

BOARDGAMER[™]
GAMES

Rules



DESIGNED BY: WAYLAND MYERS

ART BY: EMMY MYERS, BEN DARBY, MADDIE MYERS, WAYLAND MYERS

Summary

Players: 2-4

Time: 20, 40, or 60 minutes

Ages: 6 to Adult



The Fish are biting - are you ready?

In Get Fishy, players compete to catch the most Fish before the tides go out. Each round, the ocean turns and churns as the board rotates, changing Fishing grounds and creating new opportunities for every fleet.

Catch Fish to earn Gems and treasures. Use Gems to buy Boats, Bait, Fuel, and Ocean Cards. Position your Boats to help your own casts, block your opponents, and claim the richest Fishing spots. Ocean Cards provide fascinating Fish facts while adding special effects that can change the course of the game.

Catch the most fish before the tide runs out to win!

With simultaneous play, quick rounds, and a fun mix of skill, luck, and strategy, Get Fishy is easy to learn, exciting to play, and different every time you set out!



OCEAN CARDS (28) offer amazing Fish facts and powerful abilities to affect other players

FUEL (12) is used to move your Boats



GEMS (20) are earned for catching Fish, and spent to buy Boats, Fuel and Bait

The TIDE TRACKER (1) determines the length of the game. It moves down 1 space each round (turn of the ocean)



Game Play Overview:



Components



BAIT (60) is flicked into the ocean to catch Fish!

GOGGLES (1) are used to dive for Fish - there is only 1 pair in the game (See competing casts p. 5)



CASTING MATS (4) are where you cast your Bait into the sea

FISHING BOATS (12) are deployed as back stops to help you catch Fish, or as Hole blockers against other players



The FIRST PLAYER TOKEN (1) is used to determine who gets to take the first action during the Deploy Fleet phase

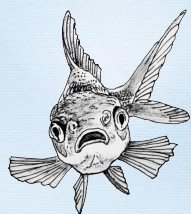
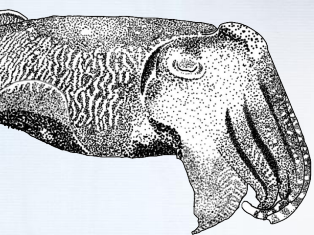
FISH (42) are caught by getting Bait into Fishing Holes



PLAYER AID CARDS (4) are quick references for Round play and the Market

Setup

- 1 Set the board on the table centered between all players. Make sure it has room to spin around (after you pull your casting mats back) and is placed on a smooth surface.
- 2 Place the **Tide Tracker** next to the board. Put a Gem on one of the 3 spaces with a **bold border** to set game length (4=shortest, 12=longest).
- 3 Give the **First Player Token** to the youngest player. They place it on the beach in front of them.
- 4 Boats will be placed in **Boat spaces** during the Deploy Fleet phase.
- 5 Place the **Goggles** near the board
- 6 Give each Player **1 casting mat**, **15 Bait winks** and **3 Boats**
- 7 Place the supply of **Gems**, **Fuel** and extra **Fish** near the board
- 8 Shuffle and place the deck of **Ocean Cards** near the board
- 9 Place the **Fish** on the board, one inside each **Fishing Hole** (but not the center whirlpool)



Start of Game

- Each player **chooses a color** to play (blue, purple, green or yellow).
- Each player starts the game with **1 casting mat, 4 Bait** and **1 Fishing Boat** (no Gems or Fuel). Place these on your mat. You will use 1 wink as your **"Rod"** to flick your other 3 **"Bait"** winks into the sea in the first round. The rod wink is always kept.

- Set each player's **remaining 11 Bait** and **2 Boats** near each player to be purchased later at the Market.

- Each player places their **casting mat** against the beach in front of them and gets ready to Fish by placing the "Rod" wink and 1 available "Bait" wink on the mat. (See *How to Cast*)

- Decide how long a game you want.** Place a Gem 🍀 on one of the bold bordered spaces of the **TIDE TRACKER**. The Gem moves down 1 space at the start of each Round until it reaches 1. This determines the game time.

