

Each player then receives an **Ice Box** to store their caught fish, a **Turn Order Card** and a **Scoring Card**. The player to last catch a fish also receives the **First Player Card**



Ice Box Card



Turn Order Card



First Player Card

Example Setup



Player 2's Fishing Spot

Draw Deck



Face-Up Cards



Event Deck



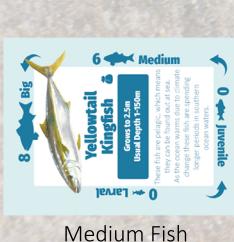
Player 1's Fishing Spot

Fish Size

The orientation of the Fish Cards in your Fishing Spot and Ice Box is essential. All Fish Cards start as **Larval Fish**, then grow to **Juveniles**, **Medium** sized and then **Big Fish**. You get different points for catching different sized fish. Remember, in each turn a fish can only **Grow** by 1 size increment. It takes a while to bring back **Big Fish**.



Big Fish



Medium Fish



Juvenile Fish



Larval Fish

Gameplay

Starting with the player who has the **First Player Card**, each player goes through the 5 below steps to make up their turn. Use the **Turn Order Card** to keep track of these steps.

DRAW

Draw new cards equal to the number of **Big Fish** in your **Fishing Spot**. However, no more than 5 cards can be drawn. You can **Draw** these cards from the **Face-up Cards**, the **Deck**, or both. This means that you can **Draw** unknown cards from the deck or play it safe and take what you see (from the **Face-up Cards**). Check to see if you have any orange **Draw Wild Cards** in your **Fishing Spot** (not in your **Hand**) - these allow you to **Draw** extra cards.

SPAWN

Spawn new fish equal to the number of **Big Fish** you have in your **Fishing Spot**. This is done by placing cards from your **Hand** into your **Fishing Spot** in the **Larval Fish** orientation. Check to see if you have any purple **Wild Cards** in your **Fishing Spot** (not in your **Hand**) - these allow you to **Spawn** more fish.

GROW

Grow 1 fish to the next size for every **Big Fish** present in your **Fishing Spot**, i.e. if you have 2 **Big Fish** you may **Grow** 2 fish to their next stage. **Grow** fish to their next stage by rotating them from **Larval** to **Juvenile**, from **Juvenile** to **Medium**, or from **Medium** to **Big**. Fish can only **Grow** by 1 size each turn (**Larval** to **Juvenile**, **Medium** to **Big**, etc), i.e. **Larval** and **Juvenile** Fish cannot become **Big Fish** in one round even if you have 3 **Big Fish** and can have 3 “growth steps”. Check to see if you have any green **Wild Cards** in your **Fishing Spot** (not in your **Hand**) – these allow you to **Grow** more fish.

CATCH

If you like, **Catch** 1 fish from your **Fishing Spot**. Catching is optional. You **Catch** fish by moving the fish from your **Fishing Spot** into your **Ice Box** whilst making sure the orientation (size) does't change. Caught **Big Fish** no longer count as **Big Fish** in your **Fishing Spot**. Remember you can only **Catch** 1 fish per turn,

unless you have yellow **Wild Cards** in your **Fishing Spot** (not in your **Hand**), such as fishing rod, SCUBA equipment or delicious bait. Remember, it is important to keep catching fish, because once the game ends the player who has the largest number of points from the caught fish will win. Catching **Big Fish** will give you more points, however, it will reduce the number of cards you can **Draw**, the number of fish you can **Spawn** or the number of **Grow** steps you can do.

WILD

If you like, play 1 **Wild Card** from your **Hand** into your **Fishing Spot**. **Wild Cards** come in multiple colours that do different things. Coloured **Wild Cards** are played (placed) into your **Fishing Spot** to give you extra abilities or improve your **Fishing Spot** (these abilities activate on the players next turn during each corresponding turn step). They are permanent and apply each round. Black **Wild Cards** give one-off effects and must be discarded once they are played (with the exception of the Blue Grouper).