

# DOCKFIGHT RULEBOOK



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## 12 Days of Fishing: DOCKFIGHT

Burn 3. Swipe 🐼 . String Catches.

A fast push-your-luck card game about building Catch Sets and timing 🐼 Fisherman Frank.

### 1) How You Win

You win immediately at the end of your turn if:

- ✓ 🐼 Fisherman Frank is in front of you AND
- ✓ you have 3 completed Catch Sets.

**Catch Set** = a 3-of-a-kind (three cards of the same Day number)



**Important:** Only completed Sets (3 cards) count toward winning and Final Score. **BROKEN HAULS** (Broken Sets) do not count.

### 2) What You Need

**Players** 2–3 players (Best with 3)

**Cards (In This Box)** Day Deck: **96 Day cards** (Days 1–12)

🐼 **Fisherman Frank**: 1 card **Total: 97 game cards**

**Shared Zones (Table)**

**DRAW PILE** (the Tackle Box)

**DISCARD PILE** (the Scrap Bucket)

**DOCK** (Center Zone):

where 🐼 sits when unclaimed

**Player Zones (each player)**

**CAST (RUN)**: cards drawn this turn; face-up, risky

**LIVEWELL (STASH)**: your hand; hidden

**STRINGERS (SETS)**: completed 3-of-a-kind; face-up, locked

**BROKEN HAULS (BROKEN SETS)**: cracked leftovers; face-up, locked

**Locked rule:** Cards in **STRINGERS** and **BROKEN HAULS** are not in your **LIVEWELL** and cannot be burned.





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## 3) Deck Build

This box includes **8 copies of each Day (1–12)**.  
**Standard Play (Recommended)**

**3 players:** use the full deck (8 copies each Day)  best experience

**2 players:** remove 2 copies of each Day (use 6 copies each Day)

**Easy 2-player removal:** for each Day number, pull out any two matching cards before shuffling.

### Party Mode (4–6 Players) — Requires 2 Decks

Want more players? Combine two **DOCKFIGHT** decks.

Party Mode Setup Shuffle both Day decks together into one big **DRAW PILE**. Put one 🧑🏻‍🦉 Frank in the **DOCK**. (Keep the extra Frank in the box.) Deal 3 cards to each player's **LIVEWELL**. Play using the same rules.



## 4) Setup (Standard Play)

Build the deck for your player count and shuffle it as the **DRAW PILE**. Put 🧑🏻‍🦉 Fisherman Frank in the **DOCK** (center). Everyone starts with **CAST** empty and **LIVEWELL** empty. Deal 3 cards to each player's **LIVEWELL**. Choose a starting player.

## 5) Key Terms

**HIT:** draw 1 card into your **CAST** (you may repeat)

**STOP:** end your turn safely and resolve end-of-turn steps

**BUST:** a duplicate Day number appears in your **CAST**

**BURN 3:** discard exactly 3 cards from your **LIVEWELL** to pay for a move (Any 3 numbers. You cannot burn from **STRINGERS** or **BROKEN HAULS**.)

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## 6) How a Turn Works

On your turn, repeatedly choose **HIT** or **STOP**.

**Zero-Hit Turn** You may **STOP** immediately (0 HIT).

### HIT

Draw 1 card from the **DRAW PILE** into your **CAST** (face-up).  
You may **HIT** again as many times as you like.

### BUST (Instant)

If your **CAST** ever contains the **same Day number twice**:

Discard your entire **CAST** to the **DISCARD PILE**.

If you had 😬, return 😬 to the **DOCK**.

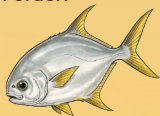
Your turn ends immediately. (No banking, no burning, no building sets.)

## 7) STOP PHASE (Safe End-of-Turn Steps)

If you **STOP** without busting, do these steps in order:

### 1) AUTO-BANK (Mandatory)

Move all cards from **CAST** → **LIVEWELL**.



### 2) ONE BURN-3 MOVE (Optional, max once per turn)

You may Burn 3 (discard exactly 3 from your **LIVEWELL**) to do ONE:

#### Move 1 — Swipe 😬 (Take Frank)

Burn 3 → take 😬 **Fisherman Frank** and put it in front of you.  
(You may take 😬 from the **DOCK** or from another player.)

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## Move 2 — Cut a Stringer (Opponent Only)

**Burn 3** → choose an opponent who has a completed Catch Set in their **STRINGERS**.

If they have multiple Sets, you choose which one to cut.  
Take **1 card** from that Set into your **LIVEWELL**.

The remaining **2 cards** stay face-up as **BROKEN HAULS** in front of that player.



(**BROKEN HAULS** do not count as a completed Set.)

✓ Cut Rules (Balanced + Bully-Proof)

You may only Cut a Stringer against a player who has **2+ completed Sets**.

**Protection:** A player is Protected if they have been Cut since the end of their last turn. You cannot Cut a Protected player. Protection clears when they finish their next turn.

Only one **Burn-3** move per turn (you can't Swipe 🤨 and Cut a Stringer in the same turn).



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## 3) BUILD STRINGERS (Mandatory)

After banking (and after any Burn-3 move), if you can make any 3-of-a-kind from your **LIVEWELL**, you must lay it down into **STRINGERS** (face-up, locked). You may lay down multiple Sets.

### Rebuild Broken Hauls (Mandatory):

If you have **BROKEN HAULS** showing two matching cards and you have the third matching card in your **LIVEWELL**, you must complete it now into **STRINGERS**.

## 4) WIN CHECK

If you end your turn with 🐟 + 3 completed **STRINGERS**, you win immediately.

## 8) Draw Pile Rule (No Reshuffle — Hard End)

Never reshuffle the **DISCARD PILE** into the **DRAW PILE**.

If the **DRAW PILE** becomes empty during a **HIT**, resolve that draw normally.

Once the **DRAW PILE** is empty, you cannot **HIT** again. Your only choice is **STOP**.

When the **DRAW PILE** becomes empty, finish the current player's turn. After that:

If someone won normally ( 🐟 + 3 **STRINGERS**), they win.

If nobody won, the game ends and you use **Final Score**.



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## 9) Final Score (Only if Nobody Won)

Most completed **STRINGERS** wins.

If tied: compare **STRINGERS** sorted high → low (12 beats 11, then next highest, etc.).

If still tied: 😊 holder wins.

If still tied: shared win (or replay).

## 10) Summary

**HIT:** draw 1 → **CAST** (repeat). Duplicate Day in **CAST = BUST** (discard **CAST**; return 😊 to **DOCK**; end turn).

**STOP:** **CAST** → **LIVEWELL** → (optional once) Burn 3:  
Swipe 😊 OR Cut a Stringer → Build **STRINGERS** (must; rebuild **BROKEN HAULS**) → Win check.

**Win:** end your turn with 😊 + 3 **STRINGERS**.

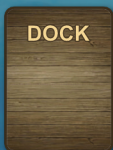
**No reshuffle:** when deck empties, finish the turn → Final Score if no winner.

## Day 1–12 as “Fish Tales”

(Flavor only. The numbers are what matter. Art shows each catch in its natural habitat.)



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## **CAST (RUN):**

cards drawn this turn; face-up, risky

## **STRINGERS (SETS):**

completed 3-of-a-kind; face-up, locked

## **LIVEWELL (STASH):**

your hand; hidden