A STRATEGIC FLY FISHING GAME FROM BRIAN SUHRE

FRESHWATER FLY

RULEBOOK



Introduction:

In Freshwater Fly you will encounter a rushing mountain stream teeming with fish, armed solely with a rod, reel and selection of flies. Will you be able to navigate the ever-changing river, cast with accuracy, drift your fly down stream, and then reel-in the perfect catch? To claim the highest achievements of the day you will need to execute a deliberate and evolving strategy, while showcasing your finesse and skill at every opportunity.

Summary

Freshwater Fly is a dice drafting game played over a series of rounds. Every turn you will be selecting a die from the dice pool and taking an action· Cast, Reel or Increase your Finesse. Choose carefully! Higher valued dice will earn you more powerful actions, but lower dice could help you win bonus turns. When all the dice have been selected, the river moves, the dice are re-rolled and the player who had the lowest total die count will start the next round. The game ends when a single player catches a seventh fish, achievement points are awarded, and the winner is declared.



A STRATEGIC FLY FISHING GAME FROM BRIAN SUHRE

FRESHWATER FLY

Players: 1-4, Play Time: 40-90min, Ages: 14+

Contents



1 Gameboard



4 Reel Boards



4 Drag Tokens



1 Rule Book



1 Cloth Bag



4 Finesse Tokens & 1 Silent Angler Finesse Token



7 Hatch Tiles



9 Six-sided Dice



60 Hatch Tokens



1 Casting Token



12 Fly Tokens



4 Strike Cards



48 Fish Cards



16 Rock Cards



5 Momentum Tiles & 2 Expansion Tiles

SETUP



A Place the gameboard within reach of all players. Use the side with the three Rock spaces.

B Shuffle the 16 Rock cards, and then deal three (in a 2-player game), four (in a 3-player game), or five (in a 4-player game) face-down to each Rock space on the game board. Place any unused Rock cards back in the box (out-of-play).

C Shuffle the 48 fish cards (point-side down) to create the fish deck.

D Deal one fish card from the top of the deck to all the remaining river spaces, starting in the top row of Column •, and ending in Column ⁘. The point value of each fish should be face-down.

E Give each player one Reel board, one Finesse token, & one Drag token.

E1 Place your Finesse token on the "1" space.

E2 Place your Drag token on the space.

F Place the Fly tokens within reach of all players.

Figure 1 Continued

G In a 2 or 3-player game, fill all the Hatch tile spaces at the bottom of the game board with Hatch tiles showing "4 " and also place one "4 " tile next to the board near Column . In a 4-player game, fill Columns through , with Hatch tiles showing "4 ", place one tile showing "5 " in Column , and one "5 " tile next to the board near Column .

H Put the 60 Hatch tokens in the cloth bag and place it near the game board. Randomly place Hatch tokens from the bag onto every Hatch tile equal to the number indicated on the tile (including the tile next to the board).

I Roll the dice and place them near the game board. In a 2-or-3-player game, you will play with 7 dice. In a 4-player game you will play with 9 dice. Place any unused dice back into the box (out-of-play).

J Place the five Momentum tiles in the spaces in the upper left corner of the game board ("A" side face-up).

K Place the wooden Casting token on the Gameboard.

L Select a player to be the Start player.

M Place the four Strike cards near the player to the right of the Start player

N ***"Tie" Your First Fly:*** On your first turn, choose a Fly token of any color and "tie it to your line" (i.e. insert it into the space on the right side of your Reel board). This is a one-time free action.

Playing alone? After reading the rules for 2-4-players, see "Fly Solo" at the end of this rulebook for the 1-player Adventure Mode rules.



GOAL

Claim victory by gaining more points from Fish and Achievements than your opponents.

GAMEPLAY:

Round Summary:

Freshwater Fly is played over a series of rounds, with each round consisting of players taking turns in clockwise order from the Start player until all the dice in the dice pool have been used. Then, a new Start player is determined, the Hatch moves, and the dice are rolled to start a new round.

Turn Summary:

On your turn you must select one die from the Dice pool and take one Dice action. In addition, you may take any number of Bonus actions. After you conclude your Dice action and any Bonus actions you choose to take, your turn is over. On your next turn you will select a different die from the Dice pool and take another Dice action plus any Bonus actions, and so on.

I. Dice Actions: 

On your turn, select a die from the Dice pool and choose one of these three actions: **1. Cast**, **2. Reel**, *or* **3. Finesse +2**. *The die you select will determine the outcome of the action you choose.*



1. Dice Action 1: Cast

Select a die and take a Cast action, described below:



Cast:

Casting involves four concepts:
(A) First Landing, how you begin your Cast; **(B) Draw Strike Cards**, how you determine if you hook a fish; **(C) Drifting**, how you move the Casting token and gain bonus Strike cards; and
(D) Set Your Hook, how you finish your Cast.

A. First Landing:

i. Place the Casting token onto any card in the column that matches your die number (e.g. put the Casting token on a card in column ⚄ if the die you selected was a ⚄).

ii. If you placed the Casting token on a Fish card, examine the Hatch tokens in that column.

If one or more of the Hatch tokens matches your fly (the Fly token "tied" to your Reel board), you earn **one** Strike card (see B. Draw Strike Cards).

iii. If no Hatch tokens in the column with the Casting token match your fly, you earn **zero** Strike cards and the Casting token "drifts" one column downstream (see C. Drifting).

B. Draw Strike Cards:

i. At the beginning of your Cast, the player on your right shuffles all four Strike cards.

ii. Immediately, whenever you earn a Strike card, say, "hit me," and then the player on your right deals one Strike card face-up to the table per Strike card you earned.

Note: Revealed Strike cards remain face-up on the table until the end of your Cast.

iii. If the revealed Strike card shows  then you "hooked a fish" (see D. Set the Hook).

iv. If the revealed card shows  you did not hook a fish.

