

# Coldwater Crown

Roger's Rules: Firedrake/BGG

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## Setup

Place board in centre of table.

For all variable value trophies, use:

③ 5-3-2 only, ② 5-3 only.

For each of Shore, River and Lake fish, shuffle the appropriate small cards and place them in the corresponding deck space (showing the side with fish name and weight range). Stock the four fishing spaces with one card each. Place the corresponding Trophies in their space, stacked low to high value.

Randomly draw a coloured Tag tile and place it in the Tagged Fish space. Other Tag tiles will not be used.

Shuffle the Master Angler deck and set out five cards by the side of the board, leaving the deck next to them.

Place the 2-point “12” trophy on the “first to 12” fish space at lower right.

Place the “8” trophies, low to high value, on the “first to 8 species” space at lower right.

Place the two sets of Master Angler trophies, 2 points with 3 blue cards and 2 points with 4 different cards, on their spaces at lower left.

Place the Small Species trophies, low to high value, in the “small species challenge” space at middle left.

Shuffle the 1-point Weight trophies and place them on the Mystery Weight space near the middle of the board.

Give each player a random Tackle piece and put the rest in a convenient container for random drawing.

Place one Angler token, “1” side up, on each of the red, yellow and green spaces. Give each player an Angler token flipped to its “1” side, and a player board.

Ensure the board is rotated so that it matches the orientation of the fishing zones (i.e. “5” and “6” spaces aligned with the top of the board).

Each player draws 3 bait pieces for their “3” zone, and 4 for their “4” zone. If you get the clear piece, discard it and draw again, adding it back to the bag when all players are set up.

Select a random start player and take turns in rotation.

## **Turn**

1: Place your Angler token on an empty space on the board, and do the corresponding action.

2: Take an Angler token from a different space on the board, and do the corresponding action.

3: Turn over the Angler token you have just taken.

The action for a “1” on a fishing space is to discard (if possible) one piece of bait of that colour from each zone on your player board.

The action for a “2” on a fishing space is to discard (if possible) all bait of that colour from each zone on your player board.

When you discard bait, you may instead place it on matching spaces on a Master Angler card. When all spaces are full, turn the card sideways to show that it's completed and return the bait to the discard pile. If you have completed three matching cards, or four different ones,

take the corresponding trophy. You may only take each trophy once in the game. For each zone you have emptied, you catch the fish from the corresponding zone in the location of that colour. Refill the zone from the deck. If the zone cannot be refilled, you have triggered the end game.

If you have emptied Zone 5, you receive a random Tackle token. You may play it from the next action, not at once.

If you have emptied Zone 6, you may choose to catch the fish on the top of the deck rather than the one in zone 6.

If you have eight different species, or twelve fish total, take the corresponding trophy if it's available and you haven't already. If you take the "first to 12" trophy, you have triggered the end game. If your fish exactly matches the topmost Mystery Weight trophy, take that token.

If you have at least one of each of Roach, Perch and Flounder, take the topmost Small Species trophy if you haven't already.

The action for a “1” on the port space is either:

- fill one zone on your player board with bait from the bag. If you draw the clear piece, put all the discarded bait back into the bag, draw a new piece, then put the clear piece back in.

- take a Master Angler card from the display or the deck. If you took from the display, refill it from the deck.

For a “2” on the port space, do any two “1” actions: two fills, two Master Anglers, or one of each in either order.

## **Tackle**

All tackle is discarded when used. You may use more than one piece of tackle at

a time. If the tackle pile is emptied, randomise the discards.

The Rod lets you catch a fish in the same Zone but a different Location (e.g. you empty compartment 3 with a purple or green action, but you may choose to catch a fish from zone 3 of the River or the Lake instead).

The Line lets you catch a fish in an orthogonally adjacent Zone at the same Location (e.g. you empty compartment 3 with a purple or green action, but you may choose to catch the fish in zone 4 or 5 instead).

The Lure lets you remove any two pieces of bait of the same colour from your board. This may cause you to catch more fish.

The Reel lets you exchange any two pieces of bait on your board.

## End game and scoring

Once the end game is triggered, each *other* player gets one final turn.

For each of Shore, River and Lake, select from your catch at most one fish of each species to submit to the contest. The player with highest total weight gets the top trophy from that location, etc. Ties for weight break in favour of the player submitting the fish with the earliest time stamp.

For each fish *submitted to the contest* with a tag colour matching the tag chosen at the beginning, score 1 point.

Final score is the sum of:

- Point value of trophies
- 1 per completed Master Angler card
- 1 per matching-colour-tagged fish sent to the contests