4 = about **20** minutes

8 = about **40** minutes

12 = about **60** minutes

On the first round there is no Start event and no Market - begin at Deploy Fleet. You have no Gems yet, so place your starting Boat and move on to Fishing.



STARTING SETUP

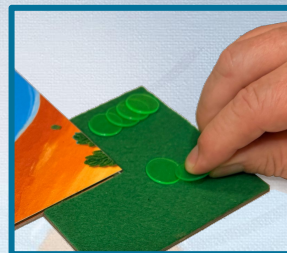


TIDE TRACKER



How to Cast

Use your "Rod" wink to press down on the "Bait" wink's edge against the mat. Ready, Aim, CAST!



Rounds

Game Round:

START: Move the TIDE TRACKER 1 space, Rotate the Board, First Player changes.

- 1 Market:** All together, earn 2  per Fish caught (or 1  if no Fish caught). Then Buy Boats, Bait, Fuel or Cards for 1  each.
- 2 Deploy Fleet:** One at a time, use Ocean Cards, place new Boats, or move existing Boats spending Fuel .
- 3 Fish!** All together, cast Bait to catch Fish & Treasures, then collect your catch!

All rounds have a **Start of Round event**, then **3 phases**. When everyone finishes the **Fish!** phase, the round ends. Then move to the Start of Round event for the next round.

Move Tide Tracker:

At the start of each Round, move the  1 space backward on the Tide Tracker. When it reaches **1** that is the final Round. Play that last round, then see **Winning the Game** to see who won!

The Ocean Turns & Churns!

A Sea Change! Move your mat, Boats and Bait back, then **rotate the board** one quarter turn clockwise so a new beach is in front of each player. **Then the FIRST PLAYER changes.** (see table)



First Player Changes

4 players	Next person sitting in front of FIRST PLAYER token beach
3 players	Move token 1 beach clockwise when it hits an unoccupied beach (no player in front of it)
2 players	Move token 2 beaches clockwise when it hits an unoccupied beach



2 Deploy Fleet:

Starting with the **FIRST PLAYER**, players take 1 action per player, in turn order, until all players have played all available actions. Players may take as many of the following actions as they are able to (one at a time):

- **Move Boats!** Spend 1  Fuel to move 1 Boat to any open Boat space. Boats must be placed in the designated spaces. It costs nothing to leave a Boat where it was last round.
- **Play Ocean Cards!** Play 1 Ocean Card and apply its effect. You may hold on to cards for a future round. Put any played cards at the bottom of the deck.



1 Market:

Players **earn 2**  **Gems** for each Fish they caught, **or 1**  if they caught no Fish last round. Then they **buy Bait, Boats, Fuel, or Ocean Cards** for 1  each.

Place all caught Fish in your area to count at the end of the game!

(You do not return them to the supply when you earn Gems)



Rounds

3 Fish!

Once every player has finished deploying their fleets, everyone counts down saying: **"3, 2, 1...Get Fishy!"** then casts their Bait all at the same time! (You don't HAVE to say it 😊). At the end of the phase, collect your Bait, any caught Fish and Treasures.

Catching Fish

Casting: Press your Rod wink down on a Bait wink against the mat to flick it into the sea to try and land in a Fishing Hole that has a Fish, or an empty Hole with a treasure icon in it (See *Catching Treasures*).

Casts are "used up" (cannot be re-cast) if the Bait touches the ocean when it lands, even if it rolls off the board. You may recast a Bait only if it lands on the beach, or off the board, as long as it did not hit the water in either case.

Caught One! As long as any part of your Bait is touching the **bottom of the Hole, or touching the Fish in the Hole**, you succeed! *But wait to collect your Fish!*

No Luck! Bait that is not in a Hole, or not touching Fish, have missed the catch!

Competing Casts: If two player's Baits are in the same Hole, the player whose Bait is on top catches the Fish or gets the treasure.



The Goggles: If a player has the Goggles and their Bait is covered by another player's Bait, they dive for the Fish to grab the Fish instead!

Displaced Fish: If a Fish gets knocked out of a Hole by your Bait cast, YOU CATCH the Fish!

Multiple Bait, Same Hole: You only catch 1 Fish & collect 1 Treasure from a Hole, even if 2 or more of your Bait winks land in it.