C. Drifting:

i. If you did not hook a fish during First Landing (see A. First Landing above) you must "drift" the Casting token twice (or until you hook a fish).

ii. To drift, move the Casting token one column downstream (e.g. from column ⚅ to ⚃), and place it on a new card that is exactly one space away either diagonally or orthogonally from the previous card (see Figure 2).

iii. Every time you **drift** onto a Fish card, examine the Hatch tokens in that column. If at least one matches your fly, you earn **two** Strike cards. Otherwise, you earn **zero** Strike cards.

Tip: Sometimes it is best to Cast upstream from the fish you want so you have the opportunity to drift onto this fish and gain two Strike cards for it instead of one!

iv. If you have not hooked a fish after drifting once, you must drift a second time unless you are in column ⚀.

v. If you have not hooked a fish after drifting twice (or if you failed to hook a fish in column ⚀), your Cast is over.

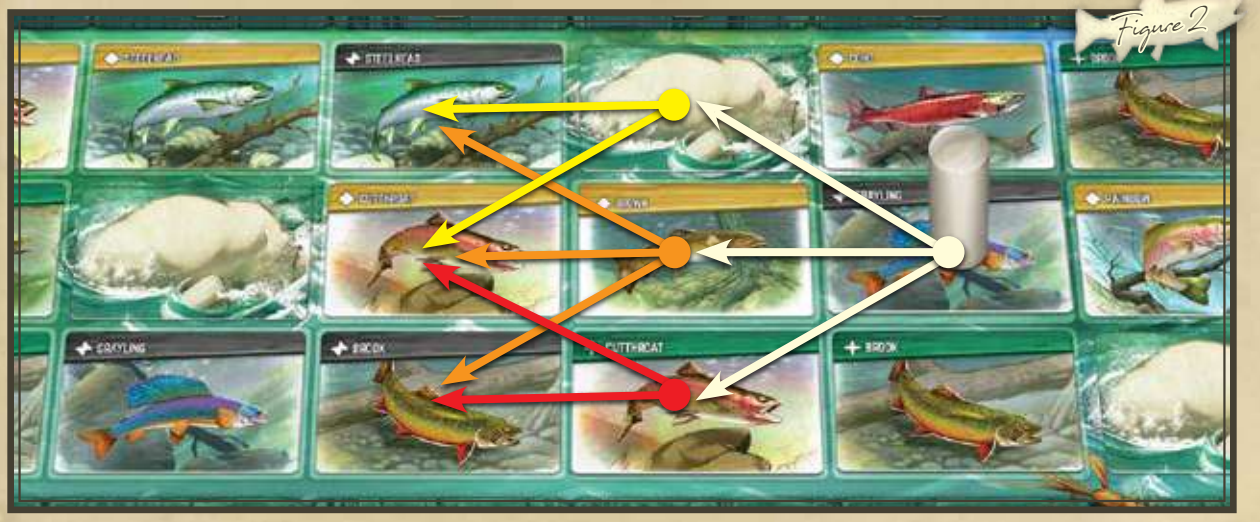


Figure 2

D. Set the Hook:

i. Immediatey when you hook a fish, pick up the fish from under the Casting token, flip it over, and place it directly above the matching section of your Reel board (e.g. if it is a Green fish, place it above the Green section).

ii. Pick up one Hatch token that matches your fly from the same column on the gameboard and place it in the spinner on your Reel board to make your "reel". Position your reel in the Start space ().

iii. If the fish you hooked was orthogonally adjacent to a Rock card deck, take the topmost Rock card from that deck and flip it face-up near your Reel board for later use.

iv. Refill the empty fish space on the gameboard with the top fish from the deck, and then your Cast is over.

Note: You may not Cast if you have "a fish on the line."

Note: You may Cast to a Rock card and/or Drift onto Rock cards, but you do not earn Strike cards on a Rock.

Gameplay Example 1: How to Cast

A. Griffin has a yellow fly, and no fish on his line.

B. Griffin selects a from the Dice pool and casts into column , placing the Casting token on the Grayling in the middle row.

C. Since there is a yellow Hatch token in column Griffin earns one Strike card and says "hit me!".

D. Naomi, sitting on Griffin's right, shuffles the four Strike cards and deals one face-up. It is a so Griffin does not hook the Grayling (see Figure 3).



Gameplay Example 1: How to Cast *Continued*

E. Griffin must now drift the Casting token one column downstream, so he moves it to the Cutthroat on the bottom row in column . Since there are no yellow Hatch tokens in column Griffin does not earn any Strike cards (see Figure 4).

F. Griffin must now drift one more column downstream. He places it on the Brook in the bottom row of column .



Figure 4



Figure 5

G. There is at least one yellow Hatch token in column so Griffin earns two Strike cards. Naomi deals two more Strike cards. The first one is a , but the second is a !

H. Griffin picks up the Brook and places it above the section of his Reel board since it is a fish.

I. Griffin also picks up the yellow Hatch token and places it in his spinner, then positions his reel on the Start space ( ). Griffin's turn is over after he refills the empty fish space on the gameboard (see Figure 5).

2. Dice Action 2: Reel

Select a die and take a Reel action, described below.

Reel:

Reeling is how you will catch a fish on your line. When you first hook a fish, your reel will start in the Start space ( ) at the top (12 o'clock position). You will spin your reel clockwise a different number of spaces each time you choose to reel, according to your die number and the fish strength. Reeling involves two concepts: **(A) Spinning the Reel** and **(B) Reel Spaces:**

A. Spinning the Reel:

i. Determine the amount of spaces you may spin your reel by comparing the strength of the fish ( ) with your die number.

ii. If the number is less than your die number, spin the reel clockwise the number of spaces equal to your die number minus the number. For example if you selected a this turn, and the fish strength is spin the reel two (3-1=2) spaces.

iii. If the is greater than or equal to your die number, you may not spin the reel.

