

Fishery

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A board game for 2 players by
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OVERVIEW

Fishery is an abstract strategy game in which 2 players place ships and cast nets, each trying to have the largest area in their fisheries.

MATERIALS

- Gameboard (7×9 grid)
- 12 Ship pieces (6 white, 6 black)
- 60 Net pieces (sticks: 30 white, 30 black)

SETUP

The gameboard starts empty. Each player selects a color, and Black goes first. Players alternate turns during the game.

PLAY

Phase 1: Place Ships

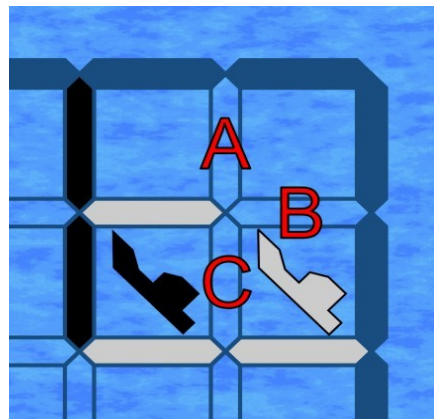
On your turn, place 1 of your ships in an empty square space on the gameboard.

Once all 12 ships are on the gameboard, continue to the next phase.

Phase 2: Place Nets

On your turn, **either** place a net on one of the net spaces between the squares according to the rules below, **or** pass:

1. A *fishery* is an area completely surrounded by nets, including the pre-printed blue nets at the edge of the board.
2. Each fishery **must** contain at least one ship, but not necessarily your own ship.
3. Each fishery **must** use at least one of the pre-printed blue nets at the edge of the board as part of its border.



Example of illegal moves:

It is illegal to play at A or B, because it would create a fishery with no ship.

It is illegal to play at C, because the fishery with the black ship would have no blue nets as part of its border.

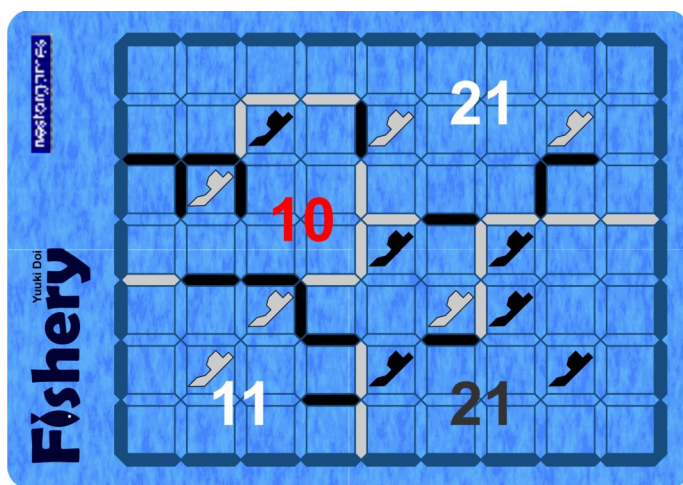
END OF THE GAME

If both players pass consecutively, the game is over.

SCORING

For each fishery, the player with more ships in it controls that fishery, and scores 1 fish for each square space in it, including the spaces with ships. If both players have the same number of ships in a fishery, neither player controls that fishery, and neither gets the fish.

The player with the most fish wins! In the event of a tie, the second player (White) wins.



Example of Scoring:

Black has 21 fish, White has 21+11=32 fish (and 10 fish are contested; no one can claim them). White wins!