Collect Your Catch: After all players have cast all Bait, **collect your Fish AND the Hole's treasure item!** This is the end of the Fishing phase. The Round is over!

Catching Treasures

Whether you land in a Hole that has Fish, or has been Fished out, there are always treasures to catch!

There are 4 types of treasures (and a whirlpool!):



Charybdis: land Bait here and lose 1 Fish from your catch. If you caught a Fish this round, you still take it and its treasure — then lose 1 Fish from your pile. If you have no Fish, nothing is lost. *NOTE: Never heard of "Charybdis"? Read The Odyssey!*



The Goggles: Land your Bait in this Hole and take the Goggles. If more than one Bait lands in a Goggles Hole, the player whose Bait is on top takes the Goggles.



+1 Bait: Add a 1 Bait to your Bait supply



+1 Gem: Take 1 Gem



+1 Ocean Card: Draw 1 Ocean Card



Rounds

Bait that lands in a Boat:



Other Player's Boats: If your Bait lands in another player's Boat, their Boat must return to port and is removed from the game. It must be repaired (bought again).



Your Boats: If your Bait lands in one of your Boats, add another Boat to your fleet if you have another Boat available, or take 1  Fuel if not.

Ending the Round: Each player collects all their Bait, and any caught Fish and Treasures, then the Round ends, moving back to the Start of Round Event.

Winning the Game

When the Gem on the Tide Tracker reaches 1, complete that last Round.



Whichever player has the most Fish at the end of that round wins!

(Note: The round ends immediately after the Fishing phase)

If there is a **tie**, have a "Cast Off"!

A Cast Off: Each tied player gets **10 Bait** to cast. Fill all the Holes of the board with Fish. Then go! Whoever catches the most Fish in a round of 10 tries wins the game! If no player catches anything, or if there is still a tie, try again (10 more casts) until someone catches more Fish by the end of a round!

Ocean Cards

Ocean Card effects are played during the Deploy Fleet phase (1 at a time in player order). Ocean Cards can be played on the round they were gained, or held and played during the Deploy Fleet phase of a future round.

TIP: Hold on to cards you can play against other players to play at the best time

# Cards	Effect
3	Move 1 Fish to another Hole! <i>(TIP: You can steal from Holes near other players, or deal with Fish in small Holes)</i>
4	Choose any Player to lose 1 Bait! They place it back into their supply.
3	Move Fish from 2 other Holes to any 1 Hole! <i>(TIP: You can stack a bunch of Fish in one Hole that's easy for you to reach!)</i>
4	Restock 1 Fishing Hole from the supply!
3	Take 1 Fish from any Player!
1	Move 2 of your Boats for free!
2	Choose a Player to return 1 Boat to the docks!
3	Move 1 of another Player's Boats!
3	Move 1 of your Boats for free!
2	Take the Goggles! From any player or the supply.

DESIGNED BY: WAYLAND MYERS

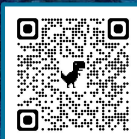
ART BY: EMMY MYERS, BEN DARBY,
MADDIE MYERS, WAYLAND MYERS

PLAYTESTERS: BEN DARBY, KATHY
DARBY, KATE WITTER, LAUREL
WITTER, ELIZABETH TWAMLEY, IAN
WITTER, MADDIE MYERS, EMMY
MYERS, CARIE RODGERS, COOPER
HOFFMAN, LEILA HOFFMAN

**WARNING: CHOKING
HAZARD — Small parts. Not
for children under 3 yrs.**

BOARDGAMER™
GAMES

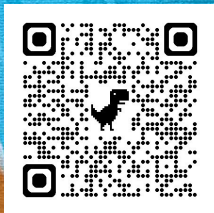
Join the Adventure!



www.BoardGamer.com

Played it? **Tell us how it went!**
Have a rule question? **Just ask!**
Missing a part? **We've got ya.**

Visit our Get Fishy page:
<https://www.boardgamer.com/games/get-fishy>



RULES VERSION: 1.0 | September
2026 Prototype

© 2026 by BOARDGAMER GAMES
Crafted with passion and magic

Check out all our games!

