

## **FULL RULES AND CARDS AS FOUND IN FLEET: ARCTIC BOUNTY**

### **2p Variant:**

The 2p Fleet variant uses the 3p setup with the exception of using only 50 Crates of Fish. As in a normal 3p game, three License Cards will be up for auction each round. This variant can be used with any combination of base and premium licenses and dock cards.

Select either Captain Kirkman (easier) or Captain T.C. (harder) to work for J.P. Desantis Corp. Place the selected Captain and the Corporation Card near the center of the play area. J.P.D. Corp. and Captain will participate in the Auction and Launch Boats Phases only.

Place an unused Crate on the Round 1 space on the Corporation Card. Track the current round by moving the Crate up one space at the end of each round.

### **Auction Phase:**

**Bidding:** The Auction is performed normally as if Captain was a player. Captain will always bid last in turn order. On Captain's turn, if the current bid is lower than the Round Max listed on the Corporation Card, reveal the top Boat Card from the supply:

If it is a \$2 Boat Card, Captain bids \$1 more than the current bid and bidding continues as normal.

If it is not a \$2 Boat Card, then Captain passes and will not bid on that License again.  
If all players pass after a Captain bid, Captain takes the license into his play area.

Captain may only ever purchase one License per round and will not bid on another License if he has already purchased one in the current round. Captain WILL bid on licenses of types he already possesses.

**Auction Phase End:** If Captain did NOT purchase a License during the Auction Phase, he may purchase ONE now. Captain will purchase a license he can afford based on his current Round Max. Captain selects a license using the following priority:

- 1) Premium License
- 2) Standard License of un-owned type
- 3) Pass

If more than one License is available that Captain desires, the tie breakers are: Higher printed VP first and then closer to the License Draw Pile second.

**If a Player did NOT purchase a License during the Auction Phase, he may draw TWO Boat Cards from the Boat Card Supply at the end of the Auction Phase.**

### **Launch Boats Phase:**

Use the rules on the chosen Captain. Reveal the top Boat Card from the Supply.

**Captain Kirkman:** If the revealed Boat Card is a \$1 or \$3 (1 coin or 3 coins) Boat Card, it is launched and added to the J.P.D. Corp play area. If not, it is discarded.

**Captain T.C.:** If the revealed Boat Card is a \$2 (2 coins) Boat Card, it is launched and added to the J.P.D. Corp play area. If not, it is discarded.

**Notes:** Launched Boat Cards may be placed in a pile.

J.P.D. Corp does not require physical Captains or physical Crates of Fish, but each launched boat is credited with a captain and four Fish Crates at Game End

Captains do NOT need the corresponding license to launch the revealed Boat Card.

### **Game End Scoring:**

Captain receives his purchased License VP, Premium License bonuses, Boat Card VP, and VP for 4 Fish Crates on each launched Boat!

**Solo Variant:**

The Fleet Solo Variant uses the 3p setup with the exception of using only 25 Crates of Fish. The Solo Variant plays the same as the 2p Variant with the following updates:

Use both Captain T.C. and Captain Kirkman.

Player will always bid first, then Captain T.C., and then Captain Kirkman. Once again, the player and Captains bid in turn order until a License is won as normal. As before, Captains may only purchase one License per round.

Once the Player has won a License or chosen not to, move to the Auction Phase Round End.

**Like the 2p variant, if the Player did NOT purchase a License during the Auction Phase, he may draw TWO Boat Cards from the Boat Card Supply at the end of the Auction Phase.**

**Auction Phase End:** If either Captain did NOT purchase a License during the Auction Phase, he may purchase ONE now. Captain will purchase a license he can afford based on his current Round Max. Captain selects a license using the following priority:

- 1) Premium License
- 2) Standard License of un-owned type
- 3) Pass

If more than one License is available that Captain desires, the tie breakers are: Higher printed VP first and then closer to the License Draw Pile second. If neither Captain purchased a License during the Auction Phase, then Captain T.C. acts first, then Captain Kirkman.

**Launch Phase:**

Reveal the top Boat Card from the Supply, first for Captain T.C. then for Captain Kirkman.

Captain T.C.: If his revealed Boat Card is a \$2 (2 coins) Boat Card, it is launched and added to his portion of the J.P.D Corp play area. If not, it is discarded.

Captain Kirkman: If his revealed Boat Card is a \$1 or \$3 (1 coin or 3 coins) Boat Card, it is launched and added to his portion of the J.P.D Corp play area. If not, it is discarded.

**Game End Scoring:**

Each Captain receives his purchased License VP, Premium License bonuses, Boat Card VP, and VP for 4 Fish Crates on each launched Boat!

