

Fantasy Fishin'

Rule Book



The Cheese Lord Productions

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Graphic Design | Robert Wenzell

Gameplay | Robert Wenzell

Introduction

PLAYERS: 2-3

AGES: 8+

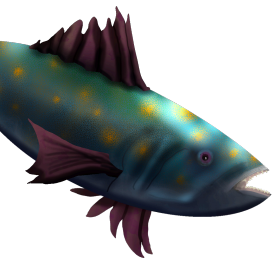
TIME: 30 min

Have you ever found yourself fishing into the clear and mysterious waters of a magical lake only to reel in a fish with shimmering amethyst scales? No?! Well, Fantasy Fishin' has you covered!

In Fantasy Fishin' each player takes on the role of an angler in a breathtaking fantasy setting. Enjoy catching legendary fish, epic treasure — and even some useful trash — as you compete with your friends to become the ultimate angler!

During each turn, anglers will try their fishing luck after choosing 1 of 5 different actions including moving to a new lake, using 1 of 3 unique Tool Cards, or exchanging old Tool Cards for new ones.

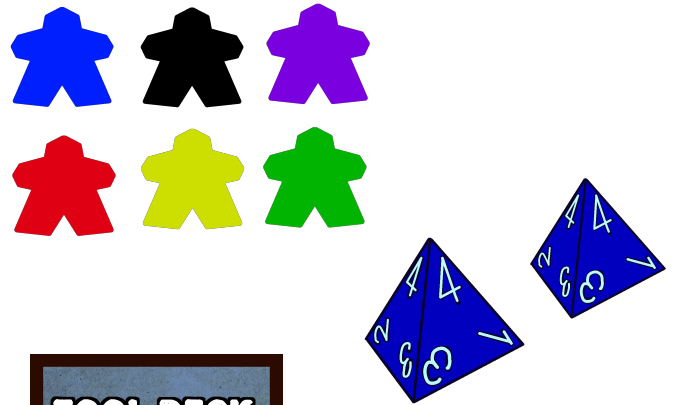
There are a total of 19 unique Tool Cards and 16 ever-changing lakes to fish from. Only by mastering all the lakes and tools available to you will you become the ultimate angler! Do you have what it takes?



Components

Dark Depths Deck (20 cards)
Lake Deck (78 cards)
Tool Deck (36 cards)
6 Basic Action Cards
1 Rule Book
6 Action Tracking Tokens
6 Angler Tokens
2 Dice (D4)

Angler Tokens

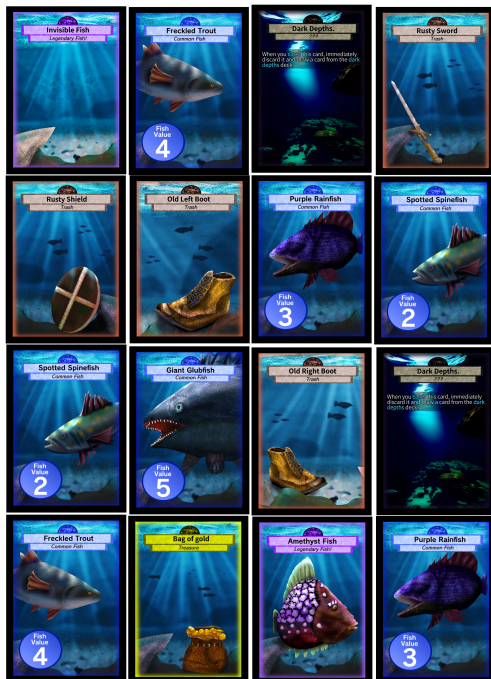


Action Tracking Tokens



Set-Up

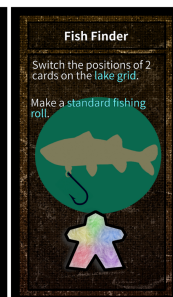
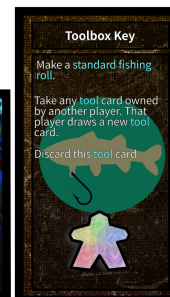
- Deal 16 Lake Cards, face-up, in a 4 by 4 grid pattern.
- Give each player 2 meeples of the same colour (one will be their angler token and the other will be their action tracking token).
- Give each player a Basic Actions Card.
- Deal each player 3 Tool Cards; if everyone has played before, deal 5 Tool Cards instead and have each player discard 2 of their choice.
- Have each player place their Tool Cards face up beside their Basic Action Cards.
- Place the Tool Deck, Dark Depths Deck, and Lake Deck in a place accessible to all players with enough space for each deck to have its own discard pile.
- The last person who has gone fishing, goes first!