B. Reel Spaces:

There are five Reel spaces on your Reel board (see Figure 6). Whenever your reel lands on one of these spaces you must immediately take the action shown.

i. When your reel lands on (or passes by) the space, immediately move your fish one section to the left (i.e. from the section to the section, or from the section to the section). If your fish was already in the section when you land on (or pass by) the space, you have caught the fish! Move your fish from the section into your score pile. Then, remove the Hatch token from your spinner and place it in your score pile too.



Figure 6

Note: If your reel passes the space, you will also take the action of the space where your reel lands if applicable, even when catching a fish.

ii. When your reel lands on the Apply Drag space ( ) space, immediately cover the space on your fish with your Drag token. This makes the number a "0" until you catch the fish.

iii. When your reel lands on the Momentum space ( ) space, immediately take one of the available Momentum tiles and place it in your play area. If you already have a Momentum tile when you land on this space, you may either flip your tile to its opposite side or take no action.

iv. When your reel lands on the +1 space, immediately move your Finesse token one space to the right on your Finesse track. You cannot advance your Finesse token past "4".

v. When your reel lands on the Stamina space, examine the color of your fish. If it is a fish, immediately spin your reel ahead one space to the and catch your fish. If it is a fish, immediately move your reel back (counterclockwise) one space to the +1 space and take the +1 bonus. If it is a fish, take no action.

Gameplay Example 2: Reeling in a Fish

A. Storm has a fish on her line in the section. At the start of her turn, her reel is in the space. Storm selects a and takes the Reel action.

B. Since the strength of the fish on her line is , Storm spins the reel four (5-1=4) spaces, which moves her reel onto the Stamina space.

C. Since Storm has a fish on her line, she advances the reel one more space to the and takes the action of moving her fish one space to the left on the line. She catches the fish since it was already in the section.

D. Storm places both the fish, and the Hatch token from her spinner into her score pile and her turn is over (see Figure 7).



3. Dice Action 3: Finesse +2:

When you select a die you may choose to increase your Finesse by two instead of choosing "Dice Action 1: Cast" or "Dice Action 2: Reel" as described above. Select any die and move your Finesse token two spaces to the right. The die number doesn't impact how much Finesse you gain. You may not exceed "4" total Finesse on your Finesse track.



II. Bonus Actions:

There are three types of Bonus actions that can be taken on your turn: **(1) Finesse actions**, **(2) Momentum actions**, *and* **(3) Skill actions**. *You may take multiple Bonus actions on your turn, but each bonus action is limited in a unique way.*

1. Finesse Actions:

A. Finesse actions can be taken before or after your Dice action, or in some cases to modify your Dice action.

B. You can take as many Finesse actions as you have available Finesse on your Finesse track (see Figure 8), but the types of Finesse actions you may take is dependent on how far to the right your Finesse token is located on the track at the time you take the action (e.g. if your Finesse token is located at "3" you can take any of the actions available to spaces "1-3", but if your Finesse token is located at "1" you can only take the actions available to space "1").

C. For **every** Finesse action you take, move your Finesse token **one** space to the left (lower) on your Finesse track.

D. You cannot take a Finesse action if your Finesse token is at "0".

E. There are five different Finesse actions you may take (see Figure 8).

i. Add or subtract one from the die you select this turn (you may not make a die greater than ⁘ or less than ⚀). Change your die to the new number.

ii. After you select a Cast action, but before placing the Casting token, you may move one Hatch token one space left or right to a different column.

iii. After the Strike card(s) you gained are revealed, but before drifting to the next column, reveal one additional Strike card (unless all four have already been revealed).

iv. Swap the fly on your line with a different fly from the supply (or flip your fly to its opposite side). You may not take this action if you have a fish on your line. **Your Finesse token must be at the "2" space or higher to take this action.**

v. Immediately move your Drag token from your Reel board to the ⚙ space on the fish on your line. This makes the ⚙ number on your fish a "0" until you catch it. **Your Finesse token must be at the "4" space to take this action.**



Figure 8

2. Momentum Actions:

A. A Momentum action can be taken before or after your Dice action.

B. Each Momentum tile has an (A) side and a (B) side. You may only take the action shown on the face-up side of the Momentum tile in your play area.

C. After taking the action on your Momentum tile, immediately return it to the Momentum tile space on the game board and flip it to its opposite side.

D. You may only play one Momentum tile per turn, and you may only have one Momentum tile at a time.

E. The Momentum tile actions are listed in greater detail in Appendix A of this rulebook.

3. Skill Actions:

A. Most of the Rock cards show a Skill action(s) you may take. Each action may be taken once per turn before or after your Dice action, unless otherwise noted.

B. Skill actions remain available to you throughout the whole game unless otherwise noted.

C. To take any Skill action you must first reduce your Finesse by the amount shown in the upper left corner of the card. If no amount is shown, the action is free.

D. The Skill actions are listed in greater detail in Appendix A of this rulebook.

End of Round:

The round ends whenever the final die from the Dice pool has been selected and used. Then, take the following steps to set up for the next round:

1. Sum Your Dice:

Sum the values on each player's dice. The player with the lowest total is the new Start player. If a tie, the tied player next in turn order is the new Start player.

2. Move Hatch Tiles & Add New Hatch Tokens:

A. Slide the Hatch tiles one column to the left (e.g. lower in number).

B. Place the Hatch tile not yet on the board into the Hatch tile space in column .

C. Discard the Hatch tokens on the Hatch tile from column  that was pushed off the board. Move this tile to the space next to the board near column , and refill it with new Hatch tokens from the bag. Do not refill the bag with the discarded Hatch tokens unless the bag is empty.

3. Roll the Dice:

Roll all the dice to create a new Dice pool.

Start a New Round:

The new start player selects the first die from the new Dice pool and play continues in clockwise order.

Gameplay Example 3: A Good Turn

A. Derrick has a Coho in the section on his line, four Finesse, and the Momentum tile and Rock card shown in Figure 9. There is a and available in the Dice pool.