## J.P. DeSantis Fishing Corp.

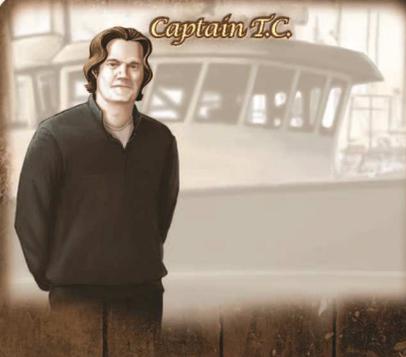
<p><b>1</b> \$5 <b>Auction Phase:</b> The Auction is performed normally as if Captain was a player. Captain will always bid last in turn order. On Captain's turn, if the current bid is lower than his Round Max, reveal the top Boat Card. If the current bid is above the Round Max, Captain passes.</p> <p><b>2</b> \$7 If it is a  Boat Card, Captain bids +  than the current bid and bidding continues. If it is NOT a  Boat Card, Captain passes.</p> <p><b>3</b> \$7 <b>Auction Phase End:</b> If Captain did NOT purchase a License during the Auction Phase, he may purchase one now. As he can afford per the current Round Max, Captain will purchase a License according to the following priority:</p> <p><b>4</b> \$8 1) Premium License 2) Standard License of a type he does not already possess 3) Pass</p> <p><b>5</b> \$8 If more than one License is the same priority, Captain takes the License with the highest printed VR, if still tied then the one closest to the License Draw Pile. If any player did NOT purchase a License during the Auction Phase, that player may draw TWO Boat Cards from the Boat Cards Supply.</p>	<p>\$9 <b>6</b></p> <p>\$11 <b>7</b></p> <p>\$12 <b>8</b></p> <p>\$13 <b>9</b></p> <p>\$14 <b>10</b></p>
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### Captain Kirkman



Reveal the top Boat Card at the start of the Launch Boats phase.  
If it is a or Boat Card add it to Captain Kirkman's fleet.  
If not, discard it.

### Captain T.C.



Reveal the top Boat Card at the start of the Launch Boats phase.  
If it is a Boat Card add it to Captain T.C.'s fleet.  
If not, discard it.

## J.P. DeSantis Fishing Corp.

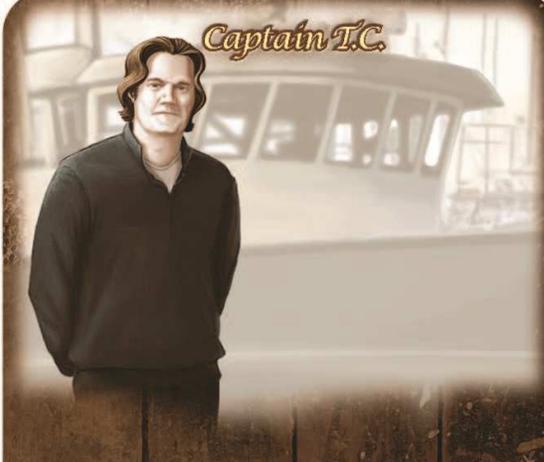
<p><b>1</b> \$5 <b>Auction Phase:</b> The Auction is performed normally as if Captain was a player. Captain will always bid last in turn order. On Captain's turn, if the current bid is lower than his Round Max, reveal the top Boat Card. If the current bid is above the Round Max, Captain passes.</p>	<p><b>6</b> \$9</p>
<p><b>2</b> \$7 If it is a  Boat Card, Captain bids +  than the current bid and bidding continues. If it is NOT a  Boat Card, Captain passes.</p>	<p><b>7</b> \$11</p>
<p><b>3</b> \$7 <b>Auction Phase End:</b> If Captain did NOT purchase a License during the Auction Phase, he may purchase one now. As he can afford per the current Round Max, Captain will purchase a License according to the following priority:</p>	<p><b>8</b> \$12</p>
<p><b>4</b> \$8</p> <p>1) Premium License 2) Standard License of a type he does not already possess 3) Pass</p> <p>If more than one License is the same priority, Captain takes the License with the highest printed VP, if still tied then the one closest to the License Draw Pile.</p>	<p><b>9</b> \$13</p>
<p><b>5</b> \$8 If any player did NOT purchase a License during the Auction Phase, that player may draw TWO Boat Cards from the Boat Cards Supply.</p>	<p><b>10</b> \$14</p>

### Captain Kirkman



Reveal the top Boat Card at the start of the Launch Boats phase. If it is a or Boat Card add it to Captain Kirkman's fleet. If not, discard it.

### Captain T.C.



Reveal the top Boat Card at the start of the Launch Boats phase. If it is a Boat Card add it to Captain T.C.'s fleet. If not, discard it.