



LE POISSONNIER



Summary

Like every Saturday morning, the small town of Mont-Poisson lives to the rhythm of the fish market. The fishmongers have released their stocks of fish more or less fresh and customers are flocking. These are ready to put the right price but fishmongers will they have what they want in stock?

Aim of the game

Les joueurs incarnent des poissonniers sur un marché aux
Players play fishmongers at a fish market. Fishmongers must earn coins by selling their fish. They must also obtain a loyal clientele.

Equipement

165 cards including 95 Fish cards, 38 Client cards, 32 special cards.

45 tokens, 15 value chips 5, 15 value chips 2, 14 value chips 5 and 1 token used.

Fish cards

There are 5 different fish freshness: very fresh, fresh, edible, dubious and rotten.

Number of cards of each freshness in the game: 16 very fresh fish, 20 fresh fish, 23 edible fish, 20 dubious fish and 16 rotten fish.

Fish can satisfy customer orders.



Freshness of the fish

The number of cards of fish's freshness

Special Cards

The game consists of 32 special cards including 7 different. These cards are integrated into the deck of Poisson cards.

Remarks :

- Players can play a maximum of 2 special cards in their turn.
- Special cards can be negotiated between players.



The boxes

The back of the fish cards and special cards is represented by a fish box. The crates are used to store the different fish. Each crate can only contain one fish freshness. Players start the game with one box. The set of crates of a player is his showcase.



Example of a player's showcase

Customer cards

Customers ask for fish, fishmongers must try to satisfy their orders. Customers are arranged in a queue (which will be explained below).

An example of a customer card

Customer's order
(number of fish
and type of
freshness)



The customer can be more or less faithful. Its fidelity is represented by the number of buffers between 0 and 3. In the example the customer has 1 fidelity buffer.

Remark :

- Customers will never ask for rotten fish in their orders. The only way for the player to get rid of their rotten fish is to sell them when the customer is undecided.

Represented by this symbol:



Health inspectors



Among the clients are three characters called "Sanitary Controllers". They make sure that the fishmongers do not put rotten fish in their crates. In case of flagrante

delicto (from the appearance of the card), all players with rotten fish in their crates must immediately discard and pay 1 piece to the bank by way of a fine.

Remark:

- Players who do not have money can not pay a fine but are required to discard the fish. Controllers are discarded as soon as their action has been completed.

Tokens

Coins



There are 3 room values (1, 2 and 5). These coins are acquired by players during the game when they respond to commands. They are negotiated between players when they need to help each other to meet the needs of customers.

The employee



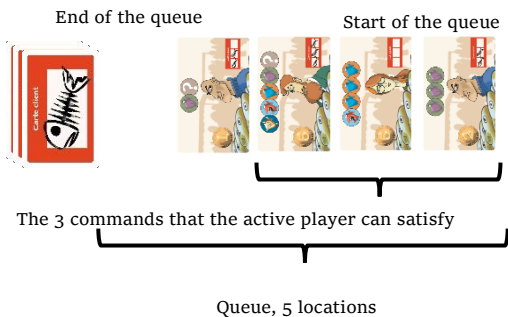
The employee allows the player to have the opportunity to satisfy all 5 customers in the queue instead of the first 3. It is useful if you are stuck and none of the top 3 customers suits you. There is only one employee in the game. The employee only buys himself and costs 2 coins. Once paid, he will stay with you until another player pays him, so he will be in the service of that player. As long as you have the employee, you can do all 5 orders in the queue.

Preparation

Separate the cards: a deck of Poisson cards (those whose back is marked with a crate), and a deck of Client cards (the back of which is marked with a fidelity stamp). Mix each of the picks. Deal 5 cards face down to each player, they are their card hand. A 6th card is dealt face down in front of each player and serves as the 1st box. The rest of the cards form the pick (visible boxes).

4 Client cards are unveiled and placed in the center of the game table, they constitute the queue. The end of the queue is right next to the Client card stack.

The player who ate the most recent fish starts.



Progress

On his turn, the active player must perform the following actions:

1. Draw and put fish cards
 2. Draw and place customer cards
 3. Satisfy customer orders
1. **Draw and put fish cards**

The number of cards that the active player draws at the beginning of his turn varies according to the number of players.

With **2 players**, the active player draws **4 cards**

At **3 and 4 players**, the active player draws **3 cards**

At **5 players**, the active player draws **2 cards**

Regardless of the number of players, other players must also draw 1 card at the beginning of the turn in the order of the round.

The cards are drawn face down and added to the player's card hand.

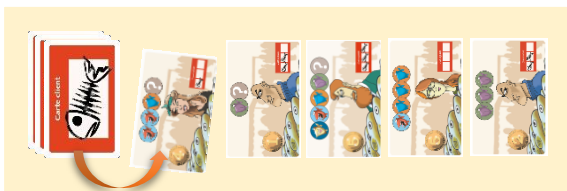
Each player, at the same time, fills his or her box (s) with as many fish as he / she wants, face-up with a single cooler per box. If Poisson cards are already present in the box (s), the player can decide to take cards in hand and completely change the composition of his or her box (s).

Remarks :

- At this stage, players make up their display as they wish. They can put as many fish as desired.
- Choose well because it will not be possible to fish until the end of the active player's turn.

2. Draw and place customer cards

Once each player has placed his or her fish, the active player completes the queue so as to have 5 clients. He draws customers one by one and adds them to the queue.



