

# FRESH FISH

Original game by Friedemann Friese

## 1. Components (Unchanged from 2014 2F-Spiele Rules)

7 game boards (use plain side up)  
84 path tiles  
20 stall tiles, 20 stickered market stalls (4 per player)  
18 flea market tiles, 18 flea market tables  
30 reservation disks (6 per player)  
4 parking lot tiles, 4 stickered delivery trucks  
55 coins (50x"1", 5x"5")

## 2. Setup

**Market Square (game board):** Take game boards equal to the number of players plus one. The boards have small numbers in one corner. In a 5p game, make sure these numbers sum to 18 or less. Place boards in a way that is close to being a square, but do not use a square board. This is intentionally vague; feel free to experiment with different layouts and see what you like.

**Parking lot/trucks:** Divide the board into four quadrants. Pick the one that is most "square" (no jagged edges). Place the parking lot for the fish market in the outside corner space of this quadrant. Use a random number generator to generate coordinates for the other 3 quadrants and place the remaining parking lots on those coordinates. Place the matching trucks on each of the parking lots.

### Draw Stack:

- 1) Create a stack of market tiles for each player, with one fish, soda, cheese, and ice cream tile per stack.
- 2) Shuffle one stack, placing these tiles in a face-up row, left to right near the market square.
- 3) Each board has a small number (2-5) in one corner. Add these numbers together and collect that many flea market tiles.
- 4) Shuffle the collected flea market tiles and remaining market tiles together to form a face-down draw stack.

**Personal supplies:** Each player collects four market stalls, six reservation disks, ten \$1-coins, and one \$5-coin.

## 3. Goal of the game

The goal of the game is to have the shortest paths from each of your 4 market stalls to the matching delivery trucks while minimizing money spent. Delivery of goods directly from the delivery truck into the market stall is not allowed; there must be at least one path between them. Paths are automatically created through "expropriation" to ensure each market stall can be accessed by each truck.

At the end of the game, players add up the number of path tiles between their market stalls and the delivery trucks. Subtract this value from their leftover coins. The player with the highest score wins the game.

**Disclaimer:** Do not expect all (or any) players to end the game with a positive score.

## 4. Sequence of Play

Beginning with the starting player and proceeding clockwise, a player may take one of two actions on their turn:

- **Place a reservation disk** – requires available disk.
- **Draw a tile** – requires a reservation disk on the board.

After a tile is placed, players check to see if any path tiles must be placed, in accordance with expropriation rules in section 5.

**A player's turn ends when they place a piece on the board.** This can be placing a reservation disk, a flea market, or a market stall after winning an auction.

**If the active player does not win the auction, their turn continues, and they may choose either action.**

In the rare situation that a player has no reserved spaces and there are no empty spaces on the market square, they are forced to pass. This is the only time a player may pass on their turn.

**Initial turns:** For a player's first turn they must place a reservation disk on any empty space of their choosing. For turns 2 and 3, players must place reservation disks according to the placement rules in section 5. Starting on a player's 4<sup>th</sup> turn, they may choose either action.

## 5. Actions

### Place a reservation disk

The active player places an unused reservation disk on any empty space that is orthogonally adjacent to a non-empty space.

A space is considered empty if there is no component of any type on that space, including other reservation disks, path tiles, delivery trucks, market stalls, or flea markets.

## Draw a tile

The active player reveals a tile from the draw stack. This is only allowed if the player has at least one reservation disk on the board.

**Flea market tile:** If a player draws a flea market tile, they must replace one of their reservation disks with the flea market tile. The disk is returned to their supply. Place a flea market table on top of the tile as a visual indicator.

**Market stall tile:** If a player draws a market stall, an auction for this tile is triggered.

**Auctions:** All players with a matching unused market stall secretly select a bid, placing the appropriate coins in their closed fist. Players simultaneously reveal their bids, with the highest bidder winning the market stall tile and discarding the winning coins from play. All other player coins are returned to their supply. In the case of a tie (even if all players bid 0 coins), the tie is won by the player closest to the left of the active player (note – this means that the active player is *last* in all tie breaks).

The winner of the auction now **must** replace one of their reservation disks with this market stall tile, placing their market stall on this tile, returning this reservation disk to their supply. This triggers expropriation for paths.

NOTE: If the auction winner does **not** have a reservation disk on the market square, they must place the market stall tile next to the board with their market stall on top of it. This market stall is outside of the market square and will be counted for the maximum possible distance! (see “Scoring”)

**Path Expropriation (automatic):** Immediately after placing a market stall, flea market, or delivery truck (during setup), check to see if any path tiles must be placed. Players must automatically place path tiles such that the following rules are always enforced:

- (1) Each market stall and each delivery truck must have access to at least one path.
- (2) Each empty space, reservation disk, or path can be connected to all other empty spaces or paths.

In other words, if there ever is a space where a market stall or flea market *could* be placed which:

- (1) would fully enclose a market stall or delivery truck, or
- (2) would separate an empty space, reservation disk, or path from any other empty space or path,

a path is immediately placed in that space.

If a reservation disk occupies a space upon which a path is placed, return this disk to its owner’s supply.

## 6. Game end

After drawing the last tile from the draw stack and placing it on the market square, the last four market stall tiles are placed. Starting with the leftmost tile, the player with the matching leftover market stall places this tile/stall per the normal rules and fills in paths as necessary. Repeat this until the remaining market stall tiles are all placed. Players do not pay for these last market stall tiles.

Finally, fill in all empty spaces of the market square with paths and replace any remaining reservation disks with paths.

## 7. Scoring

Each player now counts the path tiles between their four market stalls and the matching delivery trucks. The shortest distance is 1 path tile -- a delivery of goods directly from the delivery truck into the market stall is not allowed! Each path has a maximum length based on the number of players as shown in the table below. If a market stall is farther away from the delivery truck than the maximum length, only count the maximum length.

Players	Maximum length
2	8
3	10
4	12
5	14

Market stalls placed outside of the market square (because of not having a reserved space to place it on) are counted for the maximum length. Each player totals the lengths of their 4 paths and subtracts this number from any coins they have remaining. The player with the highest score wins the game!

## Authors’ Note:

Fresh Fish has garnered many fans over the years, especially the Plenary Games release. The 2014 2<sup>nd</sup> Edition introduces a modular board and family-friendly rules, relegating the “pretentious” original gameplay to a classic variant. Games are more interesting when there is more room for self-expression in viable winning strategies. These “Kyle Rules” feature:

- Plenary Games-inspired gameplay
- 2F-Spiele 2014 Ed components
- 2F-Spiele draw stack setup
- House rule to place disks on first 3 turns (JCL)
- Plenary English Ed. “happy accident” mistranslation: Auction ties are resolved to the left of the active player

Special thanks to the Dads on a Map community and Guerric Samples Games for popularizing these rules.