B. First Derrick uses one Finesse to apply his Drag token and turn the strength of the Coho to (see Figure 9).

C. Derrick then uses his Skill action to change the to a and selects this die to reel his Coho two spaces (see Figure 9).



Figure 9



Figure 10

D. Derrick catches the Coho and moves it and the Hatch token in his spinner to to his score pile (see Figure 10).

E. Derrick then uses one more Finesse to change his fly from green to yellow (see Figure 10).

F. Derrick then uses his Momentum tile to move one yellow Hatch token from column to column in the river and then to Cast into the middle row of column (see Figure 11).



Figure 11

G. Since there are no longer any yellow Hatch tokens in column , Derrick receives zero Strike cards, and drifts the Casting token to the middle row of column (see Figure 12).

H. There is now a yellow Hatch token in column , so Derrick earns two Strike cards. Neither one is a so Derrick does not hook a fish (see Figure 12).



Figure 12



Figure 13

I. Derrick chooses to use one more Finesse to gain one more Strike card, and this time the Strike card is a , so Derrick hooks the Dolly (see Figure 13).

J. Derrick places the Dolly on his line in the section, flipping it to its opposite side, and moves the yellow Hatch token from column to his spinner. Derrick also gains a Rock card from column and places it face-up near his Reel board for use on a future turn, returns the Momentum tile to the board (flipping it to its opposite side), and refills the empty space on the game board with the top Fish card from the deck to end his turn (see Figure 13).



END OF GAME

At the end of the round in which any player reaches seven caught fish (i.e. seven fish completely reeled-in), the game ends. If any fish is left on your line, it is discarded for no points. If you have a Hatch token in your spinner, move it to your score pile. Then continue to Scoring.

Scoring

You earn points from two different sources: the fish you caught and the achievements you completed.

1. Fish Points:

Add the values shown in the  symbol on all of the fish you caught. This is your Fish score. A fish still on your line at the end of the game is not counted.

2. Achievements:

At the end of the game you earn points from **(A) Common Achievements** shown on the gameboard, **(B) Personal Achievements** shown on your Reel board, and **(C) Bonus Achievements** from certain Rock cards. Fish and Hatch tokens may be scored for as many achievements as apply.

A. Common Achievements:

i. First to Seven Fish: If you were the first player to catch a seventh fish, you alone gain the +2 points from this achievement.

ii. Sets of [] Fish: You earn three points for **every** complete set of Gold, Black and Green fish you caught.

iii. Most Coho: If you caught more Coho than any other single player, you earn this six point bonus. If you tie with another player(s), divide the six points evenly, rounding up.

B. Personal Achievements:

Every player's Personal achievements are slightly different. Add up all the points from all of the different achievements on your board for your Personal Achievement score. Personal Achievements are listed in greater detail in Appendix A.

C. Bonus Achievements:

You earn bonus points from any Rock cards with  bonuses. Only one bonus per card may be earned.

Winning:

The player with the most total points is the winner. In case of a tie, the player with the most  fish is the winner. If there is still a tie, the player with the most  fish is the winner. If there is still a tie, the player with the most  fish is the winner. If there is still a tie, victory is shared between these players.

EXPANSIONS

Dry Fly Mini Expansion Rules:



The “Dry Fly Mini Expansion” has been included in this edition of Freshwater Fly as a free bonus. This expansion includes two Momentum tiles that may be used interchangeably with the other Momentum tiles. When you set up the game for 2-4 players, select any five of the seven Momentum tiles to use for the game. The other two tiles are placed out-of-play. The expansion tiles are described in greater detail in Appendix C.

Master Skill Pack Rules:



The “Master Skill Pack” has been included in this edition of Freshwater Fly as a free bonus. This pack includes eight bonus Skill cards (Q-X) and a set of four Kickstarter Edition Alternate Strike cards. You may swap out all four alternate Strike cards with the standard set included with the game. To play with the Master Skill cards (Q-X), shuffle them into the deck of Rock cards before setting up the Rock decks at the beginning of the game. The Master Skill cards are described in greater detail in Appendix C.





You've just embarked on a week-long fly-fishing adventure into the wilderness! Put your strategy, finesse and skill to the test and grow in experience as you travel upstream to four legendary fishing locations. Will you be able to defeat the Silent Angler at all four spots before your seven days of adventure over over?

Overview

Fly Solo is a single-player adventure played over seven games, called "Days." Each Day pits you against a Silent Angler who plays by special rules and earns points in some unique ways. When you defeat the Silent Angler at one location, you will move on to the next location for the next Day. You will also complete Guidebook Challenges to earn Badges, which can be used to unlock special abilities in your Journal. If you can defeat the Silent Angler at all four locations by the end of your seventh Day, you win! Track your progress on the Adventure Map on the following pages.

Gameplay:

Except as noted below, each Day plays exactly like the 2-4 player game.

Setup:

1. Game Board: Use the back side of the board (the one without Rock spaces).

2. Hatch Tiles: Reference the Hatch tile setup at your current location on the Adventure Map.

3. Hatch Tokens: Place five Hatch tokens of each color in the bag, and put the remaining tokens in the box (out-of-play). Then, randomly fill the Hatch tiles according to the number on each tile until all the tiles have been filled. At Locations 1-3

(L1-L3) on the Adventure Map you will have one remaining Hatch token in the bag. Place this bonus token on the Bonus Hatch Token [ ] space on the game board. At Location 4 (L4) there will not be an extra Hatch token to place on this space, so players will not earn points for the Bonus Hatch Token at L4.

4. Momentum Tiles: Each Day you will only use the Momentum tiles unlocked in your Journal. Before your first Day you will use your one free Badge to unlock your first Momentum tile.

5. Rock Cards: Use the Rock card setup at your current location on the Adventure Map. Shuffle all the Rock cards and then fill each Rock card deck with the number of Rock cards you've unlocked in your Journal. You start your adventure with one Rock card in each Rock deck, but can increase this number to a max of three by the end of Day 7.

