

FRUTTI DI MARE

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for 2-6 players aged six years and over

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At the fish market there are five stalls specialized in different types of Seafood and the stall keepers try to do good business. During the day the prices rise and fall according to demand. No one should be left with the Seafood whose price has crashed!

Contents

- 5 Stall cards with price tag
- 5 Dish cards with seafood
- 45 Seafood cards (9 cards per 5 seafood items)
- 55 Money cards

Objective of the game

Each player represents a stall keeper and has to play the cards so as to increase the price of the Seafood he holds and reduce the price of those he does not hold. When all the players have played all



During a round each player must keep the cards played in a pile in front of him with the last card played always visible at the top.



Suspended selling

You are not obliged to play a Seafood card. At his turn a player can choose not to play any cards and thus suspend selling. If a player decides to do this he must skip the subsequent turns. Moreover, the player must put down all the cards he still holds so that all the players can clearly see them.

End of the round

The round ends when all the players have played their 7 cards or have suspended selling. The players

their cards everyone has to sell the Seafood he has played at the current prices, and earn the corresponding Money cards. The player who earns the most money is the winner.

Setting up

Arrange the 5 Stall cards in a row at the centre of the table, from 0 to 50 in ascending order. Shuffle the 5 Dish cards and randomly place one card under each Stall.



Divide the Money cards by value and place them on the table. Lastly, shuffle the Seafood cards and distribute 7 to each player.

The game

The game is played in three rounds. It is played in turns clockwise, and the players must choose who starts first.

Each player at his turn has to place a Seafood card face up on the table; in doing this the price of the seafood chosen increases and the matching Dish card is moved one place up in the row (taking the place of the card on its right).

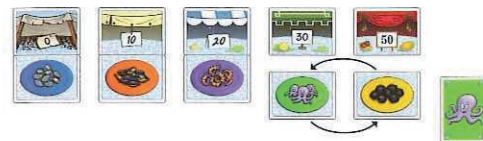
collect the cards played (including those put down in the case of suspended selling) and sell them at the current prices. Each seafood item is worth the price shown on the Stall over the matching Dish card. Each player totals the value of their cards and earns the equivalent Money cards, which players must keep in a pile in front of them displaying only the top Money card.

For example, during a round a player has played 2 Mussels, 2 Sea chestnuts and 3 Octopus cards. At the end of the round the Octopus cards are worth 10, the Mussels 30, and the Sea chestnuts 50. The total earnings are 190 (30 for the Octopuses, 60 for the Mussels, and 100 for the Sea chestnuts).



The second and third rounds are played the same way. The first to start these rounds is the player on the left of the player who started the previous round.

For example, at his turn a player plays an Octopus card. The Dish card with Octopuses under the 30 Stall card is therefore moved under the 50 Stall card. The price of the Sea Chestnuts that were worth 50 goes down and they are placed in the space under the 30 Stall card.



If the Seafood played is the type under 50, the Dish card is placed under the Stall worth 0 (zero) and all the other dishes are moved one place to the right, thus increasing their price.

For example, the Octopuses are worth 50 and the player plays an Octopus card; the Dish card with Octopuses is moved under the 0 Stall and all the other Dishes are moved to the right and their price is increased.

End of the game

The game ends at the close of the third round. The winner is the player who inclusively earns the most money.