Remarks :

- If 5 customers are already present, the player draws a client, discards the first customer in the queue and places his new customer at the end.
- If the health controller passes, his action is immediately performed and then discarded. A new client is added to the queue.

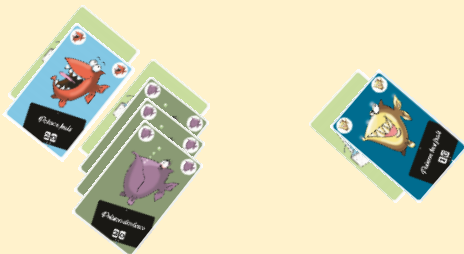
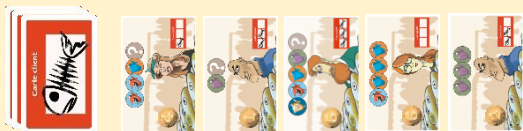
3. Satisfy customer orders

The active player can only attempt to satisfy orders from the first 3 clients in the queue.

Several scenarios are available to him:

- If the player owns all the fish that one of the customers requires in his box (es) or that he can obtain them via his special cards, he makes the sale alone and wins the corresponding pieces as well as the card Customer.

Example :



- Louis is active player, he can carry out without worries the 1st order with his 3 doubtful fish.
- He wants to make the 3rd order to win the loyalty stamps.
He lacks 1 very fresh fish and 1 edible fish.
He turns to Emma and asks him his price for his 2 fish.

Example of negotiation:

Louis: How many are your 2 fish?

Emma: 3 pieces!

Louis: What 3 pieces? Since just now I'm giving you great prices for my fish!

Emma: You'll win 5 coins and 3 loyalty stamps! In addition I have 1 very fresh fish!

Louis: Okay!

In all cases, the active player wins the Client card. A customer card can not be negotiated.
Fish used to fill orders are discarded.

Continuation of the example :

Discarding



Showcase of Louis

Showcase of Emma



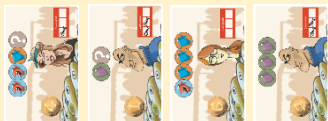
Louis is therefore the 3rd order. He negotiated 3 pieces of Emma's very fresh and edible fish. So he sells his fish fresh and 2 doubtful. The fish are discarded. Players take the number of coins corresponding to their transactions. The active player wins the Client card.

Remarks :

- A player can not use fish coming directly from his hand to fulfill an order.
- A player can make several commands during his turn but it is not possible to add fish in the box (es) between two orders made.

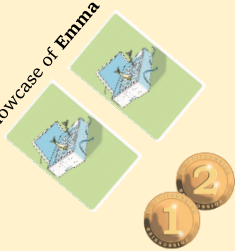
Continuation of the example :

Discarding



Showcase of Louis

Showcase of Emma



Louis has a "divine intervention" in his hand of cards. He decides to play it and to double his dubious fish. He realizes again the 3rd order. This time, he makes the order alone, wins the 2 pieces and the Client card.

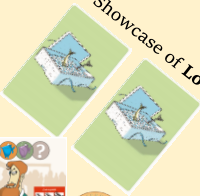


Discarding

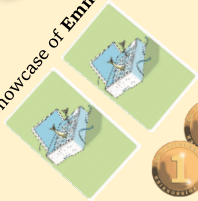
Continuation of the example :



Showcase of Louis



Showcase of Emma



Louis does not do anything anymore. He ends his tour with 4 coins, 2 clients and 5 loyalty stamps.

It's Emma's turn. After drawing and placing her fish at the same time as Louis, Emma will have to pick two new Customers so that there are always 5 customers in the queue.

Once the active player can no longer play or no longer wants to play, it is up to the player to his left to become an active player.

Expand your showcase

At any point in the game, a player can expand his display by buying a new box.

The price of crates increases according to the number of crates.



Once the player has paid the corresponding amount, he draws a Poisson card and places it next to his or her cashier (s) already on the table, without looking at the back of the card.

End of the game

The game ends when the draw of the Poisson cards is exhausted.

For 2 players, the player with 2 majorities (number of coins, number of customers, number of loyalty stamps) wins.

To determine the winner of the game with 3, 4 and 5 players, we proceed by successive eliminations:

- The player who has the least coins is eliminated first. In case of a tie, the player with the least number of customers is eliminated. In case of a new tie, no player is eliminated.
- With 3 players, among the 2 remaining players, the victory conditions are the same as for 2 players (see above)
- Then the one with the least number of clients is eliminated. In the event of a tie, the player with the least loyalty stamp of his customers is eliminated. In case of a new tie, no player is eliminated.
- Finally, among the remaining players, the one with the highest number of loyalty stamps among his clients is the winner. In case of a tie, look at the number of customers, the one with the most wins. In case of new equality go back to the coins, the one with the most wins. In a case of new equality, set up a fish shop together, it will go out of business!



LE POISSONNIER

The game that will make you love fish .. Or not!

A game designed by Paul Choquet et Clémence Picot
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Testers : Simon Lassue, Valentin Marrer, Corentin
Jedrzejak, Marie Gressier, Camille Picot, Quentin Devey...

Thank you to all the fishmongers who played and helped
make the game evolve.

**Without them, Le Poissonnier would never have seen
the day**

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