6. Finesse: Each Day you will start with Finesse equal to the amount unlocked in your Journal. You will start with "0" each Day until you unlock more.

7. Reel board: Choose Reel board 1A to use each Day. Later you may choose to unlock and use Reel board 3B or 4B instead of 1A.

8. Set up the Fish cards, Fly tokens, Drag token, and Casting token like normal, taking care to note the different arrangements for Rock cards and Fish cards at each location.

9. Place the Silent Angler Finesse token on the Silent Angler Achievement Track at the top of the game board.

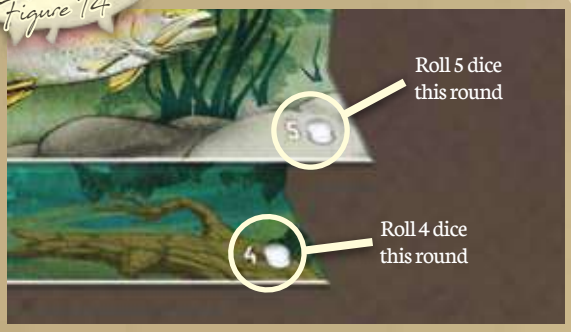


Round Summary:

1. At the start of each round, examine the printed "" number on the "on deck" Hatch tile to the right of Column . This is the number of dice you will roll this round for the Dice pool. Thus, you will always roll either four or five dice (see Figure 14).

2. Each round you will select three dice and take three normal turns in a row. Then the Silent Angler will select the remaining one die (if four dice had been rolled this round) or two dice (if five had been rolled), and take one turn for each die selected. Then the round ends.

Figure 14



Examine the "on deck" Hatch tile before each round to determine the number of dice to roll.

Your Turns:

Take your turns exactly as you would in the 2-4 player game, except shuffle and draw your own Strike cards.

Note: If you catch a fish adjacent to two or more Rock card decks, you may only draw one Skill card (choose from either deck). If a Rock card deck runs out of cards, fill the river spot with a fish from then on.

Silent Angler's Turn:

The Silent Angler will Cast with each selected die (starting with the lower-valued die if there are two).

The Silent Angler's Cast is different than yours as noted below:

1. The Silent Angler will always Cast to the bottom row (i.e. the row closest to the Hatch tiles) in the column matching the die used. Place the Casting token on the card in this row.

2. The Silent Angler will always receive **one** Strike card for every fish the Casting token is placed on or drifts to. Ignore the Hatch tokens for determining if Strike cards are gained since the Silent Angler doesn't have a Fly. No Strike cards are gained on Rock cards.

3. If the Silent Angler does not hook a fish, the Casting token drifts UP to the next row, in the same column. If the Silent Angler does not hook a fish in the third (top) row, the Cast is over.

4. If the Silent Angler hooks a fish, award the Silent player with the hooked fish and one Hatch token from the same column. The Silent Angler does not have to Reel the fish to catch it, just place the fish and the Hatch token in the Silent Angler score pile. To determine which Hatch token is gained:

a. Compare the die used for the Cast to the Silent Angler color wheel at the top of the board. Take the Hatch token that matches the color indicated by the die number (see Figure 15).

b. If this color is not available in this column, give the Silent Angler the next available Hatch token clockwise on the color wheel (e.g. if the die used was a , give the Silent Angler a blue token, but if no blue tokens are available on the Hatch tile, you would instead give the Silent Angler an orange token ( ), and so on until the Silent Angler receives exactly one Hatch token).


Figure 15

c. If no Hatch tokens are available, advance the Silent Angler's Finesse token one space to the right on the Silent Angler's achievement track (see Figure 16).

5. If the Silent Angler catches a fish, the Silent Angler's Cast is over.

Note: If the Silent Angler catches a fish adjacent to a Rock card, select one adjacent Rock card and remove it from play.

Note: Shuffle the Strike cards before each Silent Angler Cast.



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End of the Round

1. After the Silent Angler's turn(s) have concluded, the round is over.

2. If the Silent Angler did not catch a fish this **round**, advance the Silent Angler's Finesse token one space to the right on the Silent Angler Achievement Track (see Figure 16).

3. Then, move the Hatch tiles as normal, but do NOT discard the Hatch tokens from the tile pushed-off the board. Instead, just move this tile and accompanying tokens to the "on deck" space next to Column . Do not add any new tokens.

4. Begin the next round by rolling the number of dice indicated by the " " number on the "on deck" Hatch tile (see Figure 14). Remember, this will usually be four dice, but will sometimes be five!



Figure 16

*Figure 16: Advance the token on the Silent Angler Achievement Track every **round** the Silent Angler does not catch a fish, and every time the Silent Angler gains a Hatch token but the Hatch tile is empty.*

Day End:

The Day ends at the end of any round when either you or the Silent Angler has caught a 7th fish.

Scoring:

Score as normal, but with the following addition to the Common Achievements shown on the gameboard: You earn one point for every Hatch token you gained that matches the Bonus Hatch Token [ ] on the gameboard.

The Silent Angler scores (1) Fish cards and (2) the Common Achievements as you do. The Silent Angler also scores (3) the points shown on the Silent Angler Achievement Track (e.g. if the Silent Angler's Finesse Token has reached the fourth space on the track, the Silent Angler earns six points), plus (4) the Silent Angler Achievements at your current Location on the Adventure Map. Silent Angler Achievements are listed in greater detail in Appendix B.

