



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

Gameplay

Starting with the player who has the First Player Card, each player goes through the 5 steps below 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) doesn'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 perform.

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 player's 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 Groper).

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 crucial. 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 Team

Asta Audzijonyte
Amy Coghlan
Matt Testoni
Stacey McCormack