Center of the play area.



Each player's individual setup will look like this



Keywords and Phrases

Throughout the rules and cards of this game, you will notice highlighted terms. A highlighted term will refer to either a game component or a keyword/phrase as highlighted below.

Lake Grid — Refers to the 16 face-up lake cards.

Angler Token — Refers to the meeple that represents you as an angler.

Action Tracking Token — Refers to the meeple that is used to keep track of your actions.

Lake — Refers to the empty spot at either end of any row or column of cards on the lake grid. Each lake has 4 cards in it. They are the 4 cards directly in front of the lake. There are 16 lakes in total.

Your Lake — Refers specifically to the lake your angler token is currently on and by extension, the 4 cards in that lake.

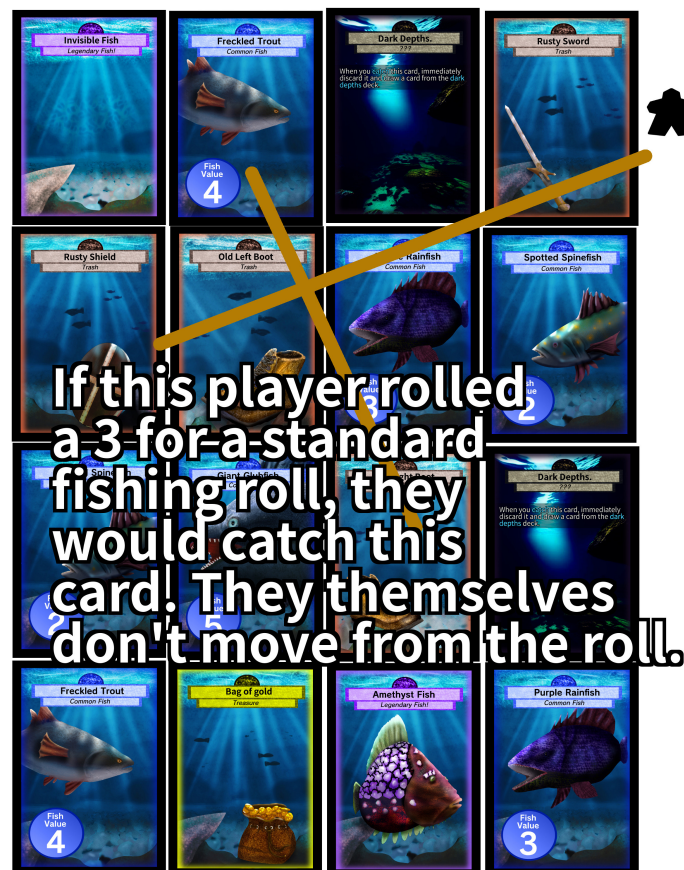
Empty Experience Stack/ Complete Experience Stack —

Experience stacks are stacks of face-up cards that players use to score points. An Empty Experience Stack is worth 1 victory point and a Complete Experience Stack is worth 2 victory points. How one gets these stacks will be explained later.

Catch — When you catch a card simply put that card in your hand with the following 2 exceptions:

1. You can't put Legendary Fish Cards in your hand. When you catch a Legendary Fish Card place it directly on an Empty Experience Stack. If you don't have an Empty Experience Stack, the catch is a failure and you leave the card where it is.
2. When you catch a ???, immediately discard it and draw a card from the Dark Depths Deck instead.

Standard Fishing Roll — Roll a d4 and catch the card as many cards away from your angler token as the roll.



Gameplay Summary

Gameplay for Fantasy Fishin' is simple. Players have 5 actions to choose from. Two of those actions are printed on each player's Basic Action Card. The last 3 actions depend on that player's 3 unique Tool Cards with each card representing 1 action.

On each turn, players place their Action Token on an action and then perform that action with 2 exceptions:

1. Players must use the Move Lakes action on their first turn.
2. You can't use the same action 2 turns in a row. In other words, you can't use an action your action token is already on.