The Adventure Map:

Here are a few rules to help you navigate the Adventure Map on the following pages:

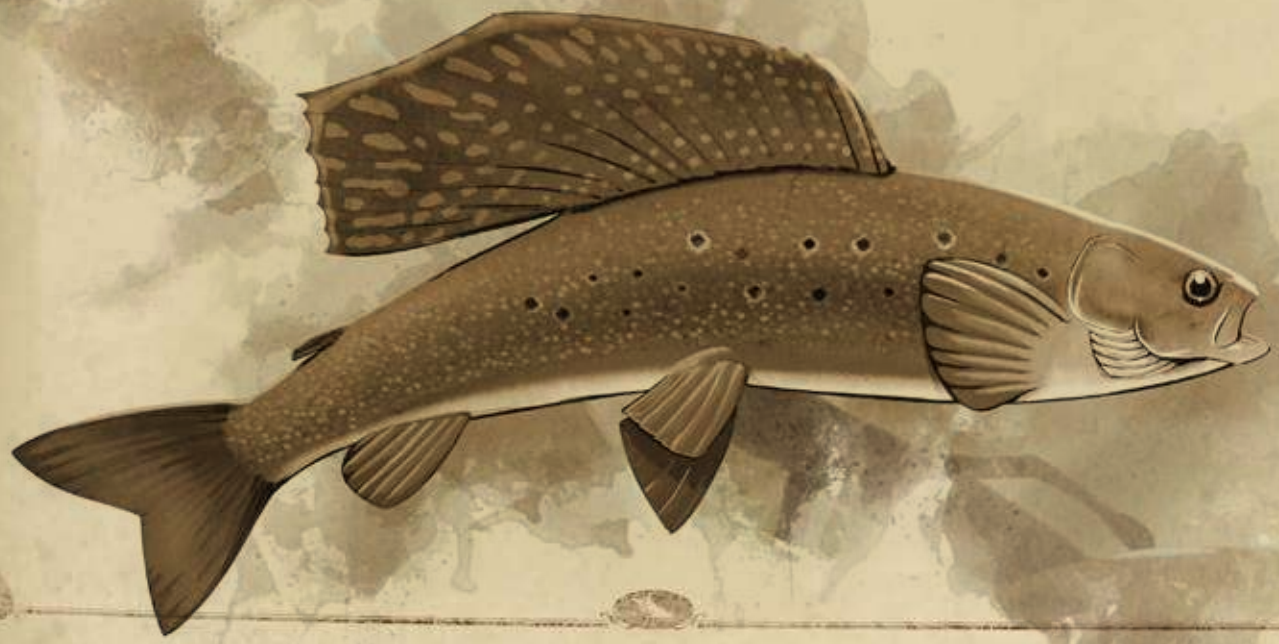
1. You will need a pencil to keep track of Days played, Locations defeated, progress on Guide Book Challenges, Badges gained and Upgrades unlocked. Mark any updates to these items at the end of each Day.

2. You must play Locations 1-4 (L1-L4) in order and may not advance until you beat the Silent Angler at your Location.

3. Complete a Guide Book Challenge or beat a Location to earn a Badge. Underline the Badge to show it has been gained. You may gain Badges even if you don't beat the Silent Angler on a given Day.

4. Every Badge can be used for one Journal Upgrade. Fill it in to show it has been used. Use the free Badge in your Journal before the start of your first Day to unlock your first Momentum tile.

5. Remember: You start your first Day with 0 Finesse, 1 Rock card per deck, Reel Board 1A, and the one Momentum tile you unlock with your free Badge.





DAY 1 2 3 4 5 6 7

Journal

Momentum Tiles
1A 2A 3A 4A 5A
(choose any)

Finesse at Start
1 2 3 4
(claim in order)

Rocks Per Deck
1 2 3
(claim in order)

New Rod
3b or 4b
(every day)

Skill Card
(every day)

7 Fish Bonus
+2
(every day)

Bonus Points
+1
(every day)

This is your free Badge! It is underlined to show it is available to you to claim a Journal Upgrade. Use it now to unlock a Momentum tile to be available every Day. (We suggest you choose 1A.)

Use a pencil:

1. Note your "Day" score vs the Silent Angler (☐)
2. Mark the boxes (☐) in each "Guide Book Challenge" and underline the (☐) when a challenge is completed to gain the Badge. (You also gain a Badge when you beat a location!)
3. Fill in a Journal Upgrade (☆) for each Badge underlined and then fill in the Badge (★) to show it has been used.



Guide Book Challenges

Species Goals

- STEELHEAD
- DOLLY
- CUTTHROAT
- BROOK
- GRAYLING
- RAINBOW
- BROWN
- COHO

Balanced Fishing

- ☐☐☐☐☐☐☐☐☐☐ ☆
- ☐☐☐☐☐☐☐ ☆
- ☐☐☐☐☐☐ ☆

The Big Ones

- BROOK 4 ☐ ☆
- GRAYLING 4 ☐ ☆
- DOLLY 4 ☐ ☆
- STEELHEAD 7 ☐ ☆
- BROWN 7 ☐ ☆
- RAINBOW 7 ☐ ☆
- CUTTHROAT 7 ☐ ☆
- COHO 8 ☐ ☆

Bonus Hatch Token (A)

☐☐☐☐☐ ☆

Bonus Hatch Token (B)

☐☐☐☐☐ ☆

8 Fish

☐ ☆

For more details about the Journal Upgrades and Guide Book Challenges, see Appendix B.

Credits

Game Design: **Brian Suhre**

Illustration & Graphic Design: **Darryl T. Jones**

Producer: **Dennis Hoyle**

Rulebook: **Dennis Hoyle & Darryl T. Jones**

Playtesters: **Brian Herman, Jimmy Hensel, David Dranetz, Shawn Smith, Allen Grimes, Robert Mumme, Sara Hoyle, Yasser Elassal, David Walton, Jayson Thompson, Royce Banuelos, Mark Wisdom, Jason Aemisegger, Paul R. Peterson, Britt Eubanks, Sean Flynn, Dave Vogler, Chirstopher Kruse, Rob Duman, Jonathan Brumitt, Jake Heil, Kip Ligget, Ron Wall, Jonathan Sullivan, Anthony Tuzzo, Laurie Picchioldi, Adam Slape, Zach W. Lorton, Brian Stanfield, Darryl T. Jones, Ben Scheuter, Atomic Squash, Metro East Gamers, John A. Logan College Strategy Games Club**

Appendix A:

Momentum Actions:

1A: Change your fly OR Cast to Column 

1B: Increase your Finesse by up to 3 (not to exceed 4 total)

2A: Swap any two fish in the river with each other and then Cast to Column 

2B: Apply the Drag token to the fish on your line and then increase your Finesse by 1

3A: Increase your Finesse by 1 and then Cast to Column 

3B: Reel at a die value of  and then you may also change your fly if there is no fish on your line

4A: Move one Hatch token left or right one column and then cast to Column 

4B: Reel at a die value of 

5A: Flip a die to its opposite side (e.g.  to ) and then gain 1 Finesse

5B: Reroll the dice in the Dice pool and then gain 1 Finesse

Skill Actions:

A: If you select a  to take Dice Action 3: Finesse +2, you may increase your Finesse by three instead of two.

