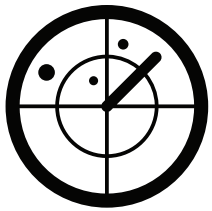

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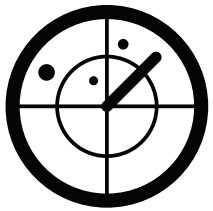

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