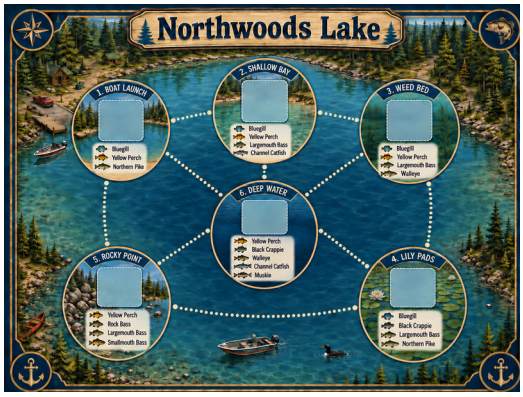
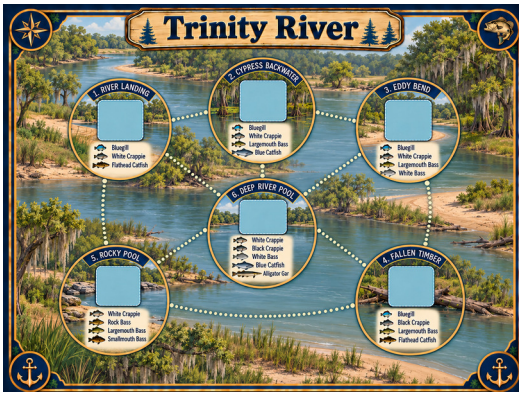
Setup

Choose which map you want to play. Northwoods Lake, or Trinity River. Return the other to the box





Create the fish decks by matching the fish species at each location with the fish cards. Each location will have a small, medium, and large named fish of each species printed on the map at that location. Shuffle each fish deck once assembled. For a full list of each fish deck check the appendix. Any unused fish cards are returned to the box

NOTE: Each map includes only one Trophy fish card. Trophy fish do not have size variants.

Shuffle the gear cards, then deal each player 2 gear cards. Players choose one and return the other to the box. The chosen card is placed on your player board face up in the gear space.









Follow your Gear’s instructions when they change the rules. Extra Large Tackle Box grants six starting bait instead of four. Container Gear provides its matching bait separately, without using a starting-bait choice or tackle-box space.

Setup

Each player chooses 4 bait and adds those bait to their tackle box.

Note: any bait can catch any fish regardless of the shown bonus.







Each player then chooses one of their 4 bait and moves it to the "On the Hook" space on their player board. This is the players active bait and will be used when casting. This will determine what type of dice are rolled and what bonuses if any the player receives after revealing a fish.

Set the round marker out where all players can see it. The game lasts 10 rounds. At the end of 10 rounds score your fish. The player with the highest score is the winner. In the event of a tie the player who caught the most fish wins. If there is still a tie, the tied players share the victory.

Place all players boat tokens at the boat launch or river landing location depending on the chosen map.

The player to most recently catch a fish begins the game, or choose randomly. Play continues clockwise.

Player turns

A player may take up to 3 action on their turn.

Actions can be taken in any order, actions may also be repeated.

Available actions are

Move - Move your boat to another location connected to your current location.

Cast - roll the two dice shown on your active bait. Add the dice together using the following:

Snag: -1 bite	Blank: +0	Bite: +1 bite	Big bite: +2 bites

If the results is 0 or less your cast was unsuccessful. You must use another action to cast again.

If the result is 1 or more reveal the top card of the fish deck.

Check your bait and gear for any bonuses, add any that apply to your bites total.

If your bite total , including bonuses, is equal to or higher than the bites required on the fish revealed you caught it! Add the fish to your caught fish section of your player board.

If the number on the fish is higher than your total bites begin to reel it in. See below for how to reel.

If the result is a two snags (or -2 bites) your bait is lost, return your active bait to the bait supply.

(You would need to either use an action or a bait gear card to put a new bait onto your hook before you can cast again)

Casting example

your active bait is topwater frog which uses a standard and a risky dice. On your cast you roll a snag (-1 bite)on the standard dice and a big bite (+2 bites) on the risky dice. Which means you have 1 bite total. You reveal the top card of the fish deck at your location, which is a large Largemouth Bass which needs 4 bites to catch. Topwater frog gives an additional +1 bite bonus to Largemouth bass brining your total bites to 2. time to reel it in!





Reel - Reeling does not cost an action. To reel a fish in roll one dice (the most risky dice shown on your bait card) until the fish escapes or you catch it.

Reeling example - using the example above with topwater frog gives a +1 bite bonus to Largemouth Bass for a total of 2 bites. you will roll one risky die until you catch the fish or it escapes. You roll again and get a bite (+1 bite) which puts you at 3 total bites. You Roll the risky die again and get another bite for a total of 4 bites. You caught the fish! Place the fish card into your caught fish section of your player board.

NOTE: if you roll a snag while reeling, the fish escapes. Place the fish card face down on the bottom of the deck at your current location.

Double blank: While reeling if you roll two blanks in a row, the fish escapes and is returned face down to the bottom of the fish deck.

Change bait

Change bait - If your hook is empty, or you just want a different bait you can use an action to place a new bait on the hook. Take a bait already in your tackle box and place it in the "on the hook" section of your player board. This is now your active bait. If you had a bait already on your hook when you use this action, place the previous bait into your tackle box. You can switch back to it later if you want!

Restock bait - if you have room in your tackle box use an action to add a bait from the supply to your tackle box. (Not directly onto the hook, another action must be used to change bait onto the hook)

END OF GAME:

once all players have completed 10 turns the game is over. Add up the total points printed on all your fish cards, plus any gear that gives points. The player with the highest score is the Fishing Master!





In the case of a tied score the player who caught the most fish wins. If the players are still tied they share the victory.