

This *Fleet: The Dice Game* expansion adds a Fishing Village to Ridback Bay in the form of another score pad. The Fishing Village adds 8 buildings that when activated unlock special abilities and actions that will improve your fleet and provide more strategic options.

## *Dickey Waters Expansion*



### *Credits*

**Game Design:** Benjamin Pinchback and Matthew D. Riddle

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[www.eagle-gryphon.com](http://www.eagle-gryphon.com)

Can't get enough fishing? Try the original *Fleet!* Acquire licenses, launch boats, and fish the great briny blue. The player who best manages his resources and acquires the most Victory Points (VP) via fish, licenses, and boats will build the strongest Fleet and lead his crew to victory! A card game for 2-4 players.

Available at:


[www.eagle-gryphon.com](http://www.eagle-gryphon.com)




## *Fleet: The Dice Game: Dacey Waters*

During setup, give each player a Fishing Village score sheet in addition to the other score sheets. The **only way** to mark off the boxes in the Fishing Village is to take a die as a coin, and instead of gaining the coin (or two if you have the Bait Shop) you may mark 1 box in the Fishing Village. This can occur during either the Boat or Town phase. **You cannot use a star action to mark boxes in Fishing Village buildings.** The boxes in each building must be marked in order from top to bottom. For example, it takes 3 marks to activate the Boat Tour Building. Once the activation circle of a building is marked, you may immediately use the ability or action provided by that building.

### *Fishing Village Building Abilities*

**Crusty Credit Union:** When you use the  die face, take 5 coins instead. Worth 2 VP at game end.

**Salty Cap'n Saloon:** When activated, select one boat type. Whenever boats of that type catch fish, they now catch 1 additional fish. Multiple players can select the same type of boat. You cannot select King Crab boats with this ability. Worth 1 VP at game end.

**Aquarium:** After using a  die face from a Town die, also fill in the next box on this track. When you fill in a star, take a star action. Worth 1 VP at game end.

**Lighthouse Motel:** At any point after activation, you can cross off the 4 coins on the building to gain 4 coins. One time use only. Worth 1 VP at game end.

**Ridback Silver's:** Whenever you earn coins, you may use 2 coins to mark 1 fish on this building. This means those coins are **not** filled in on the coin track. You may split earned coins, so if you earned 7 coins you could take 2 fish and 3 coins. Fish in this building are worth 1 VP each at game end.

**First Mate's Club:** When you fill in the activation circle, you carry out a personal Fishing Phase, in the same fashion as the Captain's Club in the Harbor.

**Charter Boats:** Any Boat die face can now be used to mark King Crab boxes, instead of the using symbol showing on the die face. Worth 2 VP at game end.

**Boat Tour:** You may use the Town die to fill in the matching hex instead of using the die as normal. At game end, your score points based on how many hexes you filled in. 1|2|3 hexes = 3|8|15 VPs