B: Decrease your Finesse by two to apply your Drag token to the fish on your line.

C: If you select a  for your Dice action, you may change it to a  before taking your action.

D: If you select a  for your Dice action, you may change it to a  before taking your action.

E: Once per turn, immediately after you complete a Cast, if you didn't hook a fish, you may increase your Finesse by one.

F: At the end of any round, if you have fewer caught fish than any single opponent, you may increase your Finesse by one.

G: At any time during your Cast, you may "restart your Cast." Move the Casting token back to where you started the Cast, reshuffle the Strike cards, and begin the Cast again. If you had hooked a fish before restarting the Cast, this fish goes back to its place on the board. Discard this Rock card (placing it out-of-play) after using this action.

H: If you select a  for your Dice action, you may change it to a  before taking your action.

I: Decrease your Finesse by one to change your fly if you don't have a fish on your line.

J: Decrease your Finesse by two to Cast to Column .

K: Decrease your Finesse by three to either Cast to Column  OR Reel at a value of .

L: Decrease your Finesse by two to change the face of the die you select to any face before taking your action.

M: Decrease your Finesse by two to either Cast to Column  OR Reel at a value of .

N: At the end of the game you earn plus one point for either every Rainbow you have caught OR for every Cutthroat you have caught.

O: At the end of the game you earn plus one point for either every Grayling you have caught OR for every Brook you have caught.

P: At the end of the game you earn plus one point for either every Steelhead you have caught OR for every Brown you have caught.

Personal Achievements:

1A: You earn one point for each Orange, Green and Yellow Hatch token you gained, plus two points for every White Hatch token you gained. You also gain two points for every Brown fish you caught (regardless of its color), and four points for every set of Dolly, Cutthroat and Brook you caught (regardless of their colors). Finally, you earn five points for every set of four unique Hatch tokens you gained.

2A: You earn one point for each Orange, Tan and Yellow Hatch token you gained, plus two points for every Blue Hatch token you gained. You also gain two points for every Brown fish you caught (regardless of its color), and four points for every set of Dolly, Rainbow and Brook you caught (regardless of their colors). Finally, you earn five points for every complete set of four unique Hatch tokens you gained.

3B: You earn three points for every unique set of two same-colored Hatch tokens you gained (e.g. three points for a set of two Yellow Hatch tokens and three more points for a set of two Green Hatch tokens). You also gain three points for every set of Brook and Cutthroat fish you caught, three points for every set of Rainbow and Grayling you caught, and four points for every set of Dolly and Steelhead you caught (all regardless of color).

4B: You earn three points for every unique set of two same-colored Hatch tokens you gained (e.g. three points for a set of two Yellow Hatch tokens and three more points for a set of two Green Hatch tokens). You also gain three points for every set of Brook and Rainbow fish you caught, three points for every set of Cutthroat and Grayling you caught, and four points for every set of Dolly and Steelhead you caught (all regardless of color).

Appendix B:

Silent Angler Achievements:

L1: The Silent Angler earns two points for every unique (e.g. different color) Hatch token gained, plus three points for every pair of fish (e.g. two Cutthroat), plus one point for every Steelhead and one point for every Brown.

L2: The Silent Angler earns two points for every unique Hatch token gained, plus two points for every unique fish (e.g. each different species), plus one point for every Grayling and one point for every Rainbow.

L3: The Silent Angler earns one point for every unique Hatch token gained, plus three points for every fish, two points for every fish, and one point for every fish caught.

L4: The Silent Angler earns one point for every yellow Hatch token, one point for every green Hatch token, two points for every tan Hatch token, two points for every orange Hatch token, three points for every white Hatch token, and three points for every blue Hatch token gained. The Silent Angler also earns two points for every Coho, two points for every Cutthroat, two points for every Dolly, and two points for every Brook gained.

Journal Upgrades:

Finesse At Start: These upgrades muct be claimed in order from 1 to 4. Every Day you start with the indicated number of Finesse.

Momentum Tiles: Use your free Badge to unlock any one of the Momentum tiles. Future Badges can be used to unlock any of the other Momentum tiles. After being unlocked, each Momentum tile will be available to you at the start of each Day (always starting on the A-side). You may not change the Momentum tile you unlocked to a different one.

Rocks per Deck: The first one is unlocked for you at the beginning of your adventure. You must unlock the next two in order (first 2 and then 3), and the number indicates how many Rock cards will start in each Rock card deck each Day (either 1, 2 or 3).

New Rod 3B or 4B: Once claiming this upgrade you must select either Reel Board 3B or 4B to use for the rest of the game. You may not change back to a different Reel board after making this choice.

7 Fish Bonus +2: After unlocking this upgrade you earn plus two points every Day you catch seven fish before the Silent Angler, for a total of four points.

+ / : Every Day you earn plus one point for every unlocked upgrade of this type. You start with +0 points, but can earn up to +6 per Day.

Skill Card: After unlocking this upgrade, during Setup each Day, randomly select one new Skill card to use that Day. After the Day is over, shuffle this Skill card back into the supply.