Players use these actions to get cards and use those cards to get Experience Stacks. Experience Stacks are worth Victory Points. The player with the most Victory Points at the end of the game, wins.

Actions

Move Action — When performing the move action, move your angler token to any lake, then, make a standard fishing roll.

Note: When performing any action, you must follow its instructions in the order it appears on the card, for example,

during the move lakes action, you must move lakes before you make a Standard Fishing Roll.

Tool Card Actions — When performing any action on a Tool Card, simply follow the instructions on the card.

Switch Tools Action — Draw 2 new Tool Cards, then discard 2 Tool Cards. Once this is complete, make a Standard Fishing Roll. If the Tool Deck runs out of cards, simply shuffle the Tool Deck's discard pile together to make a new Tool Deck.

Experience Stacks

Players can make an Experience Stack at any time during other players' turns or at the start of their own turn, but not in the middle of their turn.

To make an Empty Experience Stack, simply place any of the following cards face up in front of you from your hand:

- 2 Treasure Cards
- 5 Trash Cards
- 4 Unique Trash Cards (rusty shield, rusty sword, old left boot, old right boot). The Zombie Fish is a wild card!
- Any number of common fish cards where the fish value is equal to 10 or more; the fish value is printed on the bottom left of all common fish cards.

When you catch a Legendary Fish card, place it directly on top of an Empty Experience Stack to make a Complete Experience

Stack. You can only put 1 Legendary Fish Card on each of your Empty Experience Stacks.

Once you play an Experience Stack, those cards can no longer be placed back in your hand. The Experience Stack stays where it is until it is scored as the end of the game.

Dark Depths

The only way to get cards from the Dark Depths Deck is when you catch ??? cards.

It's more fun if cards from the Dark Depths Deck are a surprise , however, for fairness sake, inform players that these cards have a mix of really useful and not-so-useful cards.

Fishing in the dark depths represents an exciting risk of not knowing what you might get! Dark Depths Cards are unique, yet self-explanatory and, unless the card says otherwise, simply keep the card in your hand as if you got it from the Lake Deck.



Victory Points

Each player gets 1 victory point for each Empty Experience Stack they have.

2 victory points are awarded for each Complete Experience Stack a player has.

There are a few cards in the Dark Depths Deck that can score Victory Points.



This player's hand would score them 4 Victory Points

- 2 points from Complete Experience Stack
- 1 point from an Empty Experience Stack
- 1 point for having 2 blessed artifacts
- 0 for having 3 cursed artifacts.

In the event of a tie in this scenario, the Giant Glubfish would be the tiebreaker if no other players had additional cards in their hands. Tiebreakers are based on the number of remaining cards in hand, not the Fish Value.

Ending the Game

The game begins to end when a player catches a card from the Lake Grid and there are no cards left in the Lake Deck to replace it. That player gets to finish their turn and, if they would catch a card in a blank spot during that turn, they simply catch nothing instead. All players get one last chance to play Experience Stacks.

The angler with the most Victory Points at the end of the game wins!

You must reveal all cards in your hand (including Dark Depths cards) at the end of the game to ensure proper scoring.

Tiebreakers are based on the highest number of remaining cards in hand, not the value of those cards. If there is still a tie, the tied players share a win.

Clarifications

- If a Tool Card gets discarded or stolen while your Action Token is on it, simply place that token to the side. On your next turn, you will be able to use any of your actions.

- You must select an action at the beginning of every turn; you may not simply roll the die.
- When choosing the Switch Tools Action, you can discard any 2 Tool Cards, even if you simply discard the 2 Tool Cards you just drew.
- Players are allowed to fish the same lake.
- If the Tool Deck runs out of cards, shuffle the discard pile to create a new deck.
- If a Tool Card tells you to ignore catching something, it simply means you catch nothing for that turn. Don't keep rolling until you catch something else.
- If an action has multiple effects, fully resolve each effect before moving on to the next one. For example, the Tool Card "Extra Rod," allows you to make 2 Standard Fishing Rolls. If you catch a ??? Card on your first roll, fully resolve it by discarding it and drawing a card from the Dark Depths deck before making the second roll.
- When counting cards in your hand to resolve a tie, only count unused cards, since Artifact Cards must be played, they count as used even if not actively scoring you points and therefore don't count as being in your hand at the end of the game.

