

# CONSERVAS EXTRA CHALLENGES



Hello! Rumors from the dockside bar say that you have been running quite an efficient fishing operation! You routinely sail past the **Standard** difficulty, and **Difficult** mode is achievable with a little luck of the wind.

First, let an old sea salt help double-check a few rules:

▶ When you fulfill a market space, ensure that you place the spent tokens into the general supply - not back into the bag. It's a mistake some fisherman make before they get their sea legs, but you see everything on this salty ocean.

▶ Remember that the market price is the price for all the fish shown, not for each fish. For example, on the market space pictured on the right you will earn 3€, not 6€!



Are you playing by the correct rules of the sea? Great. Then we are in good company. This is where the best fishermen meet and swap stories. If you are looking for an additional challenge, this is the right place. Here are some additional challenges you can add to test your skills:

**STARTUP COST:** Pay for the boat you selected during setup.

**FISHERS GUILD:** When pulling tokens, each boat must take at least one fish into the boat. If you draw only water tokens, then you do not have to place a fish.

**WHOLE TIN CAN:** When fulfilling a market space, you stack all the tokens onto the market space that was sold. You do not place just one and then place the rest back into the general supply. Remember that the supply of tokens is limited, so plan your sales wisely!

Looking for further challenges? Well, the fisher's guild always has more ideas to protect the industry. You may replace the regular Fishers Guild rule above with this one:

**ADVANCED FISHERS GUILD:** When placing tokens on a boat card, you...

- ▶ Must place at least 1 Fish token on the boat.
- ▶ Pay 1€ if you place at least 1 Water token on the boat.



*Since there's at least one Water token on the boat, you'd have to pay 1€.*