Guide Book Challenges:

Balanced Fishing: At the end of every Day, mark off one box here for every fish you caught of the indicated color (e.g. if you caught three fish, one fish and two fish, mark of three boxes next to , one next to and two next to .) After all the boxes next to a particular color have been filled, you may claim the Badge.

Species Goals: At the end of every Day, mark off one box here for every fish you caught of the indicated species (e.g. if you caught three Brook, three Dolly and one Coho, mark off three boxes next to Brook, three next to Dolly and one next to Coho. After all the boxes next to a particular fish have been filled, you may claim the Badge.

The Big Ones: At the end of every Day, mark the box next to any of the indicated fish you caught that met all of the criteria shown and then claim the Badge for that fish (e.g. if you caught a Black four-point Brook, you may mark off the box next to the Brook and claim the Badge.)

Bonus Hatch Token (A)/(B): At the end of every Day, mark off one box in the (A) section or the (B) section for every Hatch token you gained this Day that matches the Bonus Hatch Token [ ] from the Day. After filling up all the boxes in (A) you may claim the associated Badge. Later you may also fill up (B) and claim that Badge too.

8 Fish: At the end of any Day in which you have caught eight total fish, you may mark off this box and claim the Badge.

Appendix C:

Dry Fly Mini Expansion Tiles:

6A: Count the number of dice you have already selected this round. You may Cast or Reel with this number.

6B: Decrease your Finesse by two to tie a second Fly. Your second Fly does not displace your first one and gains you Strike cards as normal. You only gain one Hatch token per fish, so if there are Hatch tokens matching both your flies, you must choose one to take. You may play with both Flies until you choose to change one of them, at which point both Flies are returned to the supply.

7A: You may Reel at a value of two plus the number of fish you have caught (not including any fish on your line).

7B: Decrease your Finesse by three to advance the fish on your line to the next section to the left. If your fish is already in the section, this automatically catches your fish. Don't spin your reel.

Master Skill Cards:

Q: If you have a fish on your line and your reel stops on the Stamina space, you may move your reel ahead one space to the space.

R: All fish on your line have a strength of 0 (i.e. it is not necessary to apply Drag to fish).

S: After selecting a Cast action, but before placing the Casting token, you may decrease your Finesse by one to move one Hatch token up to two columns left or right. You may not "wrap around" from column to or vice versa.

T: At the end of the game, before uncaught fish are removed from players' lines, you may Reel at a value of . If you do, all other players may Reel at a value of .

U: You may discard this card to increase your Finesse by two.

V: At the end of any round you may decrease your finesse by one to Cast to column .

W: When revealed, tuck this card under the fish you just hooked. You may not Reel this fish with a . If this fish is caught, move this Skill card to your score pile. It is worth one point.

X: During your Cast, after drifting twice, you may decrease your Finesse by one to drift a third time.



DAY 1 2 3 4 5 6 7

Journal

Momentum Tiles
1A 2A 3A 4A 5A
(choose any)

Finesse at Start
1 2 3 4
(claim in order)

Rocks Per Deck
1 2 3
(claim in order)

New Rod
3b or 4b
(every day)

Skill Card
(every day)

7 Fish Bonus
+2
(every day)

Bonus Points
+1
(every day)

This is your free Badge! It is underlined to show it is available to you to claim a Journal Upgrade. Use it now to unlock a Momentum tile to be available every Day. (We suggest you choose 1A.)

Use a pencil:

1. Note your "Day" score vs the Silent Angler (☐)
2. Mark the boxes (☐) in each "Guide Book Challenge" and underline the (☐) when a challenge is completed to gain the Badge. (You also gain a Badge when you beat a location!)
3. Fill in a Journal Upgrade (☆) for each Badge underlined and then fill in the Badge (★) to show it has been used.



Guide Book Challenges

Species Goals

- STEELHEAD
- DOLLY
- CUTTHROAT
- BROOK
- GRAYLING
- RAINBOW
- BROWN
- COHO

Balanced Fishing

- ☐☐☐☐☐☐☐☐☐☐ ☆
- ☐☐☐☐☐☐☐ ☆
- ☐☐☐☐☐☐ ☆

The Big Ones

- BROOK 4 ☐ ☆
- GRAYLING 4 ☐ ☆
- DOLLY 4 ☐ ☆
- STEELHEAD 7 ☐ ☆
- BROWN 7 ☐ ☆
- RAINBOW 7 ☐ ☆
- CUTTHROAT 7 ☐ ☆
- COHO 8 ☐ ☆

Bonus Hatch Token (A)

☐☐☐☐☐ ☆

Bonus Hatch Token (B)

☐☐☐☐☐ ☆

8 Fish

☐ ☆

For more details about the Journal Upgrades and Guide Book Challenges, see Appendix B.



DAY 1 2 3 4 5 6 7

Journal

Momentum Tiles
1A 2A 3A 4A 5A
(choose any)

Finesse at Start
1 2 3 4
(claim in order)

Rocks Per Deck
1 2 3
(claim in order)

New Rod
3b or 4b
(every day)

Skill Card
(every day)

7 Fish Bonus
+2
(every day)

Bonus Points
+1
(every day)

This is your free Badge! It is underlined to show it is available to you to claim a Journal Upgrade. Use it now to unlock a Momentum tile to be available every Day. (We suggest you choose 1A.)

Use a pencil:

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Guide Book Challenges

Species Goals

- STEELHEAD
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Balanced Fishing

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- ☐☐☐☐☐☐ ☆

The Big Ones

- BROOK 4 ☐ ☆
- GRAYLING 4 ☐ ☆
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- STEELHEAD 7 ☐ ☆
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- COHO 8 ☐ ☆

Bonus Hatch Token (A)

☐☐☐☐☐ ☆

Bonus Hatch Token (B)

☐☐☐☐☐ ☆

8 Fish

☐ ☆

For more details about the Journal Upgrades and Guide Book Challenges, see Appendix B.



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